



the **leader**

JUNE/JULY 1998

VOLUME 28 NO. 10

Summer
at Last!

FEATURE ARTICLE

Canoe Portaging

*Tips for when you
run out of water.*

AMORY ADVENTURE AWARD • CUB CAMP • DAFFY ENGLISH

The Leader Magazine Is Changing

by Andy McLaughlin

LOOK FOR A FEW CHANGES in the *Leader* next year. The reason: an astronomical postage increase is on the horizon.

The *Leader* currently benefits from a government program that provides preferential postal rates to Canadian publishers. Because of some significant changes to the qualifying criteria, *we may no longer qualify to receive these rates*. The *Leader* would be faced with a 400% postage increase!

To help deal with this financial blow, Canyouth Publications (publisher of the *Leader*) struck a task group of Scouting volunteers and staff. After discussion and consultation, the task group and the Canyouth Board agreed to the following strategy (based on the assumption we'll lose our preferential rates):

- The subscription cost of the magazine will remain at \$8 (no change) for the next volume year.
- Because of the probable postage increase, we will only be able to publish seven issues next year, instead of the usual ten. However, the size of the magazine will *increase* to 48 pages. This will help us give you almost as many pro-

gram ideas as we do currently, but spread over fewer issues.

- We sent a letter to the Minister of Canadian Heritage, telling her how the *Leader* helps Scouters provide relevant and vital programs to Canadian youth. The letter asks her to grant an exemption to the new criteria so we may continue receiving the preferential rates.

Our postal rates could rise 400%

The initial change in our publishing schedule could happen *as early as this fall*, if we lose our preferential rates sometime over the summer. If this happens, instead of receiving the August/September magazine in late August, you will receive a fall magazine in late September.

With these thoughts in mind, this month's *Sharing* and *Paksak* columns will help "rev" you up with fall start-up

program ideas. All leaders should check out these articles.

Who Pays for Your Magazine?

"Wait a second," you might say. "I don't pay a subscription fee." Actually, all members (youth and adult) pay for the cost of publishing the *Leader*. How? Scouts Canada uses a small portion (about 60¢) of the national membership fee (\$5.50 in '98-'99, excluding insurance fees) to buy one subscription for each section in Canada. This magazine is usually sent to the "head" section leader.

Local councils may also buy subscriptions for other leaders and volunteers in their area through the "Every Scouter Plan" — paid out of membership fees that local councils charge. Other volunteers who don't receive the magazine may subscribe directly to the magazine by buying an \$8 subscription.

About 70% of Scouting volunteers receive the magazine through the above methods.

Yes, the *Leader* will have to change due to a massive postal increase, but you'll still receive outstanding program ideas when you need them most. The *Leader* will continue to make your job easier and more fun.



Andy McLaughlin,
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Allen Macartney

the leader

The Canadian Leader Magazine

June/July 1998

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Portaging: Easy if you know how

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The Ups and Downs

by Ross Francis

“Canoes are meant to be paddled, not carried.”

Yes, but to reach that perfect crystalline lake or to avoid a treacherous set of rapids, occasionally you must portage. Whenever or wherever you face a portage, before setting out it's nice to know what to expect. Is it a steep portage? Is it through a bug-infested swamp? How good is the footing?

You'll find out this information by talking to other canoeists who have completed a similar trip recently. Topographical maps and their contour intervals can reveal *many* secrets. For more established routes, you may even find canoe maps or books. They'll give you a pretty good idea what to expect on the river. Here's some information to seek out.

- What's the river's rate of descent?
- Is the terrain along the edges steep or flat?
- Where are the rapids and falls? Other potential hazards?
- What information is available about portage trails? How long they are? What condition they are in? How steep they are?
- Where are the “put in” and “pull out” spots?

Some rivers are more prone to spring flooding and flash floods after heavy rain. (Maps might warn of this

problem.) These conditions may increase the level of difficulty, making portages necessary when they normally wouldn't be required.

If you find out that you'll probably have to portage during your canoe trip, prepare yourself. Learn and practise the necessary skills to make it as easy as possible.

For Starters

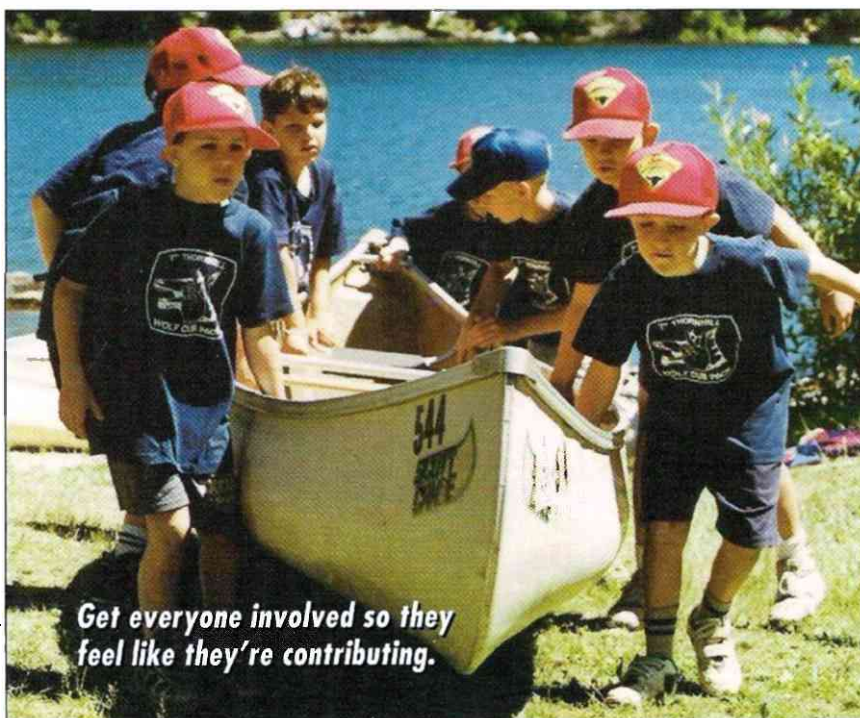
Make sure your youth members are ready to tackle any challenge they face. Set aside an evening or an afternoon, and create an interesting obstacle course. Get the youth to practise different carries (one to four person) within their capabilities. This will give everyone an opportunity to learn; it'll also let you see what each youth is capable of managing.

The portaging method you choose will depend on:

- the strength and number of youths available to carry the canoe,
- the distance and terrain you must carry the canoe,
- the amount to be portaged,
- the canoe's weight.

One-Person Carry

For a short carry over flat ground, one person can easily move a canoe by holding the gunwale, while the hull of



Get everyone involved so they feel like they're contributing.

Photo and inset photo: Paul Kritch

of Canoe Portaging

the canoe rests on the hip. (In this case, the canoe doesn't go over the head.)

How do you do it?

Place the canoe flat on the ground, stand beside the centre thwart, and, using both hands, grip the gunwale keeping one hand on either side of the thwart for balance. Lift the canoe until it rests on your hip and side of your leg.

This lift is fairly awkward and requires some strength, but it's effective for short carries. Strong, tall Scouts and Venturers will manage it well. Once you're up and walking, you may find you want a break if the portage is a long one. Some of the more established portage routes may have a canoe rest. This consists of two vertical poles, a couple of metres apart, with a horizontal pole joining them at the top. If you're lucky enough to find one, simply place the bow on the horizontal beam and step out from underneath. You might simply find a sturdy branch or a "V" in a tree, and place the bow there while you take your break.

Carrying can be very strenuous; make sure you don't overdo it. Take breaks whenever you feel the urge.

The Traditional Portage Carry

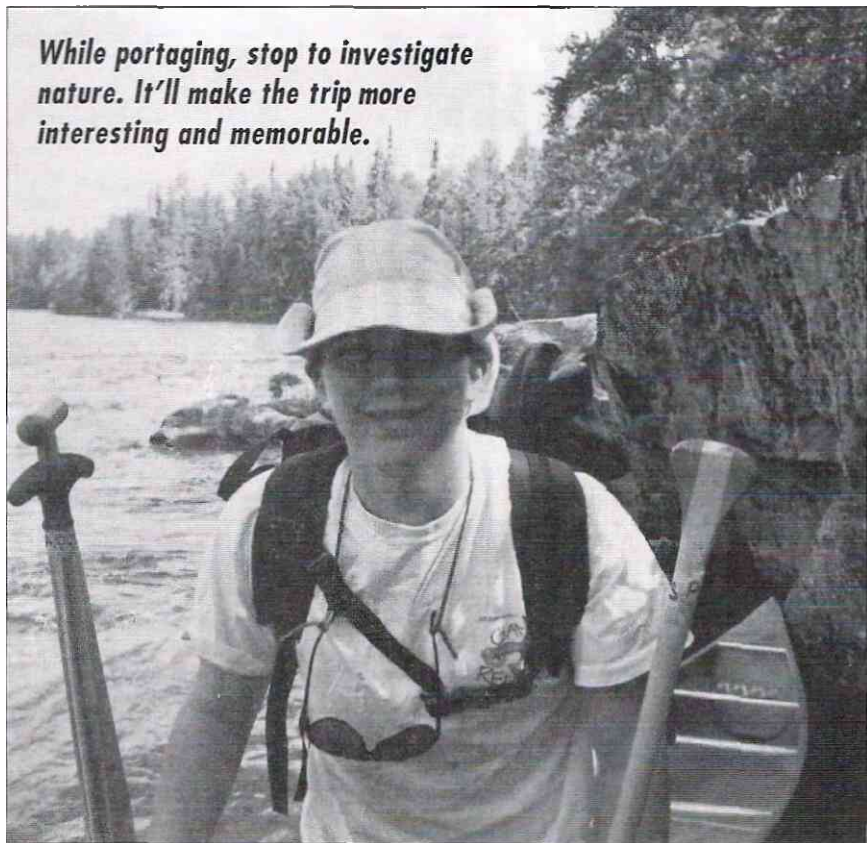
If you've got a longer distance to carry your canoe, it's much more efficient to transport the canoe on your shoulders. Getting it into position is the toughest part. Once the canoe's up there, it's fairly easy to walk, even over rough territory.

Here's how to get the canoe into position.

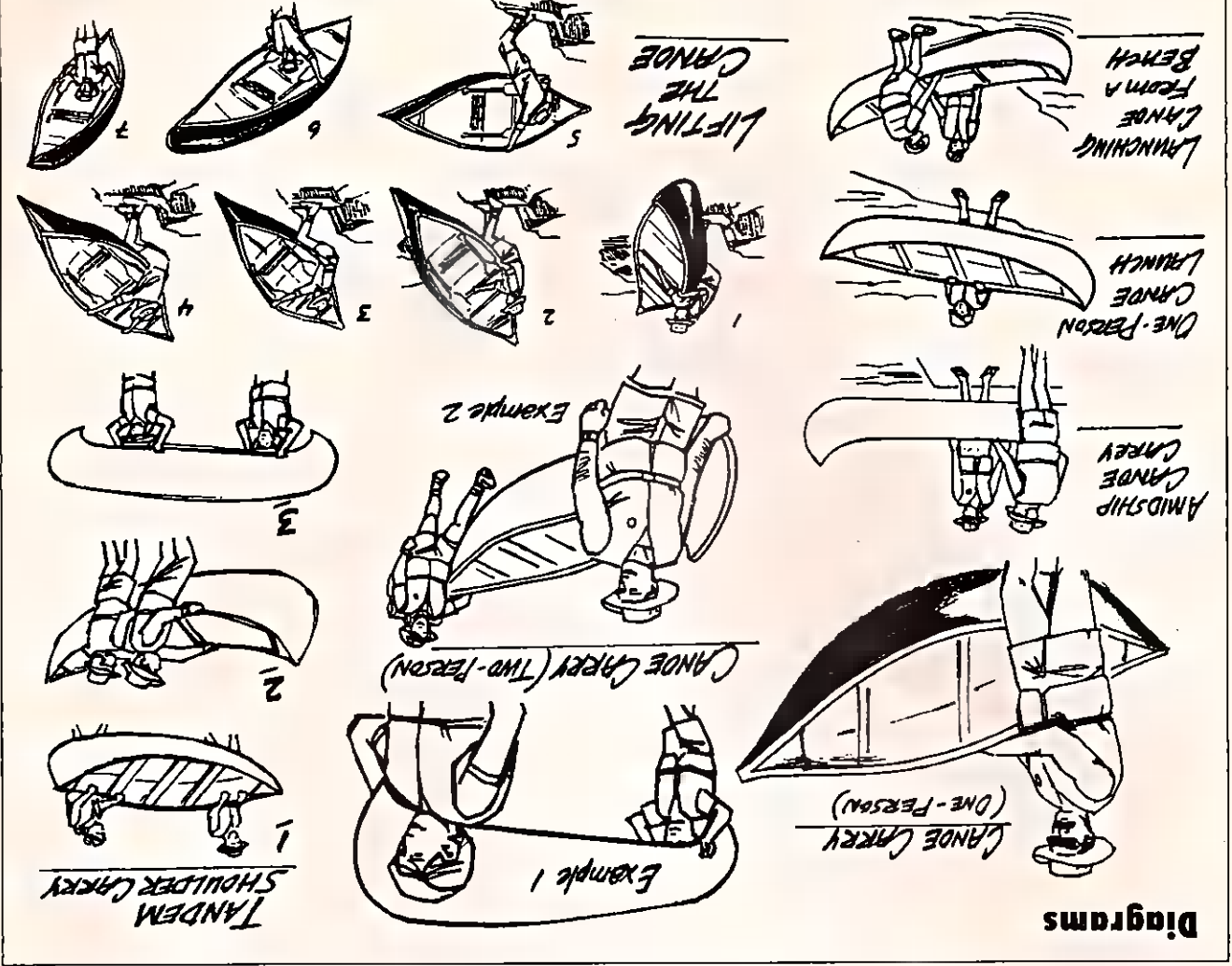
1. Lie your prized water craft on flat ground, right side up, with the yoke facing your right as you stand beside it.
2. Grab the gunwales nearest you with both hands (one hand on either side of the thwart). Lift the canoe onto your thighs with the opposite side of the canoe gently resting on the ground. (See diagram on following page.)
3. Bend your knees a little to get them under the canoe further.
4. Place your left hand at the centre of the thwart or yoke (further if you can reach), and grab the gunwale directly in front of you with the right hand.
5. Roll the canoe toward you, kicking your knees upward to help put the canoe in motion. Pull with your left hand, and push down with your right hand. This will turn the canoe onto your thighs.
6. Now reach up with your right hand and grab the far gunwale; drop your left hand to grab the gunwale closest to you.
7. Roll the canoe up onto your shoulders, ducking your head into position as you lift it over your head.
8. Balance the canoe by extending one or both hands down the gunwales. Hey! You're ready to walk.

If you're more comfortable lifting with your other arm, follow the same steps but switch the sides and arms.

While portaging, stop to investigate nature. It'll make the trip more interesting and memorable.



Photos: Martha Paris



Diagrams

front of the canoe at the bottom. The stern person simply holds the bottom of the canoe at the back.

Tandem Shoulder Carry

For this portage method, both canoeists stand beside the canoe on the same side facing the bow of the canoe: one at the bow, the other at the stern. The paddlers grab the gunwale nearest them and lift the canoe onto their thighs. (See diagram)

Using the same hand (either a left or right) each person reaches across and grabs the other gunwale. Now they can lift the canoe and swing it onto their shoulders. The stern carrier should rest the stern thwart on her shoulders, while the bow person rests the bow deck on his shoulder. This will permit both to see where they're going. The stern person will carry most of the weight. This method works well when you have a strong person carrying with a weaker person.

Three- or Four-Person Carry

Are you canoeing with a group of youths, and the portage trails are wide?

