



THE BROWNSEA GAZETTE

NEWSLETTER OF THE BPSA IN CANADA

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FROM THE CHIEF COMMISSIONER'S DESK

I ran across some Aesop Fables the other day, several of which I was unfamiliar with. They are reproduced below and upon reflecting upon them I realized that what we learn in our Scouting experience parallels these fables.



The Farmer and the Stork

A Farmer placed nets on his newly sown plough lands, and caught a quantity of Cranes, which came to pick up his seed. With them he trapped a Stork also. The Stork having his leg fractured by the net,

earnestly besought the Farmer to spare his life. "Pray, save me, Master," he said, "and let me go free this once. My broken limb should excite your pity. Besides, I am no Crane, I am a Stork, a bird of excellent character; and see how I love and slave for my father and mother. Look too, at my feathers, they are not the least like to those of a Crane." The Farmer laughed aloud, and said, "It may be all as you say; I only know this, I have taken you with these robbers, the Cranes, and you must die in their company."

Birds of a feather flock together.

In that fable, the Stork should have known that the Cranes were up to no good, in effect stealing the farmers seeds from his land. He could have made the decision to go on his merry way but no, he chose to join the flock of Cranes in pillaging the seeds and causing grief to the farmer. So, as good scouting members we have chosen to lead a life of good morals and values, respecting the property of others and setting a good example not only for our peers but for younger people following in our footsteps.

Better to be known as a 'Brussel Sprout' than a person of bad character. Brussel Sprout by the way, was the name given to Boy Scouts when I was 11 years of age. And yes, for those who are counting that was 57 years ago.

The Father and His Sons

A Father had a family of sons who were perpetually quarreling among themselves. When he failed to heal their disputes by his exhortations, he determined to give them a practical illustration of the evils of disunion; and for this purpose he one day told them to bring him a bundle of sticks. When they had done so, he placed the bundle into the hands of each of them

... continued on page 2, Commissioner's Desk

REGISTRATION 2010

Reminder that registration is due by October 31 at the latest. The sooner you send in your registrations, the easier it is for us for insurance purposes.

Mail your registration fees to BPSA-BC, 157 Brears Road South, Quesnel, B.C. V2J 4G3. If you have any questions please email Ric at rric14@gmail.com Cheques are payable to the BP Service Association or simply BPSA.

IN THIS EDITION	
Registration 2010.....	1
Chief Commissioner's Desk.....	1
From the QM Stores:.....	2
Annual General Meeting 2010	3
WFIS EuroCamp 2010	4
Timber Wolves Den.....	6
The Training at Gilwell Park	8
Safety And Good Cooking Habits	9
The Otter Raft.....	10
Training.....	11
Explorer Trail.....	12

Click on the item of choice

FROM THE QM STORES:

The “House Orderly” or “Homemaker” badge just didn’t have that “youth appeal” so we have decided to give it a more meaningful name – the “Life Skills” Badge. The requirements are:

Must thread a needle and sew on a button, and carry out any two of the following tests:

- 1 Knit or weave a useful article.
- 2 Make a basket suitable for fruit or flowers.
- 3 Make 2 Christmas ornaments for the Christmas tree.
- 4 Make a piece of netting (to put over seeds, for a bag, etc.).
- 5 Darn a hole in jersey or stocking, or mend a tear.
- 6 Wash and iron their necker.
- 7 Work a design in cross-stitch on canvas.

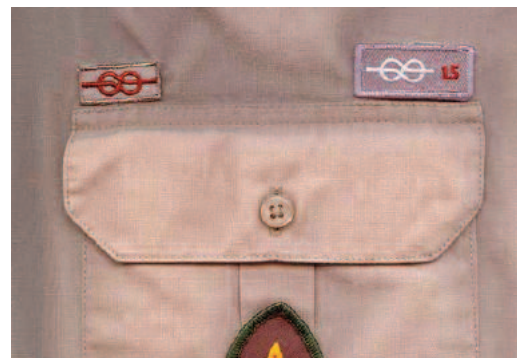
PLUS:

- 1 Make a good pot of tea,
- 2 Fry or poach an egg;
- 3 Peel potatoes, and boil or fry them;
- 4 Make a bed, wash up crockery, utensils, etc.;
- 5 Clean windows and brass-work; and
- 6 Sweep and dust a room.