Longer Carries

If two canoeists want to carry the canoe in the upright position, here's how to do it.

The bow person turns his hand so his knuckles are against his leg with thumb pointing back; then he grabs the

Portaging is easy once you've learned the basics.

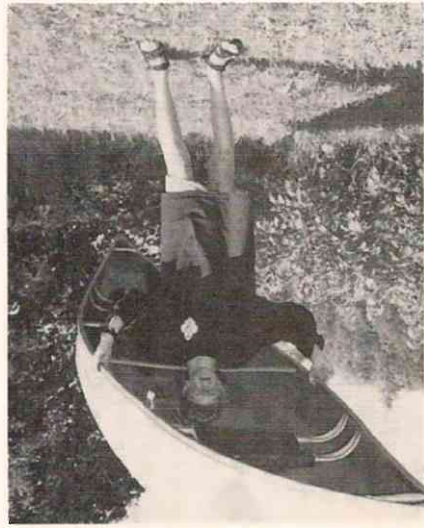


Photo: Paul Birch

To lower the canoe, simply reverse the process.

Watch the trail carefully for obstacles like rocks, slippery mud, and low-hanging branches. You don't want to trip.

If you have someone to help you, your partner can lift the upside down bow of the canoe as high as possible with the stern still on the ground as you duck under and into place. Once you're in position and comfortable, the person can let go; then you can raise the stern and set off down the trail.

Two-Person Carry

If your lake is only a short distance away, each paddler can simply pick up the boat by the grab handles at each end and walk. It means each paddler must carry half of the canoe's weight.

If you're standing on shore and want to launch the canoe without getting your feet wet, each person can grab the gunwales at the middle of the canoe on either side and carry it (walking sideways) to the water. At the edge, just "feet" the canoe into the water, moving your hands up the gunwales as the stern slides into the lake.

When you have three people available to portage the canoe, position two people at the bow thwart or seat (one on each side where they can easily hold on), and the third person at the stern, holding the hull and top of the gunwale.

If you have four people, place two on each side opposite each other, holding onto the gunwale or thwarts — whichever they find most comfortable. This is a good way to get even Cubs involved.

Portaging Secrets

- When lifting or setting the canoe down, do it on flat ground. Check for sharp rocks or other obstacles which may damage the hull of your canoe.
- Never load a canoe on shore; you'll only have to drag it into the water. This may damage it. Load your canoe in the water.
- Seasoned canoeists with the proper lightweight gear are often able to complete a portage in one trip: one person carries the canoe, while the other carries the gear. But there's no shame if you must make an extra trip. In fact, when travelling with young children it's probably better to make several trips because it gives them an opportunity to stretch and explore. Make the portage part of the adventure.
- Load gear in as few packs as possible.
- Most canoe bags don't have pads for back protection. When packing canoe bags, put soft items closest to your back or cut a small piece of ensolite pad for use as a back pad.
- Waterproof canoe bags (complete with shoulder straps and hip belts) are excellent. Internal frame backpacks are also good.
- Before unloading your canoe at a portage, look closely at how you've

WEAR YOUR PFD! IT'S SCOUTING LAW



Youths and adults who take part in Scouting boating activities *must* wear Transport Canada approved, properly fitting PFDs or life jackets *at all times*.

Delegates at the May 1998 National Council Meetings approved this requirement. It applies to all boating activities in small craft six metres or less (powered and non-powered). It also applies to canoes longer than six metres.

- packed objects in the canoe for "trim." This will save lots of time when you're reloading at the end of the portage.
- Make each person responsible for carrying the same items at each portage. This will reduce the chances of leaving something behind.
- External frame packs cause problems in canoes. Besides not fitting well, they may damage the floor of the canoe. Also, they'll tend to snag branches along a trail.
- Use a dunk bag for odds and ends, sneakers, cameras, etc.
- Pack lightly, just as when backpacking.
- Use short bungee cords to hold paddles in when portaging. It also keeps them from shifting around.
- Carry the lightest gear through *first*. This gives you a chance to see the trail.
- Don't try to carry too much. Portaging, just like canoeing, should be an enjoyable experience.
- One adult and two youths per canoe works well. The adult can carry the canoe while the Cubs or Scouts can carry the gear. Encourage everyone to help carry the canoe part way.
- Don't carry gear in the canoe. It's neither good for the canoe, nor your back.

- Before making the first trip down the portage trail, secure all equipment/canoe you're leaving behind so it won't blow away.
- Fasten small items inside canoe with bungee cords to prevent them from swaying. Loose ropes are potentially dangerous as they could drag on the ground and trip you.
- Wear sturdy footwear, especially on rough trails.
- Wearing your PFD while you portage may provide some cushioning when resting the thwart or yoke on your neck/shoulders.

Get the Yoke?

What's the key to making portaging as easy as possible?

Keep the amount of gear and weight to a minimum. Of course, this applies to the canoe as well. A lightweight model can reduce the weight you have to carry by as much as 15 kg or more. It's no fun staggering over a rocky, slippery trail with mosquitoes buzzing around your nose, knowing that your lighter canoe is in the garage at home.

The yoke's on you, Carry on! ^ ^

— Ross Francis is the Scouts Canada Program Director for Beavers and Cubs. He's also a canoeing fanatic.

HOW OLD CAN YOU START PORTAGING?

Kids can take part during a portage at almost any age.

That doesn't mean young children are able to carry a canoe alone, or are able to carry heavy packs. Give them a task to complete at a portage; make them feel part of the group. A young child is at least capable of carrying a paddle or some other light object. This will give them a feeling that they're "pulling their own weight" and contributing.



Photo: Paul Ritchie

DID YOU KNOW...?

- Six hundred and twenty-two Canadians died in water-related deaths in 1994.
- Ninety percent of people who drowned in boating accidents were either not wearing their PFD, or not wearing it properly.
- Males accounted for 82% of all drownings.

The English Language Can Drive You

Daffy

English is one of the most dynamic languages in the world. It's the language of business, finance and technology. Though many other languages only have 75,000-80,000 words, English boasts almost 1,000,000!

Through the centuries, English-speaking people have borrowed words from almost every conceivable country and national group in the world. If the word sounded useful, English people adopted it as their own. Of course, we know "igloo," "kayak," "boomerang" and "kangaroo" are English words, though Canadian Inuit and Australian aboriginals might strongly disagree, with good reason.

Over the centuries, some English words have changed slightly. "Boeuf" (French/Normans) has become "beef," while "Thor's Day" (Danish/Vikings) became "Thursday."

Beavers in our colony loved this theme program. Not only did they chuckle all evening, they also received a fascinating education. It taught them something about their heritage. Older Beavers especially enjoyed it, though Cub and Scout leaders could easily adapt the program for their youth.



Photo: Heather Fleet

by Ruth Dubeau

Photo: Paul Rich

- Anyone can do it. It's a piece of cake.
- He's knee-high to a grasshopper.
- He's all ears.
- Let's just sit here and chew the fat.
- The cat has her tongue.
- Dad is hot under the collar.
- I'm really in hot water.
- If we do that, we'll be up the creek without a paddle.

What Does It Mean?
 If you play this game with Cubs, divide them into sixes to compete against each other to see which group can yell out the correct answer first. Organize it as a non-competitive event for Beavers.

Then we asked Beavers if they knew any idioms or word plays themselves. Leaders called out some popular ones and the Beavers had to act them out.

An idiom also paints a word picture more enjoyable than ordinary language. It makes speaking entertaining, and interpreted several ways by the listener. It's a fun expression that can be explained the meaning of the word "id-

Idiom Not Idiot!
 After opening ceremonies, we explained the meaning of the word "id-

ion." It's a fun expression that can be interpreted several ways by the listener. It makes speaking entertaining, and more enjoyable than ordinary language.

An idiom also paints a word picture to help people understand meaning. We started with "two shakes of a lamb's tail" because each Beaver had a lamp craft. This is an American expression from the 19th century. It means doing something really fast as fast as a lamb can shake its tail.

Leaders called out some popular ones and the Beavers had to act them out.

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GET YOUR JUMPSTART THEME PACKAGES
 If your evening programs need a bit of a boost, check out the JUMPSTART theme packages in your local Scout Shop. Each package contains a full month of field-tested programs that will make your meetings come alive with energy for youths and adults alike. They're perfect for busy Scouters who want to provide a quality program.

- What would a baseball player call a dish found in your house? (Home plate)
- What would a baseball player call a brief stop? (Short stop)
- What do you call a wizard's pen? (A magic marker)
- What is luggage for leaves? (A tree trunk)
- What is something tiny found at the beach? (Microwaves)

SOME INTERESTING DAFFY-NITIONS
 English is full of funny expressions that brim over with comical imagery. It also has many words that, when combined with others, take on completely different meanings. See if your older Beavers or Cubs can figure out these daffy definitions and expressions.

You might get Beavers or Cubs to mime some of these idioms so others can guess the answer.

- I smell a rat.
- Freddy jumped out of his skin when he saw Ahmed on Halloween.
- Grandma has a green thumb.

1. *It's raining cats and dogs outside.* (It's really pouring rain.) Several hundred years ago, English roads had many stray dogs and cats running around loose in towns and villages. During a heavy rainstorm, the holes would fill with water and the cats and dogs would fall into the giant, water-

can guess the answer.

After opening ceremonies, we explained the meaning of the word "id-

ion." It's a fun expression that can be interpreted several ways by the listener. It makes speaking entertaining, and more enjoyable than ordinary language.



"Hey! Let's stop pussy-footing around."

Bubblegum Relay
 If your Beavers need to run off some steam, here's a great way to do it. Have a large pair of gloves for each lodge. Line your Beavers up one behind the other. At the far end of the room, position a chair in front of each team. On the chair, put a bowl of wrapped bubblegum or stick gum. The first Beaver puts on the large gloves, and runs down to the chair. He or she chooses a piece of gum and must unwrap it while wearing the large gloves. (It's not as easy as it sounds!) Then the Beaver must run back and give the gloves to the next person in line.

Look at a group of funny expressions that have interesting stories attached to them. Here are some you can explore.

1. *It's raining cats and dogs outside.* (It's really pouring rain.) Several hundred years ago, English roads had many stray dogs and cats running around loose in towns and villages. During a heavy rainstorm, the holes would fill with water and the cats and dogs would fall into the giant, water-

filled potholes. So, people joked that it was "raining cats and dogs."

2. *That's a white elephant!* (A costly, but useless possession.) In ancient Siam, when someone captured a rare albino elephant it became the property of the king. The king wisely decided that these animals should never be destroyed. If anyone angered the king, he would give the person a white elephant to keep forever. The high cost of feeding the animal would ruin him financially.

3. *These are the dog days of summer.* (The hottest days of July and August.) The brightest star in the sky is called Sirius. Because you can find it in a constellation called "The Big Dog," Sirius is called the Dog Star. This star rises in the east near the sun on summer mornings. People in ancient Rome believed that the reason July and August were so hot was because the heat from the Dog Star combined with the heat of the sun. So they called the hottest days, "dog days."

4. *It's straight from the horse's mouth.* (First-hand information.) This horse-racing expression comes from veterinarians. They say you can tell a horse's age by its teeth. No matter what, an experienced person can tell a horse's age "straight from the horse's mouth."

5. *He's in the doghouse.* (He's done something bad.) An old story talks about a wife who was so angry with her husband that she made him sleep in the doghouse.

Ridiculous Artists

We read out a number of funny phrases, discussed them briefly, then



Photo: Paul Rattrie

Beavers secretly chose one to draw and colour. When the artwork was complete, the artists held them up one by one, while the rest of the colony figured out what idiom it represented.

Here are some idioms your leaders could read out:

- Get off your high horse.
- She spilled the beans.
- He's bitten off more than he can chew.
- Button your beak!
- That bike costs an arm and a leg.
- My sister is blowing her top.
- They're all going bananas.

Hobby Horse Relay

Get Beavers on their "high horse" so they can "kick up their heels" and run. Set up an obstacle course around chairs and let them ride broom horses around the meeting room. They might want to decorate their horses with ears, eyes and heads.

Limerick Duelling Cubs

Ask your Cubs or older Beavers to

break up into small groups and think up a comical limerick — a five-line, rhyming and comical verse. The limerick could describe your section, a recent hike, or a well-loved leader. After five minutes, see which group has thought up the funniest one.

Here's the start to a limerick they could use.

There was an old Scouter from Winnipeg,
Who stumbled and fell on his hollow leg...

Animal Sounds Balloon Bust

Many idioms relate to animals in some way. Blow up a lot of balloons making sure each Beaver has two or three to break. Write the name of an animal on a piece of paper inside the balloon, or have a picture of an animal in the balloon. Beavers must break the balloons (no feet allowed) while making the sound of the animal.

Try It!

If you think this program is for the birds, try it before jumping to exclusions. You might find the theme stirs up a hornet's nest of excitement. Your kids could end up jumping around as if they have ants in their pants! Don't worry, your colony isn't going to the dogs.

Play with the English language; your Beavers or Cubs will gain a new appreciation for communication. ^

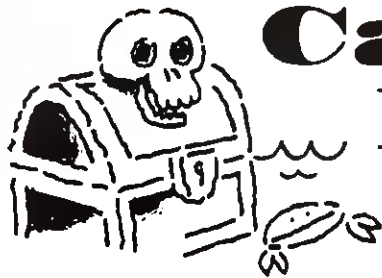
Resources

An excellent resource is Ann and Dan Nevins' book, **From the Horse's Mouth** (Prentice-Hall).

— Ruth Dubeau is a wacky (but very literate) Scouter with the 1st Ferris Beaver Colony in North Bay, ON.

Use this simple program outline to plan your own theme night.

Beaver Meeting Schedule		Theme: _____	Date: _____
Time	Activity	Program Details	Leader Responsible
10 min.	Gathering Activity	Sheep with tails	Malak
5 min.	Opening Ceremony	See <i>Beaver Leader's Handbook</i>	Tic Tac
10 min.	Game	Bubblegum Relay	Malak
20 min.	Theme Activity	Funny Expressions	Hawkeye
10 min.	Song	One Little Elephant Balancing	Rusty
10 min.	Game	Hobby Horse Relay	Rainbow
5 min.	Spiritual fellowship	Recite Law/Promise/Prayer	Rusty
5 min.	Closing Ceremony	See <i>Beaver Leader's Handbook</i>	Rainbow
15 min.	Leader discussion time	Review meeting and discuss next week's plans	



Caribbean Pirates

SUMMER CUB CAMP



by Gervais Jeffrey and Jim Haley

Forty Cubs from two packs in Oromocto, NB, spent a fun-filled weekend exploring a Caribbean pirate and water theme. It included final year Beavers who were swimming up to Cubs, and final year Cubs who were going up to Scouts.

In the weeks before the camp, our pack went to a swimming pool to learn about water safety. Here, the Cubs worked on several badges, and reviewed the "graduation" ceremonies we would conduct.

"Let's Go!"

After arriving up at camp on Friday night, Akela explained the rules to all the Cubs. We then divided them into groups of three youths per tent, with the exception of the two girls in our pack. They shared a tent alone.

Cubs then picked out places to set up their tents, and raced for the pegs and ground sheets.

With adult help, our green tents soon sprung up all over. Those who set up their wilderness homes quickly and rolled out their sleeping bags, helped erect the huge dining tent.

Just as dusk was descending, we sent our Cubs off on a treasure hunt where they looked for forest objects (pine cones, coloured rocks, lose birchbark). During the hunt two adults (dressed as ghosts and draped in glowing capes), appeared at important places along the route to steer the Cubs away from hidden treasure. We made sure the ghosts weren't too scary.

When the hunt ended, a crackling campfire helped settle the excited

Cubs. After singing some quiet songs, and explaining the next day's program, we enjoyed mug up and headed for our sleeping bags.

Rise and Shine

Saturday morning dawned beautiful. Shrieks of delighted Cubs echoed around the camp as the sun rose above the horizon. After a filling breakfast, we broke off into teams and started building pirate rafts.



"Enemy vessel off the port bow. Prepare to fire!"

The Cubs gathered around several tough looking pirate Scouters as these crusty fellows demonstrated how to transform rope, poles, and barrels into seaworthy ships. Soon the youths were using their knot-tying and lashing skills they had learned during the past year.

After a quick lunch, everyone raced back down to the water to launch their ships. Before venturing near them, each Cub had to don a PFD. A no-nonsense, tyrannical sea dog (Akela) then carefully inspected each vessel to make sure it was safe enough to endure a long ocean voyage. As each ship received an approving nod and scowl, its crew scampered into the water, dragging their creation behind.

Vile Treachery!

Before "action stations" sounded, Akela bellowed out the "rules of engagement" (safety precautions) yet another time. Immediately afterwards a furious, no-quarter naval battle erupted. Geysers of water rose from every direction and the sound of battle echoed across the waves. The primary weapons: water balloons, paddle splashing, and feet kicking. In only minutes, everyone was soaked.

After many hopeful attempts to sign an armistice, and many treacherous acts of piracy, all sailors agreed to an uncertain peace. The Cubs and Scouters ran for their tents to dry off and change into uniform before taking part in swim-up and going up ceremonies. The ceremony was simple, but meaningful.

Fishing for Good Games

Later on, the two packs split up; one went fishing, while the other played active games until a late barbecue supper.

Following clean-up, the Cubs had free time to meet with friends and prepare skits, jokes and stories for our campfire. As night fell, we all gathered around a roaring fire to sing and enjoy each other's company.

Next day we packed up, bid our former enemies "Godspeed" and headed home. What a satisfying way to end a Scouting year! ^

Program Links

Cubs: Watercraft Badge, Safety Badge, Green Star A2, A9, A10, Camping Badge, Fishing Badge

— Gervais Jeffrey and Jim Haley work with Cubs from the 1st Oromocto Pack, in New Brunswick.

Photo: Jim Haley

FUNDRAISING AND PR GO HAND IN HAND

by John Rietveld

Recently, I heard a true story how one resourceful British Scout troop combined its fundraising, public relations and leader recruitment efforts. Fascinating! Canadian Scouting groups could use a similar method. Here's the story.

While waiting for the light to change during a Sunday stroll, a man (not involved in Scouting) was approached by a Scout. The youth had a tin can in his hands and thrust it toward the man.

"Would you like to make a donation toward the cost of repainting our Scout hall?" The tin can was labelled "Scout Hall Painting Project."

The man reached into his pocket and deposited some loose change into the tin can. As he turned to walk away the Scout called after him, "Thank you sir, but I need your name and address too, please."

The man stopped and asked the Scout, "Why do you need my name and address?" The Scout replied that the fundraising program was part of a competition. Whoever collected the most donations would receive a free week at summer camp.

"If I win," said the Scout, "I plan to write all those who made a donation to thank them for helping to pay for painting the Scout hall, and indirectly, getting me to camp free."

It sounded like a pretty good explanation, so the man wrote his name, address and phone number in the boy's notebook.



*"Would you like to buy an apple?
It'll help support our Scouting
program."*

Second Approach

Several weeks passed. One evening the man received a phone call from the troop leader. Apparently the Scout to whom he had given a donation, had turned in his notebook containing the names of his donors. The fundraising project had been a success, and the troop leader was inviting all donors to an open house to see the freshly painted hall.

That next Sunday the man attended the afternoon open house. When he arrived, the troop leader thanked him for his donation, and pointed out that the painting project had been completed by the Scouts themselves. The troop leader then told the man that unfortunately the Scout to whom he had made the donation did not win the competition for a free week at camp. As well, the troop leader explained that the Scout's family was unable to raise the money to send him to summer camp.

He then asked if the man would consider making a further contribution to help send the Scout.

Of course, the man said yes. He promptly wrote out a cheque covering the cost.

Third Approach

As part of the open house, the Scouts ran an indoor campfire program complete with skits and songs. Youth members served refreshments to the guests, and before the afternoon ended the troop's Scouter thanked the Scouts, their parents and the donors, for coming out. As the man gathered his jacket and hat to leave the hall, the Troop Scouter approached him once again. Extending his left hand he thanked the man for coming, and for the financial contribution he had made. As the man walked through the door the troop leader called out, "After camp I'll give you a call. Perhaps you might consider becoming a leader next fall."

Is There a Lesson?

What a great story, and true too! It displays examples of both good fundraising techniques and good public relations. It also shows how to spark someone's interest to make him open to volunteering as a leader. We can use a similar approach for Scouts Canada's fundraising. Whether it be Scoutrees, Apple Day, or calendar sales, our members should be able to clearly explain what money will be used for if anyone asks.

Scoutrees pledge sheets and Trail's End popcorn order forms provide us with names and addresses of people who we can then ask to fund a special project. Or, we can contact them to ask if they'd like to get involved as leaders or on group committees.


How can you extend fundraising efforts beyond a specific campaign? Do a little brainstorming; you might find a permanent supporter or even a new leader! 

Photo: Sandra L. Johnston

"We Discovered B.-P. Lake!"

Or... how to launch a new Venturer company

by Wayne Henhoeffler

How can you take a brand new Venturer company, and infuse its members with vision and energy?

That's a problem I faced last year when our entire company moved on to Rovers. After brainstorming with our new Venturers, we decided to focus much of the year's training on an Algonquin Park, wilderness canoe trip into Baden-Powell Lake. Twelve people would take part.

"But where should we start?" someone asked. "Where do we begin?"

Building Experience: Step by Step

That was the first challenge facing these former Scouts. Within weeks they had worked out a plan. Everyone felt our canoeing skills needed upgrading, so the executive found out a place offering instruction on the Grande River near our homes in Ayr, ON. The course not only taught advanced paddling moves, but featured instruction on portaging techniques and camp skills. All this would come in handy when portaging from lake to lake in Algonquin.

Throughout the fall we honed our camping and canoeing skills further by frequent weekend trips.

"What about first aid?" someone asked. This comment sparked a flurry of calls to enroll the company in a St. John Ambulance course. We took it during winter months. With training well under way, everyone settled back to wait for summer. Then, it hit us...

"Hold everything!" another Venturer called out. "Getting to Algonquin Park isn't going to be cheap."

This statement catapulted us into a vigorous fundraising frenzy. We sold



The weather was amazing throughout our trip.

apples, barbecued hot dogs, volunteered for odd jobs around the neighbourhood, cleaned up roadsides, organized a car wash, and served hot chocolate at community events. It didn't take long to meet our budget.

By late spring our planning took on an even more desperate pace. We still had to book canoes, plan menus, work out transportation, improve our lightweight packing techniques, all while continuing to improve our paddling and camping expertise.

Dip, Dip and Swing

On July 14 we arrived at Canoe Lake (our trailhead) in Algonquin Park.



"I see the log book! Over there on the tree."

Group of Seven artist, Tom Thomson, drowned here in 1917.

After sliding the canoes into the clear water, packing and adjusting the load, we set off paddling northward. Over the next days we followed a series of lakes and portages into the park's interior. At least four moose, scores of loons, deer mice and hundreds of ducks watched our progress.

A President's Choice Moment

Baden-Powell Lake (our destination) was where a log book awaited us. Almost thirty years before, Scouters Don and Joe Ecclestone placed the book in a small enclosure on the side of the lake. We added our names to the log on a bright, sunny afternoon. We were exuberant!

The day was perfect. As we signed our names one-by-one, the Venturers realized that their hard work and planning had really paid off. Every one of them felt a surge of pride and thrill of victory. We had met the challenge.

Do your new Venturers want an excellent project to focus their program around? A long canoe trip is excellent. Just do your homework, plan ahead, meet your safety requirements, and enjoy the challenge! ^

— Wayne Henhoeffler is ADC (Venturers) for the South Waterloo District, ON.

ZULU WARRIORS: AN ACTIVE GAME

by Ron Brandow and Bill Koopmans

Strategy, teamwork and honour. These are the basic ingredients of a terrific active game called "Zulu Warriors." Your Scouts or Venturers will love playing this in summer or fall.

Allow at least four hours to complete the game, and set a time limit. Define a large playing field (a significant portion of your camp). Ideally the terrain would cover forested and clear areas.

Setting the Stage

Divide your troop into two equal teams, and give coloured armbands to each team member: the Wolf Camp (red) and Cougar Camp (blue). The Jailer should wear a yellow arm band. Distribute red or blue poker chips (representing a "life") to each participant. As well, distribute 10 extra chips of each colour. Not all members need to receive the same number of chips. Let the team decide.

Each camp must select a jail which cannot move throughout the game. Strategies will vary, and members can devise their own rules. For example, some camps may decide to change Jailers or Chiefs at one or more times during the game. Participants may be either "scouts" (special members who sneak around looking for the other camp's warriors or their jail's location), or "warriors" who battle and capture their opponents.

After explaining the rules, send your Scouts off to cook their lunches. (Lunch will give them time to prepare their plans and decide on strategy.)

Let the Game Begin!

Camp members can travel anywhere within the boundaries of the playing field. A "battle" occurs whenever a member of one camp touches someone from the opposing side.



"IF WE SET UP OUR JAIL IN HERE, IT'LL BE AS SAFE AS IT GETS."

How do you decide the winner? The Scout who wins two out of three "Rock, Paper, Scissors" games is the victor of each battle. The person who loses the battle must forfeit one "life" by giving the winner a coloured poker

WHOEVER LOSES AT THE "ROCK, PAPER, SCISSORS" GAME, IS TAKEN TO JAIL.

chip from his camp. Until the loser of the battle moves beyond a two metre circle where the last battle occurred, he or she cannot be battled with again. No one may use poker chips from the other camp as a "life." Whoever runs out of poker chips and loses at the "Rock, Paper, Scissors" game, is taken to jail.

Freedom at Last!

To free a fellow camp member from jail you must battle the Jailer. If the Jailer wins, the challenger must give up a

life; if the challenger wins, the Jailer must free one of the jailed team members. If there are no more jailed members, the Jailer may not engage in any battles. The Jailer cannot attack anyone and is there strictly to defend the jail and its prisoners. A prisoner must be released after serving 15 minutes in jail.

The Game Marshall will maintain 14 numbered containers for each camp. Eight of the containers will contain five lives. Six of the containers will have an additional gold poker chip with a letter on it. The six chips will spell out the word "winner." For every four lives won from the other camp, a team member may buy one chip from the Game Marshall by calling out a container's number. The Game Marshall will then dip into the container to choose the chip. If someone else has already "purchased" the contents of the container, the camp member will get nothing.

How do you win?

The game is won when one of the camp chiefs presents the chips spelling "winner" to the Game Marshall.

It's a great game that will help Scouts run off a lot of steam. X

— Bill Koopmans worked with Ron Brandow to develop this game. Both work with the 21st Burlington Scouts, ON.

Photo: Charles McPhee

1996 AMORY ADVENTURER AWARD

Ghost River Wilderness Trek

by 144th Lake Bonavista Sea Venturer Company

Last year, two companies tied for second place in the Amory Adventure Award: the 21st Nepean Venturers, and the 144th Lake Bonavista Sea Venturers (AB). This is how the Lake Bonavista Sea Venturers earned their award.

Training for Safety

The wilderness. It can be very unforgiving. We spent a full year preparing for our eight-day backpacking trip into Ghost River Wilderness Area near Banff, Alberta. Our trail led over Aylmer Pass, and followed the Ghost River to the Ghost Lakes, and on to Lake Minnewanka.

The last thing our group wanted was an emergency first aid disaster or bear attack. To cover the most likely scenarios, we brainstormed together and made a list of all possible dangers facing us. Then, we found experienced people to help us meet these challenges.

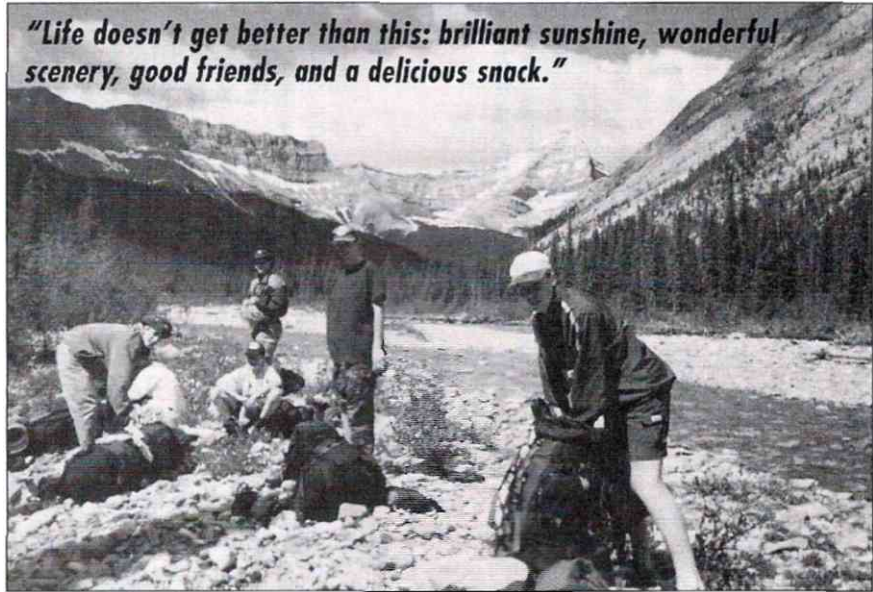
One weekend we spent at a special outdoor camp learning how to respond to everything from sprains and breaks, to severe bleeding and concussion. During an evening course, we learned how to keep clear of bears. An afternoon training session involved practising crossing swiftly flowing streams.

Several months before our main trip we went on several shorter hikes to test equipment, try out interesting menus, and identify equipment weaknesses.

One Beastly Ego!

Finally our departure date arrived. After driving to the trailhead, we pulled on our heavy packs and headed off. Several hundred metres into our hike, a big-horned sheep blocked the trail. With a determined "don't mess with me" look, it refused to move. (Who would have known that animals had egos to protect?!) We bushwhacked through the underbrush, giving it plenty of room. Within several hours we were pushing our way up Aylmer Pass. The tree line

"Life doesn't get better than this: brilliant sunshine, wonderful scenery, good friends, and a delicious snack."



thinned and gave way to loose gravel. After hiking 14 km and gaining almost 1000 metres altitude, we set up our tarp (we didn't bring tents), made supper and crashed for the night exhausted.

Our second day dawned very windy. The trail led through several alpine swamps, over a raging creek, to a spectacular waterfall, where we paused to

Tall peaks pressed in on all sides. Spectacular!

devour lunch. Later, our group weaved its way along the North Ghost River to Spectral Creek, where we made a temporary log bridge. Shortly after, our Venturers pitched tarps, ate supper and enjoyed a beautiful campfire. Tall peaks pressed in on all sides.

The Perfect Rainbow

Day three and four were nearly identical — beautiful scenery, wonderful vistas, bracingly cold waterfalls. A magnificent rainbow arched to the north, but just beyond the vivid colour, dark clouds and grumbling thunder suggested an approaching downpour. The first drops started splattering heavily on our rain gear; this soon degenerated into a

deluge. Quickly, we set our camp up and after a hot supper, climbed into relatively warm sleeping bags.

When we poked our heads out of our bags next morning, the rain had gone. Huge fluffy clouds floated by in a deep blue sky. It looked like an airborne parade!

Over the next days we hiked up passes, dipped our feet in refreshing mountain streams, splashed each other at glacial pools and breathed in the stunning beauty. Before reaching our cars on the last day, all we could think about was ice cream cones and 'real' food.