In addition, the QM Store now has service awards in 5 year increments up to 30 years. Only service as an adult counts towards the award, but it can be within any organization in the Movement. Recognize your leaders time served with these! They are sewn above the right pocket.

Senior Explorer badges are coming soon. They will be a square shape and maroon in colour.



We also have Six Badges in Red, Blue, Green, Black, Purple, Brown, White and Grey.



Commissioner's Desk, . . . continued from page 1

in succession, and ordered them to break it in pieces. They each tried with all their strength, and were not able to do it. After this the Father ordered the bundle to be untied, and gave a single stick to each of his Sons; at the same time bidding him try to break it, which each did with all imaginable ease. He then addressed them in these words: “My sons, if you are of one mind, and unite to assist each other, you will be as this bundle, uninjured by all the attempts of your enemies; but if you are divided among yourselves, you will be broken as easily as these sticks.”

Unity is strength.

This fable reminds me how a patrol should work. Everyone getting along to get the task accomplished, not bickering or fighting one with the other, recognizing the chain of command. Obeying without question the orders of the Troop Leaders and Patrol Leaders, working together in harmony. When we make an effort to get along with each other and help others to the best of our abilities it is amazing how much we get done. Not only that but we are ever so much happier in what we are doing. Guess what, other people notice! That is what is so great about the scouting movement, we are all it for the same reasons and enjoy getting along one with the other.

To sum up for this edition, not only do we find inspiration and thought provoking ideas from our own manuals, look to what we can glean from others, yes even from fables. They have a lot of truth in them.

Until next time, Happy Scouting,
Yours in Traditional Scouting,

Mike Maloney, BPSA-BC

ANNUAL GENERAL MEETING 2010

The BPSA-BC 2010 Annual General Meeting was held on Saturday, September 18 at Hat Creek Ranch near Cache Creek, B.C. There were no elections held as none of the Executive position terms of office expired in this year. The following subjects were discussed:



Bylaws:

The Bylaw Review was discussed and it will be reinitiated but with BC members only.

Programs review:

There was quite a bit of discussion on the future of the Otter Program and after much debate, it was decided to continue with the present program.

The Tenderpad to Second Star program was discussed. It was moved to no longer support the Tenderpad to Leaping Wolf Program and to replace it with Tenderpad to Second Star. The Leaping Wolf Award requirements were discussed and they will be the completion of the two stars, the Explorer Tenderfoot requirements and completion of a Patrol activity. The European Leaping Wolf ceremony was discussed and it will be circulated as a suggested method that groups can choose to adopt if they wish.

Badges:

All of the Otter and all but one of the Timber Wolf badges have been received. All of the Explorer badges, except Sea Scouts have also been received. The next group of badges to be ordered will be for the Senior Explorers. They will be maroon in colour and they will be square rather than round.



Service Bars were handed out to Mike, Terry and Sandy who received their 30 year Awards, Charlie received his 25 year award, Karl 15 years, Ric and Tammy 10 years.



World Jamboree:

The 3rd WFIS World Jamboree will be in Mexico on July 16-23, 2011. As Mike and Ric sit on the WFIS-NA Regional Council and the next meeting will be at the Jamboree it was decided to pay expenses for Ric and Mike to attend the WFIS-NA meeting at the Jamboree at a cost of about \$1500 each.

Expansion:

Terrace looks like it has a group starting and Calgary also looks like it has a group starting this Fall and will operate under BC until they get a second group and can join WFIS as a separate association.

Other:

Terry Blaker had jokingly requested Eggs Benedict for breakfast Saturday morning and was pleasantly surprised to find



his poached eggs served over Canadian back bacon on an English Muffin with a generous helping of Hollandaise Sauce over top – be careful what you ask for! The Chicken Cordon Bleu for dinner was equally as scrumptious.

The Kekuli (native pit house) proved very comfortable to sleep in for both nights and although the weather was not perfect, it was a great weekend camp. We will be returning to Hat Creek for next year's AGM on September 17th.

Next year's Provincial Camporee will be at Camp Puntchesakut July 3-9, 2011.