What Did We Learn?

Planning and preparation can make almost any wilderness trip possible. That's one lesson we learned. If we did this hike again we would:

- bring fewer clothes and more food,
- carry a wider assortment of snacks,
- pack lighter, and
- make sure everyone was in excellent physical shape.

Venturer Chris Branton summed up his experience with these words. "I loved carrying everything I needed on my back for a week. It made me feel self-reliant and independent. I also loved the freedom of making significant choices that would affect my life. It was great." ^

The 3 Rs for Service Teams:

by Colin Wallace

Service teams often spread themselves pretty thin, trying to give equal support to Scouters, sections, and groups. We rarely have enough Service Scouters to cover all the tasks.

Right On Target!

Instead of using a water sprinkler to hit a wide target with minimum impact, maybe we'd achieve more with a garden hose that hits a specific target with maximum impact. Perhaps we'd achieve more if we applied our resources only to the worst examples of particular problems. Maybe we'd make more progress if we dealt with the most important matters first.

But how can we know what matters most? How can we determine which problems are the worst? How can we decide on a solution? Try this exercise at your next service team meeting.

First, draw up a complete list of criteria for assessing a section's effectiveness. But choose your criteria carefully. They need to be:

- measurable,
- predictable, and
- repeatable.

Break It Down

Criteria are *measurable* if they ask questions beginning with *how many*, *how often*, *what percentage*, and so on. Look for answers in numbers rather than adjectives. For example, ask: "How many hours did this troop spend in outdoor activities this year?" Don't ask: "How well did this group achieve its objective to hold outdoor activities?"

Your criteria should also be *predictable* — that is, every time you ask the question, it yields the same kind of results. For instance, you might ask: "What percentage of youth re-

register in this group?" instead of: "How popular is this group?" Because an examination of re-registration numbers gives you concrete informative rather than opinion, you can predict what type of answer you'll get.

Your criteria are *repeatable* if you are able to:

- tell them to a troop or section,
- have the troop or section understand them, and
- know the troop or section will follow them consistently.

If your district is like most, your Service Scouters spend a lot of time fighting fires — trying to solve the obvious problems. They probably deal with *symptoms* of problems, rather than analyze possible causes of problems.

For instance, if one of your criteria is the number of weekend camps completed by a section, explain that you mean *nights spent outdoors under canvas*, not ski trips in cabins.

The criteria for an effective troop might include:

1. Number of Scouts.
2. Percentage of Scouts re-registered from previous year.
3. Number of adult leaders.
4. Number of adult leaders needed for an ideal adult/youth ratio.
5. Percentage of adult leaders with Woodbadge (Troop Part 1).
6. Percentage of adult leaders with Woodbadge (Troop Part 2).
7. Number of weekend camps (year to date).
8. Number of hours of outdoor activities (year to date).
9. Percentage of Scouts at Chief Scout's Award level.
10. Percentage of Scouts at Pathfinder level.
11. Percentage of Scouts at Voyageur level.

Now Rank It

Once you've completed your list of criteria, ask your service team to rank the criteria in order of importance. Your discussions will help you focus on what's important and what's not. (You might include the district Troop Scouters in this part of the exercise.) You'll hear their opinions about what makes them effective. You might even invite patrol leaders to participate.

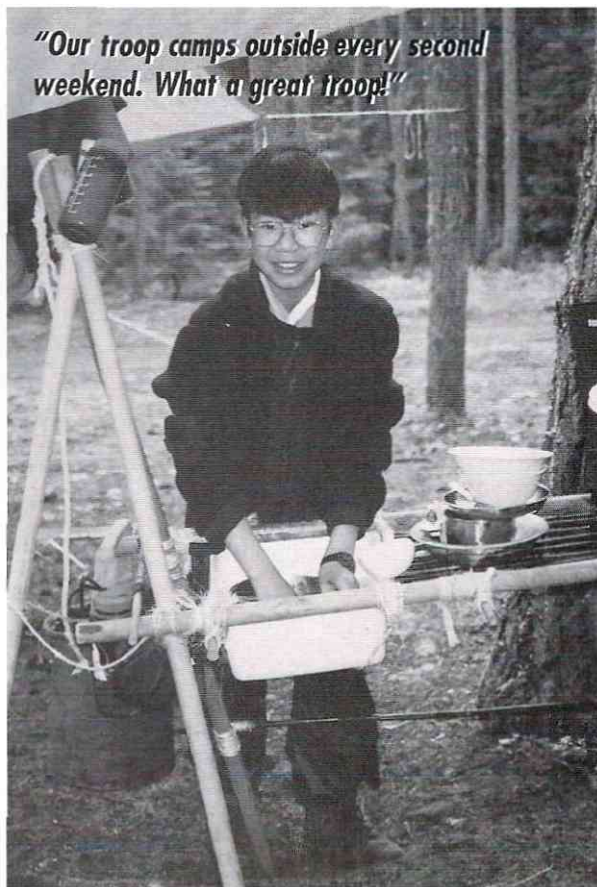


Photo: Peter Ng

Rate, Rank, and Resource

Next, by applying your first criterion to all troops in your service area, arrange the troops in order from best to worst. I'd advise against including Troop Scouters in this part of the exercise: they'll inevitably be biased. However, if you've chosen your criteria well, you'll deal with pure numbers, not opinions. Apply each of the criteria in turn to all the area troops. Chart your results to give you a visual record, and to help your discussion. Your deliberations might yield results like these:

Criteria	1	2	3	4	5	6	7	8	9	10	11
Troop A	24	10	2	2	0	0	1	0	0	0	10
Troop B	18	50	2	0	100	100	3	74	20	20	25
Troop C	12	90	1	0	0	100	5	90	10	25	30
Troop D	16	98	4	0	50	50	4	60	5	15	35

The results could surprise you. You might discover that your team has been visiting Troop D more for its hospitality than because of its urgent need for help.

You might discover that Troop B has a small but fully trained leadership team and a higher percentage of Scouts achieving the Chief Scout's Award. What does that tell you about the need for training?

You might discover that Troop C's Scouters, who's considered the district oddball, runs the most effective program. So what's her secret and how can you share it with other troops?

We've Got the Resources

The "rate and rank" process helps you identify which troop needs the most help to become more effective in any one area measured by your criteria. It doesn't stop you from using other problem-solving techniques, but you might find it provides the insight and focus you need.

It also helps you determine what kind of help to give. That's where the third "r" comes in: rate, rank and resource. Resources can include program material, such as JUMPSTART packages, or people, or other helps.

Photo: Allen Macromey

"I just joined Beavers. My buddies all say I'll have a great time."



There's no point in offering recruitment tips to a well-stocked troop—but if they haven't been camping in six months, maybe they need camping tips. Consider what resources would benefit a specific troop.

Examine and Re-Examine

Re-examine your criteria every three months to keep them current. Re-assess all troops regularly so your service team continues to help the most deserving cases. Changes in the data can tell you almost as much as the data alone. For instance, if a whole leadership team completes Woodbadge training, and larger numbers of Scouts register, you might reasonably conclude that your service team should encourage more Woodbadge training.

Similarly, if a whole leadership team completes Woodbadge training and there's no apparent improvement in the troop's situation, your service team might reasonably question the worth of the training they received.

Be Systematic
Use the same technique for groups, sections, Scouters, and even programs and processes. Just follow this procedure:

1. Develop measurable, predictable, and repeatable criteria.
2. Rate and rank the criteria.
3. Apply the criteria to each component of your target.
4. Rate and rank the target components.
5. Create a visual record of the data.
6. Apply relevant resources to improve the worst case first.
7. Repeat the process regularly.

With a little thoughtful preparation, you'll know exactly where to aim your attention to make Scouting programs more vibrant and alive. X

— Colin Wallace has been everything from a trainer and commissioner, to a very harried Troop Scouter.

“Let’s Bridge that Gap!”

by Ian Mitchell

Scouts working together, relying on each other, sacrificing themselves to ensure the success of the patrol. What a beautiful vision!

The Scout program is based on patrol activity. Here are some puzzling activities which will allow your patrols to “strut their stuff.” These challenges aren’t for faint-hearted or non-thinking Scouts.

The River Crossing

Scouts must fasten a piece of rope to the high branch of a tree on the far bank of a river or stream. (An imaginary river will work just as well as a real one.) Then, patrol members must swing across, leaving nothing behind.

Equipment for each patrol:

- 1 rope (about three times as long as the crossing distance)
- 1 length of twine (same length as rope)
- 1 forked stick (grappling stick)
- 1 straight stick (spreader stick)

Set the scene by telling an imaginative story to inspire your Scouts. Perhaps it could involve rescuing a plane load of trapped passengers, or some other heroic deed. The first difficult task the Scouts will face is how to get the first rope across the river, and attached.

Here’s one way to complete this challenge. Your Scouts will need to know how to tie a highwayman’s hitch. Let them practise it before starting the crossing. (See “Highwayman’s Hitch” sidebar, or page 30 of “Fun with Knots” — available in Scout Shops.)

1. Make an open loop in the rope by passing the end through the lay twice (figure A).
2. Using the straight stick, slip it through the lay to act as a “spreader” (figure A).
3. Tie one end of the twine to the grappling stick (figure B).
4. Throw the loop across the river and over the tree branch (figure C).
5. Throw the grappling stick through the loop (easier said than done), and draw the loop back across the river. Securely fasten the end to the tree.

6. Each Scout must stand on the shoulders of another youth to get enough height to swing across (figure D).
7. The last Scout over makes the rope fast on the take-off side with the highwayman’s hitch. He throws the free end back across, and climbs the rope to gain height (figure E). When he judges that he’s high enough, he releases the highwayman’s hitch from the other side, and swings across the river.

The Haymaker Bridge

Using only the two poles and ropes provided, Scouts must build a bridge across a stream without getting wet. Of course, they can’t leave anything behind.

Equipment for each patrol:

- 2 - four-metre spars
- 1 ball of lashing twine
- 1 - three-metre light rope
- 1 guy line for each patrol member

What’s the point of building this bridge? Though it’s fun making it (the bridge is pretty simple), the activity fosters teamwork and thinking through a problem.

Diagrams

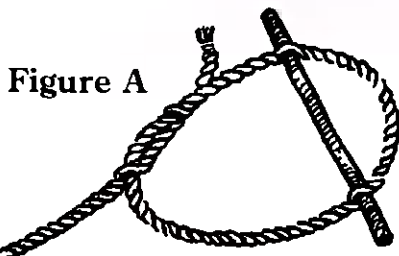


Figure A

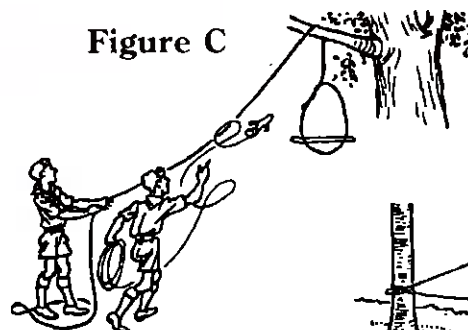


Figure C

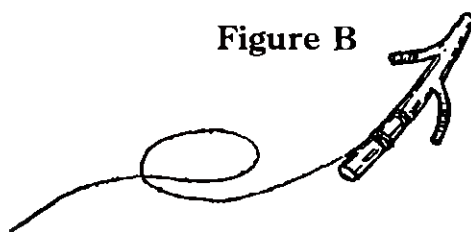


Figure B

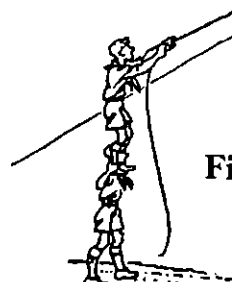


Figure D

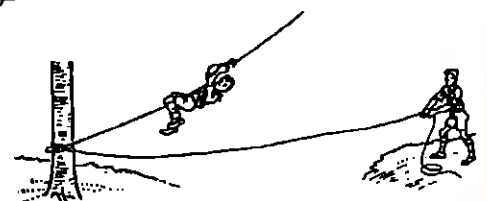


Figure E

Practise using the bridge on dry land, before attempting to cross any real water. It makes a great activity for a hot day. Here's one way to complete the task.

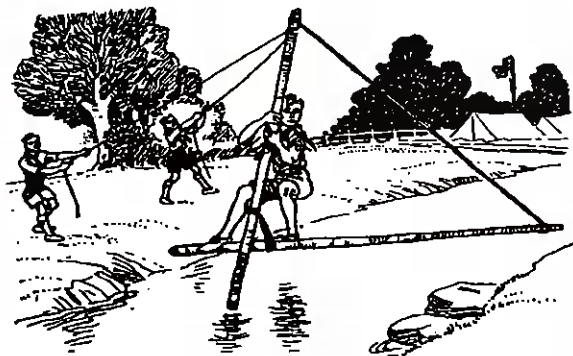
1. Build the apparatus as shown (figure A) attaching as many guy lines as you have patrol members.
2. Plant the centre pole into the middle of the stream.
3. One member "walks" the horizontal pole out to the centre.
4. Swivel the beam underfoot to the other side while holding onto the centre pole, and while other patrol members

- keep a tight strain on the guy lines. Slant the centre pole slightly.
5. Walk along the horizontal pole to the opposite bank.
 6. Repeat the process for each patrol member

Note: This bridge works best in a stream or river with a muddy bottom. It also works well if you use a prepared hole in the centre of a make-believe stream. Don't use it if the ground is covered by smooth rock.

If you have any similar challenges, tell us about them. Don't forget to send us pictures, too. λ

Figure A

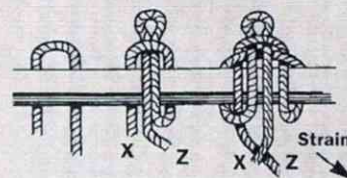


HIGHWAY-MAN'S HITCH

Highwaymen of olde named this knot to help them make a fast get-away with the gold. They tied their horse to a post or tree with one end of the rope, then just had to pull the other end quickly after vaulting back on.

Today it's particularly useful for mooring boats. Here's how to tie it.

1. Place the rope behind the spar, take end "Z", make a loop in it, and pass through the first loop.
2. Then take end "X" and pass it through the loop formed by end "Z" (the rope that holds a strain). Pull on "X" to release.



SWAP SHOP

TRAVEL THE WORLD AT LOW COST

Are your Scouts, Venturers or Rovers interested in travelling? Do they want to go to unique places? Do they only have a limited budget?

Contact Hostelling International (Canada). It's part of the worldwide youth hostel system.

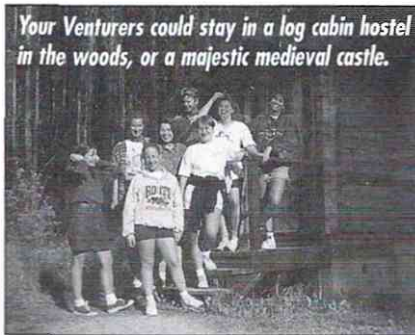
What's a Youth Hostel?

A hostel is a building where you can put your backpack down after a long day of travelling. You're able to relax, fix a meal in a common kitchen, and meet other interesting people. Swap stories with these travellers, discuss adventurous trips, or enjoy activity programs organized by hostel staff.

Where Are Hostels Located?

Hostels are found in over 5,000 places around the world. Some hostels are built in unique and historical structures. In Stockholm, Swedes have transformed an actual 18th century sailing ship into a hostel. In Edinburgh, Scotland, you'll find a hostel in an ancient castle.

Your Venturers could stay in a log cabin hostel in the woods, or a majestic medieval castle.



The youth hostel in downtown Ottawa, was the Old County Jail. It's the site of the last public hanging in Canada. Stay at the Lighthouse Hostel in Campbellton, New Brunswick. It's a real lighthouse!

How Expensive Are Hostels?

Buy a one-year membership for only \$25. This will permit you to pay a special discounted rate at most hostels (usually about \$20 per night). Your membership will also let you take advantage of special discount rates for everything from bus tickets and museums, to restaurants and local attractions.

How Do I Get a Membership?

Get a membership by visiting your local hostel (they have 71 locations in Canada) or call 1-800-663-5777. You could also visit their web site at www.hostellingintl.ca.

The world is waiting for you!



Visit this Heritage Web Site!

If you're looking for terrific on-line activities for youth of all ages, visit Heritage Canada's web site at www.chin.gc.ca/heritageday/.

This site is based on the 1998 Heritage Day kits that over 50,000 teachers and youth leaders received. If you didn't get your copy, look for it on-line.

Another great site to visit is specially aimed at Scouts and Guides. This site is filled with fun activities, and is based on the resource guide, "Let's Have Fun With Heritage." Its address is: www.chin.gc.ca/heritagecanada-youth/.

Send in your own heritage story and photos to this Scouting site (above). Heritage Canada will include your information in their site so all the world can read about your family roots and background. (Just follow the on-line instructions.) λ

Fun at the Pond

by Leno Wong



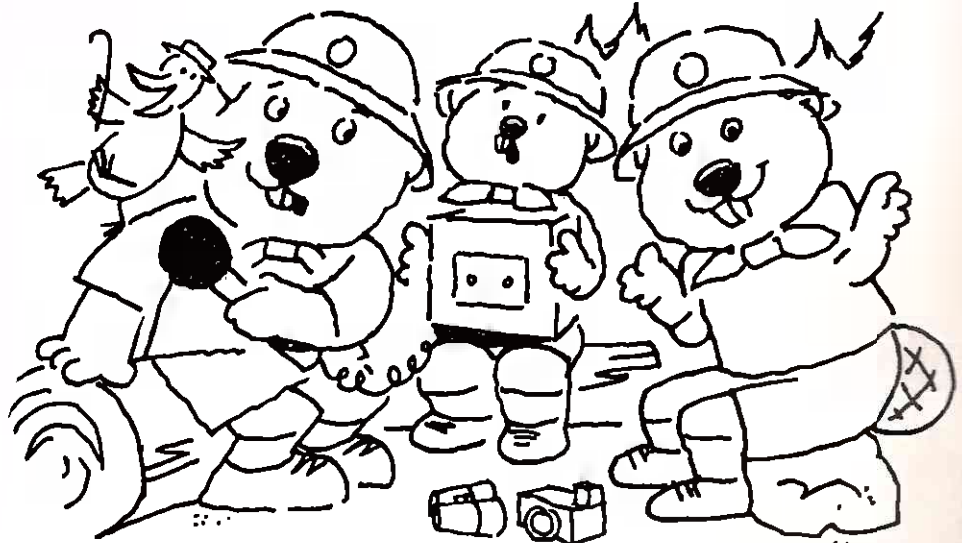
Celebrate Summer!

Getting out means tons of fun during June's warm, long days.



SUMMER JUMPSTART

Hold a Saturday festival to say goodbye for the summer. A great big family picnic would make a super ending to your Beaver year. (You might even use this program half way through the summer to build anticipation for the fall.) Head to a provincial park or conservation area, or choose an attractive park close to home. Plan carefully: prepare as many activities and crafts as possible *before* your event. Encourage your Beavers and their families to bring cameras and binoculars. Some people may even be willing to bring a portable, toy tape recorder to record bird songs and "Beaver chat."



TRAIL TRACKS

This observation game helps prepare Beavers to take care of themselves wherever they go during the summer. Before the meeting, scout around your area for a track that will lead your Beavers through trees and bushes. Pick a track offering lots of variety. An imaginative scenario or story builds excitement for participants. Try a story about a Beaver who got lost in the woods but was able to find her way out because she had left trail markers.

Split your Beavers into teams of four, and divide the teams into pairs. Send them off a pair at a time. The first pair lays a track for the second pair to follow. Teach them how to use readily available materials. Sticks and twigs found on the ground can point out the direction; so can a little line of stones with a leaf laid at the front, pointed end showing the direction. (Hold the leaf down with a few stones.) Show how feet leave footprints in mud or wet sand — easy to follow as part of a track. Provide bits of cloth to tie on to branches. Make sure the trail is well supervised by adults so no one gets lost.

CROSSING THE OCEAN

You need a large play area for this wide game. Split the colony into teams of five or six players. Each team represents a pirate ship; when they're sailing, players hold onto each others' shoulders and move in a line. An adult stands on the side of the play area and sets the scenario to be played out. Start the "ships" from different spots along the sides of the play area.

Here's one scenario: The ships start off from Timbuktu, Oceania, Atlantis and a Pacific island. The weather is nice



Paper Bag Kite Construction

Have fun with your end-of-season or mid-summer celebrations. X

Your Beavers will get a kick out of carrying their lunch in an old fashioned picnic bundle. Each person needs a piece of square cloth and a stick. Pack around the end of the stick. Carry the bundle over a shoulder.

PICNIC BUNDLE

You can either arrange to do this activity at your picnic during a quiet time, or you can collect some raw materials for a craft project in the fall. Collect enough stones so each Beaver has at least one. (The flatter the better, although a little contour may make the artwork more interesting.) Wash and scrub the stones, and let them dry in the sun. Paint designs or little landscapes on the stones. These are perfect for small ornaments, paper weights or book ends.

PAINTED STONES

Leaders will have to help the Beavers when identifying the trees and writing the names. Collect a number of rubbings. For extra interest, your Beavers can draw the shape of the tree leaves in the corner of each rubbing. This will give them a good record of the trees they've been looking at.

The pattern of the bark shows through on the paper. Remove the tape and write on the back of the paper what

Each Beaver needs a supply of light coloured paper, tape, crayons. Different kinds of trees must be growing nearby. Tape a piece of paper to a smooth part of a wax crayon firmly up and down so

BARK RUBBING

See some wildlife. press on the Beavers that they need to of binoculars for a close-up look. camera for photos and perhaps a pair of small creatures. Make sure you have seeds may lure squirrels and other watch through the viewing holes. You blind approximately four metres away. Spread some bird seeds in front of the Tie the corners to nearby bushes. holes in the middle of the plastic sheet bag.) Cut two or three small viewing part of an old sheet instead of a plastic environmentally friendly bird blind, use at the bottom. (To make a re-usable, Cut a large green garbage bag open your bird blind.

BIRD BLIND

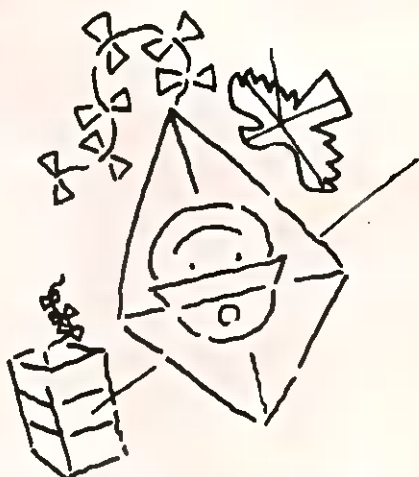
children fly their kites by running along holding on to the string handle, and catching the wind in the bag — like a giant air scoop.

Here's how to prepare each bag. Punch a hole in each of the four corners (at least 3 cm from the edge of the bag). Put a paper ring reinforcement on both sides of each hole. Cut two pieces of string about 80 cm; tie each end to a hole to form two loops. At the meeting, give a Beaver a prepared bag, and an 80 cm length of string to tie the two loops together, forming a handle. The Beavers then decorate their kites with collage materials and markers. Finally, let the Beavers glue on crepe streamers to form a tail. The

- a large, paper grocery bag,
- string,
- paper ring reinforcements,
- paper collage materials,
- markers,
- fast drying glue,
- crepe paper streamers,
- a one-hole punch.

Kites and kids make a great combination. Many of your Beavers have their own kites; tell them they can bring these along, but probably everyone will want to make their own paper bag kite at the picnic. Pre-make as much as possible before the picnic so the kite flying can start quickly. For each kite you need:

GO FLY A KITE



when they start, but a great storm blows up. The ships weave about on the ocean in the storm and get blown off course. (Let the storm last for a while to let your Beavers ham it up.) They all end up in the middle of the ocean (the middle of the play area) and crash into each other. Two ships are completely destroyed and the crews are picked up by the other two ships. (The players of the destroyed ships join the other two crews making them bigger.) These remaining crews have a party and decide they like being together. All the players join in one long line and sail over the ocean as one ship.

Beavers Start-up Night

by Ross Francis

I know, I know!

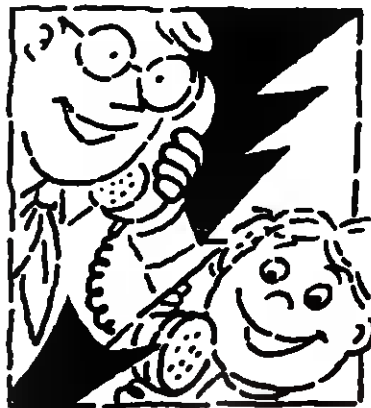
The Scouting year has just ended. You don't want to start thinking about the fall. But tuck this program idea away; it'll make September less hectic.

Before your first fall Beaver night arrives, here are a few details to consider.

1. Organize a planning meeting with your leadership team in the latter half of August. Include Keeo, if you've identified the Cub. At the meeting, plan monthly themes from Sept to June.

- ☞ Plan six months in outline form, marking in very general ideas for activities.
- ☞ Plan three months in greater detail.
- ☞ Indicate who is responsible for what activities/events.
- ☞ Prepare a calendar for parents that shows special themes, trips, outings, guests and opportunities for them to be involved. (The calendar should have large boxes, like the Scout Calendar.)

2. Call every Beaver from last year (except those swimming up to Cubs), and invite them back *personally*. Don't forget to encourage them to bring a friend. Tell the Beavers some of the exciting activities you're planning — to build *anticipation*. You might even mail them an invitation. Personal invitations and letters make all children feel important.



Speak to parents so they know all necessary details like start-up date, location, and costs. Why not invite them to stay for the evening so they can see the fun and experience the enthusiasm?

Put yourself in the parents' shoes. They'll want to know:

Who's looking after my child? Do the leaders have any special training or qualifications? What does the program involve? Be prepared to answer these questions. Show them that you're capable, and that you have a fun, challenging program planned for their child.

3. Put notices up all over: in schools/ kindergartens, churches, and local stores. Advertise your start-up night whenever you can, and invite parents to stay for the entire evening.

START-UP NIGHT

Here's a plan for your first night.

6:20 p.m.: Group committee members welcome parents and their children at the door.

6:30 p.m.: Parents meet with group committee. A group committee member introduces the leaders, provides information about the Beaver program, and passes out a "Parent's Kit." This kit should contain:

- a list of all leaders, their real names (as well as their Beaver names), their addresses, and telephone numbers,

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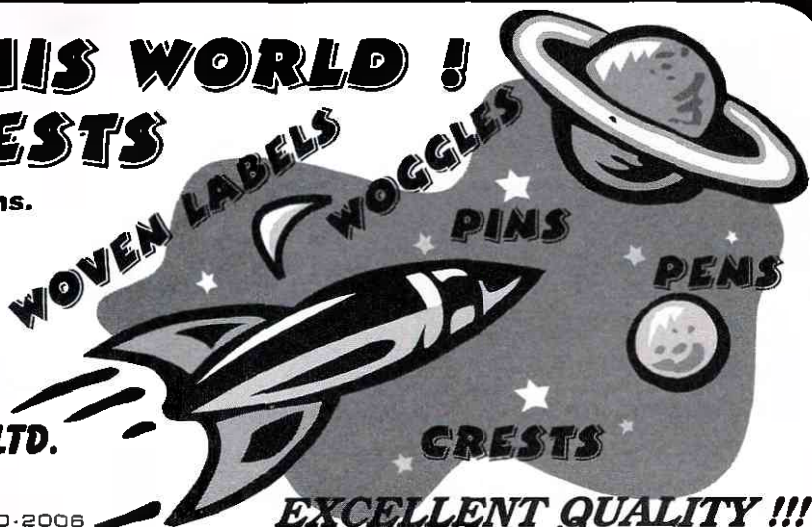
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6:30 p.m.: While parents meet with group committee members, other leaders welcome the Beavers (new and old) to the colony. Ask each Beaver to introduce himself or herself, and describe favourite activities or hobbies. Leaders can

Explain how a child joins the colony, the investiture ceremony, tail groups and terminology.

- parents are always welcome and may attend any meeting.
- children develop through co-operation, sharing, and working and playing together.
- the program is designed to help them throughout the year.
- different activities, and will call leaders expect parents to help with ing.
- leaders have undergone a screening process and have taken training.

Once you've passed out the kit, a group committee member should briefly explain that:

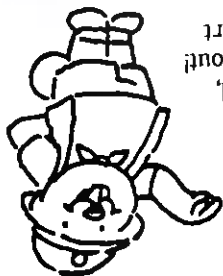
- registration forms, physical fitness forms, etc.
- an explanation about "dues" and fundraising, how the money is collected and how it is used.
- a note stating meeting times (including start and finish times), when children can be dropped off, and what time to pick them up.
- registration forms, physical fitness forms, etc.

As they sing, Beavers touch the part of the body mentioned. With each round, drop one word, but continue the action until everyone is doing the actions without words. Repeat three times, speeding up each time.



Another song: "Head And Shoulders, Knees And Toes."

- Head and shoulders, knees and toes,
- Head and shoulders, knees and toes,
- Knees and toes, knees and toes,
- Eyes, ears, mouth and nose.



6:40 p.m.: Sing some songs like "I'm a Little Beaver" (tune: "I'm a Little Teapot").

explain the program, and ask some returning Beavers to tell what they enjoyed most about the previous year. A Scout can explain about *Friends of the Forest*, how leaders got their names, how to build the dam, and how to form riverbanks.

I'm a little Beaver, short and stout, here is my snout, When you pull my tail, you'll here me shout Hey, I'm a Beaver short and stout.

Whether you're a well-seasoned Beaver leader or a novice, Scout-ing has many very helpful resources. Here are just a few: *Beaver Leader's Handbook, Best of the Leader "Fun At The Pond," Friends of the Forest, Welcome to Beavers, Beaver Song Book, Beaver JUMPSTART programs* (these are available in the *Scouts Canada Catalogue*, other Beaver leaders, and service team members.

Contact your nearest Scout Office to find out what other help is available in your area.

Helpful Resources for New Leaders

Photocopy the accompanying pictures of name tags for each leader and Beaver. By tail level, let the Beavers cut them out, trace onto construction paper, then colour them the appropriate shade for their age. You might want to pre-cut out the tails of new Beavers to make it easier for them. Help them print their name on the tail. Now pin the tails onto the Beavers' vests or shirts with safety pins.

6:50 p.m.: Parents will return now to watch their children participate in a craft. As they observe, they can fill in the registration forms and turn them in at the end of the evening.

7:05 p.m.: Game: "Beaver Pond 1." Find or draw pictures of a beaver dam, beaver lodge, a cottage, and the forest. Label these (for the Beavers who can read), and tape one to each of the four walls in your meeting place. When a leader calls out one of the names, your Beavers must run to the corresponding wall. When the leader calls out "Pond!",

everyone must dive into the centre of the room (pond). The last Beaver down becomes the caller for the next round.

7:15 p.m.: Story time: Begin reading *Friends Of The Forest*.

7:30 p.m.: Closing: Riverbanks and dam formation, good night and busy building tomorrow. Al-

so, plan a snack with juice, coffee/tea (for adults) and donuts or cookies.

PREPARATION SAVES THE DAY

A little bit of preparation now will take much of the rush and hectic struggle out of the fall. Besides... planning now might get you anticipating a fun fall, too! ^

Enlarge these pictures and let your Beavers colour them.



R. Irving and M. Martins, *Pathways in Juggling*, Firefly Books, 1997: \$19.95.
 Look What You Can Make with Paper Plates and Look What You Can Make with Tubes, Boys Mills, 1997: Each \$7.99. (Distributed in Canada by McClelland & Stewart)
 D. Swanson, *Bug Bites*, Whitecap Books, 1997: \$14.95.
 B. Woodburn, *Dr. Bob's Instant Ring Juggling Book*, Firefly Books, 1997: \$14.99. ✓

BOOK DETAILS

Dr. Bob uses an icon to indicate whether tricks are "easy" or "hard." Want to check out Dr. Bob's website? His address is: www.instantjuggling.com.
 (Cubs & Scouts: Entertainer Badge) Between them, *Look What You Can Make with Tubes* and *Look What You Can Make with Paper Plates* offer some 170 craft ideas. Of the two books, *Tubes* offers most to the Cub program, while also making better use of recycled materials. Those who haven't thrown out their empty giftwrap tubes (or those from toilet tissue rolls) can convert them into decorative items like the "Thanksgiving Tube Turkey" and the "St. Patrick's Day Leprechaun." If you want functional products, create the "Desk Organizer," "Candle Canister" or the "Ribbon Holder." As a "linking" activity, have your Cubs create the numerous games found in both books, and then put on a carnival night for the Beaver colony with music provided by the "Musical tubes." Beaver leaders should also skim these two books to see which crafts can be adapted for their program. (Cubs: Tawny Star A2,6, B4; Recycling Badge B1,5; Entertainer Badge 1; Handicraft Badge 1,2,5,7)

to juggle these rings in "four easy steps." Perhaps the title word "instant" is overly optimistic (at least for this fumble-fingers writer) but, with persistent practice, most people from eight through adult should be able to master these basic stages and arrive at the foundational "cascade pattern." As the "cascade" instructions only take up six pages, the rest of the book describes how to perform 50 tricks with tantalizing names like "halos on high," "boomerangs," "hair raiser" and "the back-up." All of the clearly written, step-by-step instructions are illustrated by black and white cartoon-like drawings.

Good books will make program planning easier

Dr. Bob uses an icon to indicate whether tricks are "easy" or "hard." Want to check out Dr. Bob's website? His address is: www.instantjuggling.com. (Cubs & Scouts: Entertainer Badge) Between them, *Look What You Can Make with Tubes* and *Look What You Can Make with Paper Plates* offer some 170 craft ideas. Of the two books, *Tubes* offers most to the Cub program, while also making better use of recycled materials. Those who haven't thrown out their empty giftwrap tubes (or those from toilet tissue rolls) can convert them into decorative items like the "Thanksgiving Tube Turkey" and the "St. Patrick's Day Leprechaun." If you want functional products, create the "Desk Organizer," "Candle Canister" or the "Ribbon Holder." As a "linking" activity, have your Cubs create the numerous games found in both books, and then put on a carnival night for the Beaver colony with music provided by the "Musical tubes." Beaver leaders should also skim these two books to see which crafts can be adapted for their program. (Cubs: Tawny Star A2,6, B4; Recycling Badge B1,5; Entertainer Badge 1; Handicraft Badge 1,2,5,7)

In the 90s, juggling has moved from something performed by professionals on stage to a hobby enjoyed by both youngsters and oldsters. Joining the how-to books on the art/skill of juggling is *Pathways in Juggling*. While the book is profusely illustrated by full-colour photographs, unfortunately the juggling "models" are all adults; it leaves a false impression that juggling is not for kids. The key to all juggling, say the authors, is the basic three-ball cascade which they describe as being "about as difficult to learn as is tying shoelaces."
 The book breaks everything down into illustrated steps. For those who have achieved the cascade and are looking for greater challenges, later chapters deal with juggling clubs, more than three balls, and "stealing and passing." And for those, like myself, who

Assisted by 30 outstanding colour photographs, Swanson manages to impart a great deal of information about each insect's entire life cycle in a captivating way; her enticing chapter titles like "Dashing Dragons," "Killer Bugs," "Lurking Lions," and "Menacing Man-lids" will draw young readers into the fascinating stories. Though examples of each insect type can be found in Canada, Swanson creates added interest by including insects from other parts of the world. (Cubs: Naturalist Badge, 4,5,6,9,10; Scouts: Naturalist Challenge Badge 3)
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FOR VOLUNTEERS

Is it Time to Remode

by Colin Wallace


What condition is your service team in? Has it run year after year, with only minor changes for the past decade? Perhaps it's time to remodel it.

Service teams are usually set up to support the program or area, most service teams include an assistant commissioner, with a sub-team for each of the sections (colony, pack, troop, company, crew). Another assistant commissioner and sub-team looks after group committees. Healthy teams might even have yet another assistant commissioner to handle general duties, though most teams need at least six assistants led by a seventh — the commissioner.

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Adequate staffing: that's the first obstacle facing most service teams. Usually, they just don't have enough members to do all the work that needs doing. When a team lacks a full complement of members, some people take on additional responsibilities, just to make sure all sections get the attention they deserve. But, occasionally this means a Service Scout is unqualified for helping in a particular section's program.

Robbing from the Poor?

In our efforts to staff service team jobs, we recruit Section Scouters, thereby thinning their already weak ranks. Or, as often happens, we give the recruit the double burden of being both a Section Scout and Service Scout. That's like a wolf eating its own limbs for energy to help it run faster. The current team organization tries to support Section Scouters efficiently, but maybe there's another way. Maybe we'd achieve better results if, instead of trying to support section goals, we focussed on Scouting's goals. Then we'd see the sections from a slightly different perspective.

What If...

Let's look at an example. Suppose you were a district or area commissioner with only one assistant — not an uncommon program. What program section(s) would you support? All of them? One of them? Pick one. Perhaps you could try supporting none of them — at least no specific one. Restructure your service team so your one and only assistant's single purpose is to recognize everyone and everything that brings your district closer to Scouting's goals.

Maybe the most important (and often, most neglected) member of a commissioner's team is the Service Scout responsible for ensuring prompt, appropriate, and frequent recognition of the efforts of every registered youth and adult member in the district. Continuous, consistent demonstrations of appreciation reinforce the behaviours that help us achieve Scouting's goals. Recognition, properly applied, defines the standard of expected behaviour. Recognition shows a target that Scouters can aim at.

By monitoring the recognition given to every youth member, you can easily see that section programs are being delivered. When kids are progressing through their section's badge scheme, it's a signal they're getting a sound program that lets them measure and mark their achievements.

Recognition and Retention

Recognizing the efforts of all registered members helps increase retention rates for both adults and youths. Scouters regularly thanked and honoured for their efforts are more likely to continue them. Scouts who receive the awards they've earned are more likely to stay for more.

1 Your Service Team?

Recognition also helps you recruit members at every level. This in turn makes it easier for you to expand your service team. When you do gain another Service Scouter, appoint the newcomer as Assistant Commissioner (Communications).

At every level, Scouters are hindered by poor communication: a lack of specific information about area events, training sessions, resources, opportunities. When a Scouter complains of "politics" in the local organization, it's usually because communication has broken down.

An Assistant Commissioner (Communications) would make sure everyone in the district was kept completely up-to-date with accurate information. This Service Scouter would act as a data conduit between groups: a news hound, a media reporter, a link between people and sections.

Clear, accurate, and regular communication will also improve your recruiting efforts. When you bring in your next two service team members, appoint them assistant commissioners for training and program.

The Assistant Commissioner (Training) would do everything necessary to ensure that adult members receive the training or coaching they need to be competent in their roles.

The Assistant Commissioner (Program) would do everything necessary to deliver informal on-the-job training through visits, Scouters' Clubs, and district workshops.

Training and program sub-teams would work hand-in-hand with each other to assess and meet the training needs of district Scouters. They would ensure that all adult members in the district are properly equipped to do their jobs.

New Appointments

As your service team grows, you might appoint your next member Assistant Commissioner (Resources), a Service Scouter who would regularly share current lists of available people, facilities, information and materials on everything from new campsite locations to craft supply sources.

Your final appointment might be an Assistant Commissioner (Catalysts) to keep the status quo in a state of flux. This person could do anything to add a bit of razzle-dazzle to keep your group from settling into ruts. Specifically, she might:

- challenge apparent complacencies,
- create inter-section links,
- offer new ideas,
- run district events.

Experimentation Is Healthy

Now, a service team focussed on recognition, communication, training, program, resources, and catalysts

is only one variation. You could experiment with many other models.

If a service team had only four members, for example, their assignments might be: Assistant Commissioner (Spiritual Development), Assistant Commissioner (Physical Development), Assistant Commissioner (Mental Development), and Assistant Commissioner (Social Development).

What would their job descriptions be? Why don't you define them?

If your Service Team needs a face lift, now is the time to consider doing it. ^

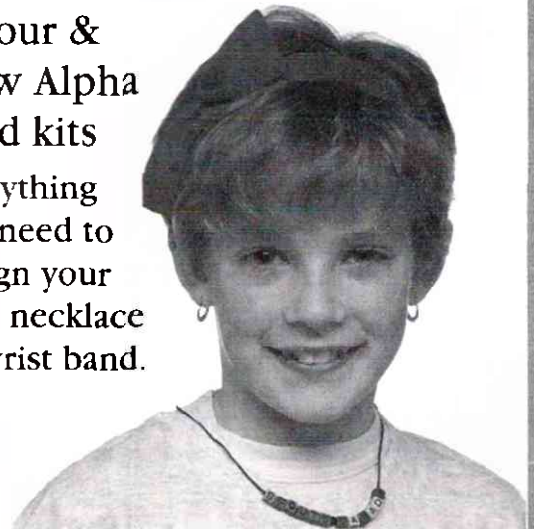
— Colin Wallace lives in Scarborough, ON. When he isn't working with Scouts and training Scouters, he's comfortably ensconced on a couch ruminating about exercise and physical fitness.



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Wolf Cub Start-Up Night

by Ross Francis

“This is your conscience speaking....”

“My what?” you ask.
“My conscience?!”

“All right, I’m not your conscience. But I’ve got something important to tell you anyway. Are you listening?”

The Scouting year has just finished, but why not do a little planning for the fall now, so you can avoid last minute panic in September?

Yes, I know you’re kicking back, relaxing — it’s a well-deserved rest — but here are some fall start-up tips to get you started. Before your first fall Cub night arrives, consider these thoughts.

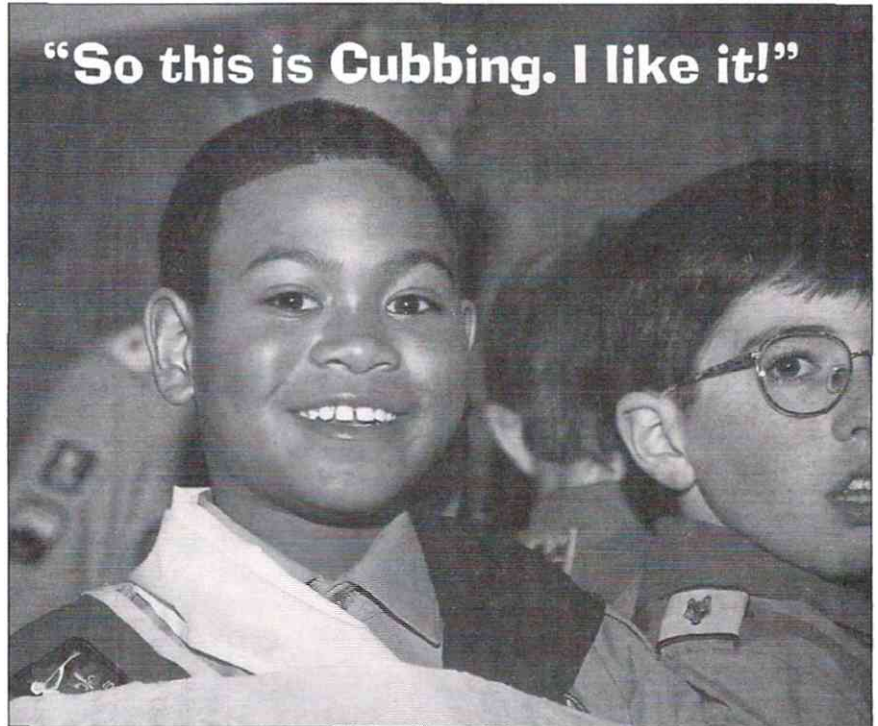


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Planning Gems

1. In the last half of August, organize a planning meeting, and include all your leadership team. Don’t forget Kim. You also might want to include returning members of the sixer’s council. Set some goals and objectives for your group to work towards that will accomplish a significant outing or trip.

One planning approach involves four distinct phases:

- *Long-range.* Develop a sketch outline of your whole program year. It will help you in many ways, including when budgeting for costs.
- *Medium-range.* Take a more detailed look at a two- or three-month period in your program and identify themes, resources, exact costs, and objectives. Decide who is responsible for what activities.
- *Short-range.* When your medium-range plan is ready, draw up a step-by-step outline for each meeting, gathering, event, and weekend. Enter it into your pack annual records.

- *On-going.* At the end of every meeting or event, review and fine-tune your plans so you’re always improving programs.

Remember: your program plan must meet the needs and interests of the Cubs, as well as fulfil the Wolf Cub program goals. Be flexible at all times to achieve these goals.

2. Call every Cub from last year (except those going up to Scouts), and invite them back *personally*. Encourage everyone to bring a friend along. Tell them some of the exciting things you and other leaders have planned. This will build anticipation. You might even want to mail them an invitation.

Speak to parents so they know all the details like start-up date, location, and costs. Parents might even want to stay for the evening so they can see what goes on at Cubs.

Put yourself in the parents’ shoes. They’ll want to know details like: Who’s looking after their child? Do the leaders have any special training or qualifications? Be prepared to answer these

questions. Better yet, show them that you've got a fun, challenging program planned for their child.

- Put up notices in schools, churches and local stores. Advertise your start-up night whenever, and wherever possible, inviting parents to stay for the evening.

START-UP NIGHT

If you're looking for a rough sketch of a start-up night, here's an example.

6:20 p.m.: Group committee members greet the parents and their children at the door.

6:30 p.m.: Parents meet with group committee. A group committee member introduces the leaders, provides information about the Cub program, and passes out a "Parents Kit." This kit should contain:

- a list of all leaders, their real names (as well as their pack names), their addresses and phone numbers;
- a Scouts Canada catalogue, and directions to the nearest Scout Shop where parents can purchase the uniform and other materials;
- an explanation about "dues" and fundraising, how the money is collected and how it is used;
- a note stating meeting times (including start and finish times), when children can be dropped off, and what time to pick them up;
- registration forms, physical fitness forms, etc.

Once you've passed out the kit, a group committee member should briefly explain that:

- leaders have undergone a screening process and have taken training;

- leaders expect parents to help with different activities, and will call them throughout the year;
- the program is designed to help youth grow. Explain the process how a child joins the pack, the investiture ceremony, sixes, and other terminology. Give examples how the program operates;
- parents are always welcome, and may attend any meeting.

6:30 p.m.: Cub Meeting. While parents meet with the group committee, other leaders should welcome the Cubs (new and old) to the pack. Have returning Cubs open the meeting with a Grand Howl, then ask each child to introduce himself or herself, telling

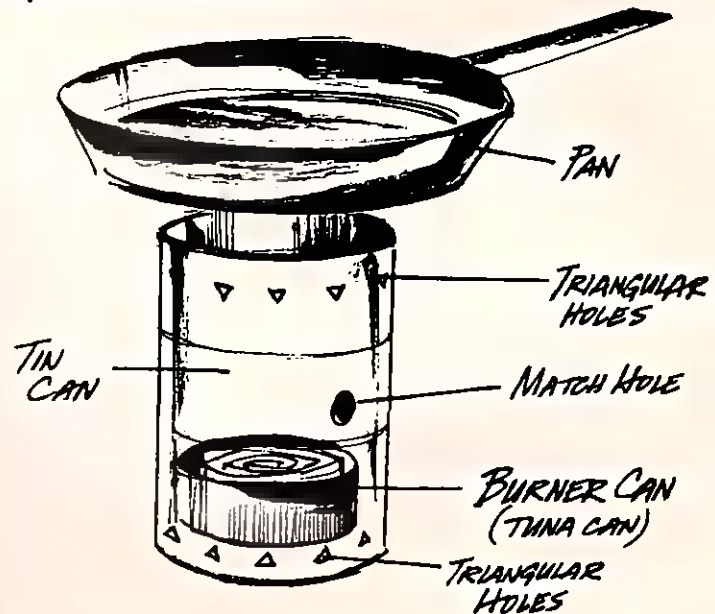
Make a Tin Can Stove

Each youth will need one tuna-sized can and one larger can (large enough for the tuna can to fit inside). Make sure no sharp edges remain on the cans. You'll also need corrugated cardboard, scissors, can openers and paraffin wax.

Measure the depth of the tuna can, and cut the cardboard one centimetre less than this width. Roll the cardboard up and lay it in the small tin. (See diagram) While your Cubs are doing this, a leader can melt the paraffin wax and stand ready to pour it into each Cub's tin until it is almost full. Leave just a bit of cardboard exposed to light.

While your Cubs are waiting for the wax to cool, get them to punch triangular holes around the top and bottom of the larger can. (This will allow good air circulation.) Because placing a pot directly on the burner will cause it to go out, tell your Cubs to put their paraffin wax burner *inside* the larger tin can. They can put a smaller pot on top for cooking. This gives Cubs their own stove.

TIN CAN STOVE



YUMMY IDEA

Want to add more excitement?

Ask the Cubs to bring their stoves back next week. Tell them they'll use the stoves to cook popcorn, while they watch a *Lost in the Woods* or *Hug-A-Tree* video — available through council offices or a local Rover crew. Also, tell them that they'll be able to use the stoves on hiking and camping trips throughout the year.

If you want to really get fancy you can place another hole in the larger can about two inches from the bottom. This hole is for lighting the burner (long wooden matches work best). To make the hole, place a block of wood (about as thick as the can is wide) inside the can (to prevent crushing). Using a hammer, drive a large nail through the side of the can. When you've filed off the rough edges, you're finished.

Make sure your Cubs know that they've just completed one of the Green Star requirements. A bonus!

others about their interests and hobbies. Leaders can explain the Cub program, and ask some returning Cubs to tell what they enjoyed most about the previous year. A Scouter can explain about *The Jungle Book*, how leaders got their names, the Cub Promise, Law, Motto, investiture, how to earn badges, and any other details.

6:45 p.m.: Steam off game. "Streets and Alleys" is a tag game that's perfect for about 20 players. Here's how to play. Line your Cubs up in rows as if in relay formation, but with hands touching the hands of the players beside them. (This creates the streets.) By turning 90° and touching the hands of players now beside them, they have the alleys.

Select two players: one is the pursuer, the other is the quarry. The pursuer chases the quarry down the streets. Neither may break through the arms of those forming the streets. If a Scouter calls "Alleys!", all players must



turn to form alleys. This can alter the situation dramatically. Change runners every minute or less to give them a break and everyone a chance to play.

6:50 p.m.: Parents return to watch their children participate in a craft. As they watch, ask them to fill in the registration forms so they're ready at the end of the evening.

Craft. Cubs will love making an outdoors stove. (See "Make a Tin Can Stove" sidebar for building details.)

7:10 p.m.: Take out a display of Cub badges and stars, and ask some returning Cubs to explain what they had to do to earn them.

7:30 p.m.: Closing. Grand Howl, "Good night and good hunting." There's not a Cub in a Scouting program who wouldn't like a snack at the end of this introductory meeting. All you need is juice, donuts or cookies (coffee and tea for the adults).

Be Prepared for Cubbing

A little bit of thoughtful preparation now will take much of the panic out of the fall. Besides... planning will also ignite your own imagination as you start looking forward to September. Δ

LEADERS SAVE

TIME	MONEY
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<p style="font-size: 1.1em; font-weight: bold; text-align: center;">68 STORES ACROSS CANADA</p> <p style="font-size: 0.9em; text-align: center;">Check your local White Pages for the nearest location</p> <p style="text-align: center;">Mail Order Available - call (416) 291-8406, Ext. 206 for a Product Listing</p>	

Helpful Resources for New Leaders

Scouting has many books, videos and resources to make your program easier to present and more fun. Here are just a few:

The Wolf Cub Leader's Handbook

The Pack Resource Book

The Jungle Book

The Cub Book

... Welcome to Cubs and JUMPSTART programs for Cubs.

Additional resources may be found in the Scouts Canada catalogue. Don't forget to consult experienced Cub leaders, Service Scouters, and your local Scout Shop manager.

Photo: Paul Ritchie

Practice Makes Perfect

by Ben Kruser

Do you dread camping because you think camp food is one step below cafeteria cuisine?

Now that summer is here, why not use the season of perfect weather and backyard barbeques to whip up all those wonderful foods you've thought of eating while munching on your third burnt hot dog? Here are some ideas to try in your back yard or local campground.

Dutch Oven Wizardry

Dutch ovens work best with charcoal briquets, readily available in most hardware and grocery stores. As the name implies, it acts just like an oven. You can put small pans inside the oven to make muffins, banana bread, cookies, pies and anything else you would bake. You can use familiar recipes as you would in your own kitchen, or try some new ones from a Dutch Oven cook book.

There's a trick to using briquets: you've got to regulate the heat. With a little practice, you'll be eating stews and pies galore. Scout Shops carry both dutch ovens and dutch oven cook books. Our ovens are made from high quality cast iron, with legs and a high lid lip to keep briquets from rolling off. Cheaper dutch ovens are made from aluminum, don't hold the heat well, and don't have legs and a lid lip. Cooking with cheaper models is much more difficult. It's worth spending a bit more and getting an excellent product that will last for generations.

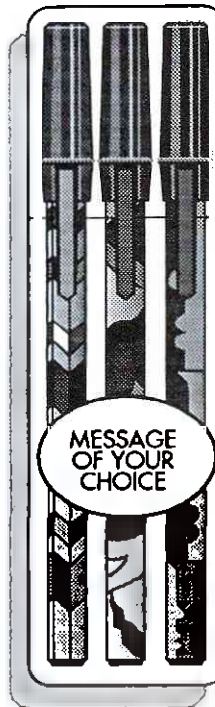
Stoves and Freeze-Dried Food

Now is a great time to cook one-pot meals on a Coleman Peak One stove. Get yours at the local Scout Shop. While you're there, staff can tell you if they carry a line of freeze-dried food, or where you can find the best brands. Be adventurous and pick up several varieties of menus to try. Set up the stove on the back porch, boil up some water, and follow instructions on the bag. You'll be amazed at the quality and satisfaction many of these foods provide. As mentioned in past articles, freeze-dried foods are also excellent emergency provisions for the family.

Tin Foil Magic

You don't need a campfire to practise tin foil dinners. Any gas barbeque is ideal to cook up some tantalizing recipes. Experiment with vegetables, meats and seasonings, and keep a list of what tastes good. Next time you go camping, take something you know will excite your taste buds, and give you the energy needed. Scout Shops often carry a wide variety of cook books with many tin foil recipes.

Have a great summer!

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No More Excuses? I've Got One

youth members. My purpose isn't to run a mediocre program for 65 youths, but to run an excellent program for the group we have. I can't take the entire world, but I can take care of my corner quite nicely.

Scouting is losing members, and it isn't because there are fewer young people. If it is, explain to me why soccer and other sports are so popular with youth.

What's the Problem?

Perhaps we're pushing the wrong buttons.

We stress opportunities to be "good citizens," yet kids don't need more chances to develop in this direction; there are plenty of other avenues open to them. However, there are *not* a lot of opportunities for camping, outdoor activities and leadership training. This is where Scouting corners the market and needs to promote itself vigorously.

What do youth want? Camp... play meaningful games... camp... perform legitimate volunteer service... camp... take canoe trips... help at the Salvation Army... camp.

Scouting membership will grow if we offer good, meaningful programs that come from enthusiastic, competent leaders who consider it an honour to be involved. I run a good program because I *don't* concentrate on recruiting more youth. Instead, I concentrate on recruiting excellent, enthusiastic leaders. If I had only the youth, I'd have to look around for leaders; but with great leaders, the rest is easy.

Other Issues

There are other issues, too, that need attention.

"Try standing up and telling parents about Scouts Canada's Mission and Principles," the writer said in April's editorial. If I did this, I wouldn't stand between them and the exits for fear of getting trampled.

Adults don't need persuading that the Scout program is excellent. Surveys prove that adults hold Scouting in very high regard. We have to deliver the goods to the young people, then let the word spread.

What about Service Scouters? Never, in ten years, has any district person come out to see what we're doing right. If they don't come out and find out what makes success, how can they spread the word so struggling groups can benefit? They can't.

Each year we hear about another local troop that has disbanded for one reason or another. It frustrates me when some people then urge us to accept every youth that applies to our group. I'm puzzled by all the advice given out in relation to poor troops. What I don't see is someone evaluating the good ones.

The Bottom Line

My point is this: We run an efficient, active, growing troop because we don't overload our program.

B-F had incredible vision. Scouting's basic tenets are still good. If we keep the Scouts' interests first, and concentrate on ensuring that both youth and leaders have fun, we'll succeed. Membership will go up.

—John Barker, Sarnia, ON

disagree strongly with your April editorial. It suggested that the reason for dropping membership is related to my (or any other group's) decision to not accept more members.

Our 23rd St. Bartholomew's Group in Sarnia, ON, has very strong and active Cub and Beaver sections. (Our pack has up to 45 youth.) Obviously, our Scout troop is ethically obliged to take all youths who "graduate" from our group's Cub pack. The troop has steadily grown over the past decade from 17 youths in 1988 to 35 today.

We run an active program which includes eight camps per year and an extensive canoeing program. We maintain a responsible financial situation, and work closely with our group committee.

Of the eight Scout leaders in the troop, only one has a child in the program; all the others are Scouters because they enjoy being part of the youth program.

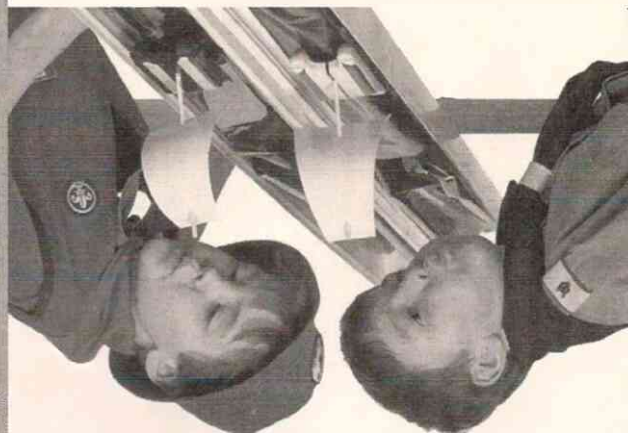
When Do We Say No?

Last year we received 12 first-year Scouts from the Cub program. Does the author of the editorial expect us to accept the seven other Scout-aged youth who phoned and wanted to join?

If we kept on filling our ranks with more and more youth, our program would begin to suffer. Then we'd start losing

The Catamaran Challenge

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Scout Shop at \$2.95.



Check out page 7 of the
1998/99 Scouts Canada Catalogue.

Catalogue # 71-206



Catch the Scouting Spirit

Several years ago, Scouts Canada used the slogan, "Catch the Scouting Spirit" to promote the organization. Your excellent Scout Shop ad on the back cover of the March issue is a good example of that slogan.

Jim Cooper and his Scout Shop along the Trans-Canada Highway in Montreal were featured in the ad. When you visit Jim and his store, you sense real pride, and receive excellent service and customer satisfaction.

That Scout Shop and staff exhibit true "Scouting spirit." Everyone working there is proud of the store, and it shows. The store is full of practical outdoor material and resource material — everything a Scouter needs to run an exciting program. The staff are very consumer-oriented. From the uniforms they wear to the service they provide, they truly believe in our Movement and encourage everyone who enters their shop to "catch the Scouting spirit."

Thank you **Leader Magazine** for sharing Jim's store with the rest of the country. Jim's enthusiasm has inspired many people.

— Don Rutherford, Nepean, ON.

It's Your Magazine. Take a Bow!

During the past year we received many letters and e-mails from Scouters who enjoy the articles, crafts and games that you submit for publication. Letters came from Scouters as far away as Pakistan who wanted to congratulate the writers — you — who submit material. In fact, this year we received more letters expressing appreciation than ever before!

When you take time to send in your best program ideas or most popular games or crafts, everyone benefits. Congratulations to all those who shared their ideas so others can improve their programs. Below we list a small sampling of comments from **Leader** readers.

I'm a Beaver leader. Our adult members enjoy the **Leader** and want to thank other Scouters for sharing their ideas and crafts. It has really helped our meetings. Thanks!

— Connie Favreau, Quesnel, BC.

My husband and I are Scouters who receive the **Leader**. What a resource tool! Our troop can't live without it. We don't want to miss a single issue. Thanks for your hard work. Our Scouts' shining faces and their abundant enthusiasm testifies that your magazine articles and activities are invaluable to Scouters in the field.

— Barb Walton, Blackstock, ON.

The magazine just keeps on getting better. It's really looking good these days with its many excellent contributions. Congratulations, and best wishes for your continued good work.

— Michael Lee Zwiers, Edmonton, AB.

The **Leader** has taken on quite a new look. Colourful, newsy and so pleasant to read. Thank you.

— Jean Layman, Georgetown, ON.

Thanks so much for a fine magazine that even helps our programs in the United States. I get lots of help from it.

— Larry Hess, Troy, Ohio, USA.

I enjoy reading the **Leader** very much. Congratulations on creating such an excellent, useful and interesting publication.

— Mansoor Ahmed, Chief Scout of Punjab, Sialkot, Pakistan.

The **Leader** has improved a lot since the '70s and '80s. Articles and themes are also much easier to find.

— Edson L. Johnson, Little Britain, ON.

I really enjoy reading the **Leader**. It's a wonderful resource and information medium. Keep up the good info!

— Karen Smart, Islands Region, BC/Yukon.

I would like to thank you for publishing a very informative magazine. Keep up the good work.

— Michael Purcell, Carbonear, NF.

I'm a long-time member of Scouting and find the **Leader** to be an excellent resource. It provides many ideas, both for programs and for district councils. There are usually more program suggestions in each issue than leaders can use before the next issue arrives. Great.

— Colin Marshall

I think you're putting out a WONDERFUL, INTERESTING, and VERY USEFUL magazine. Keep up the good work!

— Debbie Neufeld, Edmonton, AB. X

Editor's Note

Please send us your comments and ideas, as well as your best program material and themes. We publish only signed letters, and will edit for length and readability.

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(Street Scouts of Nairobi Program) 1997	4,265.17
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(Hallow-Woodbadge Part 1)	35.01
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193rd Village on the Lake Group, AB	163.50
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1st Chalk River Group	276.44
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1997

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1st St. Mary's Group	210.66
Stratford District	812.78
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Elgin District	3,212.13
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Stormont-Glengarry District	1,491.59
Ingersoll District	318.75
1st Grand Bend Group	53.10
Windsor District	4,068.75
Peterborough District	2,690.38
1st Minden Group	184.22
Ken-Kee District	273.75
Milton District	377.74
Trenton District	304.30
Fort William District	1,362.91
Big Creek District	190.65
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Oromocto District, NB	363.79
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1st Hardisty Group	
1st Sedgewick Group	
1997 Great Western Beaver	
Steering Committee, AB	1,000.00
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Fraser Valley Region, BC	40.00

Memorial **Total: 585.00**

- In Memory of Scouter Doug Toole:
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 - Sherbrooke District Council, QC
- In Memory of Leslie Thomas Robins:
 - Elgin District Council, ON
- In Memory of Gary Kellor:
 - Elgin District Council, ON
- In Memory of Joe Paulicelli:
 - Transcona Springfield District Council, MB
- In Memory of Bonnie Strachan:
 - Interior Region, BC

SCOUTER'S 5

Scouting Leadership Thoughts

- The summer's here, and you're relaxing from a hectic, but fun, Scouting year. When you gather with other Scouters in your group to assess this past year and plan the next, spend time discussing some of the thoughts below. (From Colin McKay, *A Canny Crack* — extracts from the popular *Scouting Magazine* series.)
- There is nothing so annoying as arguing with a Scouter who knows what he is talking about.
- When Scouters really know themselves, they lose interest in reforming others.
- 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 is adventurous and fun, and offers them opportunities they can't get elsewhere.
- Scouting is not a station you arrive at, but rather a matter of traveling.
- A new broom sweeps clean, but the old brush knows the corners.
- In youth we learn, in age we understand.
- No person's advice is entirely worthless; even a watch that doesn't work is right twice a day.
- Worry is the misuse of imagination.

Scouter's 5 Minutes

June/July '98

SKITS

- A series of short, snappy skits can fit into almost any program. Add to the drama of your skits by using blackouts between each scene. These skits all come from Scouter Linda Kish, in Lethbridge, AB.

Short Snappers

- Youth 1: "Did you meet your brother at the party?"
Youth 2: "Oh no. I knew him long before that."
- Youth 1: "I'm sorry to hear you fell down the stairs."
Youth 2: "Oh, that's all right."
Youth 1: "All right? It is!"
Youth 2: "Yes. I had to come down anyway."
- Youth 1: "Why are you jumping up and down on your garden?"
Youth 2: "I'm raising mashed potatoes."
- Youth 1: "Will you join me in a cup of tea?"
Youth 2: "Do you think there's enough room in there for both of us?"
- Teacher: "Why were you late for school this morning?"
Student: "It was too late when I started from home."
Teacher: "Why didn't you start earlier?"
Student: "By the time I started, it was too late to start earlier."

Skits

June/July '98

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Scouter's 5 Minutes

If you walk as tall as the trees, stand as strong as the mountains, and act as gentle as the spring winds, the Great Spirit will be with you always. May your days together be good and long upon the earth. Aboriginal people encourage others to share their life with those around them. They say: "Now you will feel no rain, for each of you will be shelter for the other. Now you will feel no cold, for each of you will be warmth for the other. Now there will be no loneliness, for everyone will have a friend. May your days together be good and long upon the earth."

Use these two native blessings around a campfire, as the fire is dying and the flames are flickering in the shadows.

Native Campfire Blessing

- Troop and pack nights are the happiest nights parents have.
- "Who are the greatest sailors in British history?" asked the admiralty inspecting officer of a Sea Scout group. "I forget your name for a moment, sir," replied a sly patrol leader, "but the other two are Nelson and Drake."
- Cub Timothy Jones with hiccups, addressing his leader: "Sorry Akela, I'm percolating!"
- "Who are the greatest sailors in British history?" asked the admiralty inspecting officer of a Sea Scout group. "I forget your name for a moment, sir," replied a sly patrol leader, "but the other two are Nelson and Drake."

Now that you've considered some leadership truths, lighten the mood with these comical asides. Can your leaders think of any funny stories or events from last season? Share them with other leaders.

Take Time to Chuckle

Skits

Youth 4: "Yo! You really don't need that sign. Everyone can smell them for at least 10 blocks." (The merchant chases the youth away.)

Youth 3: "What? Everyone knows that a store sells things. Why do you need to say SOLD? (The merchant nods and rips off the word SOLD. The youth exits.)"

Youth 2: "Why use the word HERRE? I mean, everyone knows it's here! (The merchant rips off the word HERRE. The youth exits.)"

Youth 1: You don't need the word FRESH, in the sign. You wouldn't sell anything else would you? (The merchant nods and rips off the word FRESH. The youth exits.)

Merchant: (Hangs up sign reading, FRESH FISH SOLD HERE.) "I sure did spend a lot of time and money having this sign made up. But it's worth it."

This skit requires a cast of five. The merchant is on stage when the lights come on. Others enter one at a time, look at the sign, and do their thing.

The Merchant

Youth 1: "Hey Joe! Why are you snapping your fingers like that?"
Joe: "It keeps the tigers away."
Youth 1: "Don't be dumb. There aren't any tigers for a thousand kilometres!"
Joe: "See! It works."

Salvation Army Scouting

A Proud History

by John Pattifer

Baden-Powell invited only one religious minister to become a vice-president of the Scout Association when he formed it — the Salvation Army's founder, Reverend William Booth.

After declining the offer due to his heavy work load, Reverend Booth asked B.-P. if the Salvation Army could use the Scout program and method when training its youth. When B.-P. agreed, the Salvation Army Scout Association (a branch of Scouting known as the "Life-saving Scouts") was created; it ran independently until the mid 1930s. In 1937, an agreement brought an affiliation between the Salvation Army Scout Association and the Boy Scouts of Canada.

Today, the Salvation Army Scout Association continues as a separate Scout Association, recognized by World Scouting through that affiliation. In almost all respects, the Salvation Army Scout Group is a full member of the local Scouts Canada Council. (The other recognized Scout Association in Canada is L'Association des Scouts du Canada. Representatives from both these organizations sit on Scouts Canada's National Council.)

Ties that Bind

Recently, the Salvation Army's Territorial Commander, Commissioner Don Kerr, attended the National Council meeting to sign a revised Memorandum of Agreement that allowed for co-educational Scouting within Salvation Army groups. As well, he strengthened the bond between the two organizations.

Until recently, the Salvation Army had a strong affiliation with Canadian Guiding, but decided to sever that relationship due to changes within Guiding that the Salvation Army felt were weakening the spiritual emphasis. The Army made the change reluctantly, but continues to recognize and praise Guiding for its excellent leadership training.

While Salvation Army groups welcome children of all religious backgrounds and beliefs. Scouting forms an

integral part of the Salvation Army's Christian Education program. In addition to subscribing to the appropriate Scout Promise and Law, Salvation Army group members must also subscribe to the Salvation Army pledge, "to abstain



Scout President David Rotray and Salvation Army Commissioner Don Kerr signed a revised Memorandum of Agreement that strengthened the ties between our two organizations.

from the use of intoxicating drink, drugs, tobacco, gambling and all other injurious habits."

Two Salvation Army youth publications ("The Edge", and the "Young Soldier") often contain Scouting articles. Top performers in Salvation Army groups receive "The General's Award." Those adults who demonstrate "exceptional Christian service to youth through Scouting" receive the "Scouter's Award." The Army promotes the Religion in Life Award within its groups, too. (Contact Salvation Army offices for details.)

Methodist Roots

The worldwide Salvation Army is a church with Methodist heritage and doctrines. In Canada, its administrative territory covers both Canada and Bermuda (though Scouting in Bermuda comes under the UK Scout Association). The Army has 16 divisional headquarters, each operating under a divisional commander. Each divisional commander also has a divisional youth secretary who provides support and contact for Scout groups within the division. Nationally, a Territorial Scout Director (Captain Dirk Van Duinen) maintains contact. He is based in Toronto.

Not a Sponsor

The Salvation Army isn't a "sponsor" in generally accepted Scouting terms,

but a separate association affiliated with Scouts Canada. As part of the affiliation agreement, the Salvation Army retains its distinct identity, with authority over its leaders, and its own policies concerning finances, appointments, and spiritual emphasis. In addition to accepting Scouts Canada's policies (as outlined in *Bylaw, Policies and Procedures*), Salvation Army groups are also guided by a similar, but complementary document, "Orders and Regulations for the Salvation Army Scouts."

New Salvation Army groups register initially through their respective Salvation Army divisional headquarters, though subsequent registration, using Salvation Army forms, is handled in the normal manner through local Scout offices.

Salvation Army Scouting has had a long and close association with Scouts Canada. This will continue as both organizations move confidently into the next millennium. ^

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".

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Waterlogged Canoe Challenges

by Ian Mitchell

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Make sure safety is one of your chief concerns. Everyone should wear a PFD.

Blindfold Race

Place three Venturers in each canoe; two have paddles and are blindfolded. The person who can see is the captain, and directs the canoe by telling the blindfolded paddlers which direction to go. Make this race more exciting by setting up a figure eight pattern around buoys. It'll really add to the challenge.

Canoe Sinking Contest

Place one to four Venturers in each canoe; everyone has a bucket. On a signal, and without touching any other canoe, see which canoe can stay floating the longest. Throw that water!

Overboard Race

Place one or two Venturers in each canoe. At the first signal, your Ventur-

ers must paddle their canoes towards the finish line. Along the way, give a second signal. When they hear this, Venturers must stow their paddles, jump overboard, then re-enter their canoes. The race then continues to the finish line.

Gunwale Bobbing Race

Only one Venturer per canoe stands on the gunwales, near the bow or stern.

bers stand in the water at the far end of the course, while the fourth member stands in the water at the starting point.

On a signal, the first paddler races to pick up one member at the far end of the course. Upon entering the canoe, the two members race to the starting end and pick up the third member. To complete the race, the three race to get the fourth member, then return to the start. All crew members will be paddling in the end, so be sure to have enough paddles on board.

Guinness Record

Try to set a world record. See how many Venturers can get into a canoe without sinking it.

Swamped Canoe Race

One to four Venturers sit in the bottom of each canoe. On a signal, they all lean to one side to fill the canoe (do not capsize). Once swamped, they must use their paddles or

hands to race their swamped canoe to the finish.

Canoe Tug-of-War

Put equal numbers of paddlers in two canoes. Tie the canoes together with a rope. Your Venturers must try to tow the other canoe across some kind of mark or past a buoy.



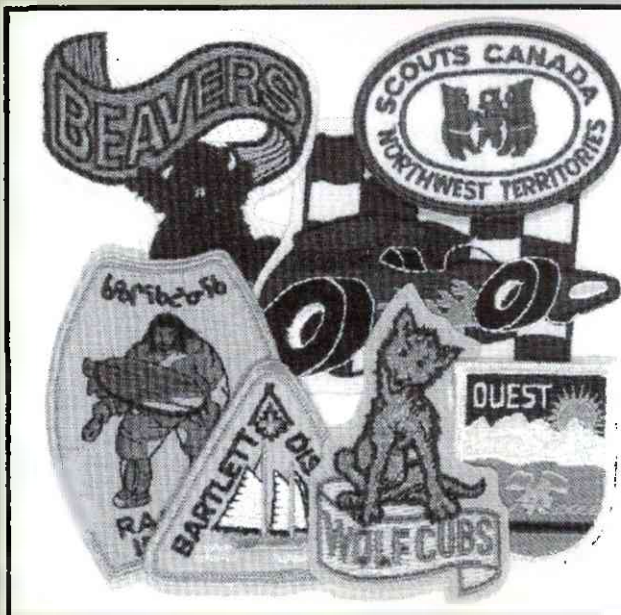
Be sure everyone knows how to handle a canoe before taking part in these games.

The challenge involves propelling the canoe forward by bouncing up and down. How fast can you go without paddles?

Pickup Relay Race

Place one member, of a four-member team, in each canoe at one end of the relay course. Two other team mem-

Photo: Albert Fuchigami



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Pen Pals



Britain

Scouters Roy and Joan Walker will find British pen pals for all individuals or groups seeking an overseas friend. Contact them at "Waybrook", Ewing Close, Reepham, Norfolk, NR10 4JQ, phone: 0603-870352.

Many British Scouts and Venturers who are planning to attend the World Jamboree would like to make contact with Canadians so they'll be able to get together in Chile this December. If you'd like to get to know British Scouts before you meet them at the WJ, write to Roy and Joan Walker at the above address.

Our co-ed Cub pack is working on the World Friendship Badge and would like to get to know some Canadians. We'd like to set the basis for a long-lasting friendship. This could include youths or adults. If you're interested, write to me at: Steve Prue, 2 Wood Hill Garth, Cookridge, Leeds, LS16 7DE, England.

Want to learn about Cubbing in England? Our Cubs would like to know more about Cubbing in Canada. Write to us today. We want pen friends galore! Contact: Colin Foster, 268 Victoria Street, Newton, Hyde, Cheshire, SK14 4DT, England.

Calling all Beaver pen pals! Our colony (called the Treeloggers) is interested in learning more about Beaver programs around the world. Send us your

ideas and we'll tell you about some of our popular activities. Contact: Lorraine Frost, 8 Barnstable Road, Stanford Le Hope, Essex SS17 ONX

Camping, hiking, swimming and games. These are some of the activities our Cubs like most of all. What about your Cubs? Tell us. We'd like to find out all about Cubbing in Canada. Write to us at: Jeanette Leach, 14 St. Andrews View, Chaddesden, Derby DE21 4LJ, England.

Ghana

I'm a 16-year-old Scout who'd like to write to two male and two female Canadian Scouts or Venturers. Interested? Here's my address: Michael Kudiabor, Abeka "3" J.S.S., P.O. Box 142, Abeka - Accra, Ghana.

Netherlands

Would you like a Dutch pen pal? Contact the Dutch pen pal secretary. Here's her address: E. Dekkers-van Houten, Post Box Secretaresse, Scouting Nederland, P.C. Hoofdlaan 4-14, 7552 HG Hengelo, The Netherlands.

I'm a 19-year-old Cub leader who would like to write to a male Cub leader in Canada about program ideas. My address: Ivonne Lemphe, Adm. De Ruyterstraat 58, 2253 TX Voorschoten.

I'm a 10-year-old Cub who speaks some English. (My mother comes from Can-

ada.) Please write to me. My address is: Ruud Fiselier, Hunenborglaan 34, 7576 XL Oldenzaal, The Netherlands.

Hi! I'm a Dutch Beaver leader who would like to know more about your Canadian programs. How about writing to me? We can share our ideas. Arnold Harbers, Van Gelderstraat 13, 6871 GD Renkum, The Netherlands.

Are you a Beaver leader as I am? I'd like to improve my program with some Canadian ideas. How about writing to me? Contact: Magda Walraven, Van Blanckevortmarke 32, 8016 EH Zwolle, The Netherlands.

United States

I'm a Scout leader in Troop 399, Lyman, Maine. If any Canadian Scouts want to get an e-mail pen pal in my home town, I can help make it happen. Both my wife and I are deeply involved in Scouting. Send your requests to me, Thomas Driscoll, at the following address: driscoll2@cybertours.com. A

Please Note

The Leader provides the Pen Friends column as a forum to exchange addresses between pen pals. The Leader does not conduct any investigation prior to listing these names, and assumes no responsibilities with respect to contacts made.



Scouting's Mission

To contribute to the development of young people in achieving their full physical, intellectual, social and spiritual potential as individuals, as responsible citizens and as members of their local, national and international communities through the application of our Principles and Practices.

Énoncé de Mission du scoutisme

Collaborer au développement des jeunes afin de leur permettre d'atteindre leur plein potentiel physique, intellectuel, social et spirituel en tant qu'individus, citoyens et citoyennes responsables et membres de la communauté sur les plans local, national et international par l'application de nos Principes et Pratiques.



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