WFIS EUROcamp 2010



Nine youth and four adults left Quesnel on Sunday, July 25, 2010 after two years of fundraising and planning for the adventure of a lifetime. Travelling to Richmond BC, we stayed at the 10th Richmond Scout Hall prior to boarding our plane in the wee hours of Tuesday morning. With the time difference and the nine hour flight, we arrived in Frankfurt, Germany just after 6am local time. Klaus Tegeder was there to greet us and to take us to Hundsdorf where the Eurocamp was being set up.

We had a short delay due to one lost backpack in transit but made it to camp and set up in our tents in the Tristram subcamp. We met our Belgian neighbours, Bever and Panda who were also to be our cooks prior to camp starting on Saturday. The English and Germans also set up camp with us and the fields looked barren compared to what they would look like in a few days. We spent the time beforehand exploring the towns nearby, all are in walking distance, and helping with the camp setup, including the raising of the 20 flagpoles. One for each of the 18 nations, WFIS and the Eurocamp flag.



The gate to our camp within the subcamp

By Saturday the camp population was 1300 and the once quiet buffalo fields were now covered in tents and gates of every description. The opening ceremonies Saturday evening were something to remember and we talked with scouts from Russia, Bavaria and Czech Republic. The Czechs were complaining that they had to drive 600 km to get to camp – we told them we had to drive 660 km to catch a plane to get to camp – “You win” he said.

The days that followed brought a new adventure and new experiences every day. Sunday was orienteering with many getting lost, some of which was not a bad thing. Two of our group met a parade of celebrants of the local Rifle Club and invited them back for the festivities. We celebrated BC Day on Monday with the singing of Oh Canada and honouring our National and Provincial flags. We then participated in the Pioneering building projects. Everything from gates to a zip line to small projects and an hour glass tower was built from trees that had been brought in from the local forest and generously donated. Trees there are not as plentiful as they are here.



At the main gate of the Eurocamp

We met the group from Sardinia that we exchanged “Scouts Discover the World” with and had a great visit. Tuesday was our outing day. We boarded an Italian bus with a Danish navigator using a German GPS and got hopelessly lost on our way to the Krystal Kavern. It was an adventure and the cavern was good. Other members of the group did a railway and bus tour; canoeing; and a Climbing Park. Everyone had a great time.

That evening we met the people from the local Rifle Club and did a tour of a pottery shop and then went to the club to do some target shooting. We went out for dinner and got back rather late. Wednesday was the Medieval Day and we dressed up in costume and searched for gold, fought off “thieves” and made various items for the “King”.

The four subcamps competed for first prize. We fared well, but didn't win. It was a fun day nonetheless and we finished it at the German tent singing songs and presenting Klaus with the Kolus that Eric had carved.

Thursday was ‘International Trading Day’ and badges of every description were traded by everyone. We are able to decorate our

campfire blankets with many new badges as a result. That evening was the Singing Contest and we placed 6th out of 15 with our “Canada’s Really Big” by the Arrogant Worms. Friday was the Activity Day and we had learned that most Europeans

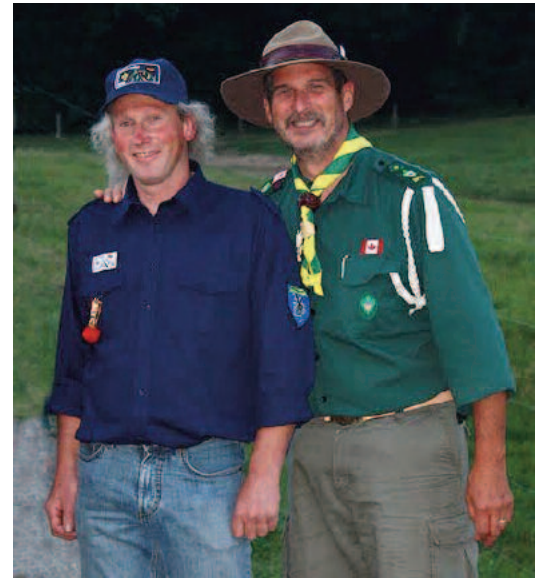
... continued on page 5

Eurocamp 2010 . . . continued from page 4

have not been exposed to S'mors, so we took the mixings for 500 of them to camp with us. They do not have Graham Crackers and their marshmallows are nothing like ours. Needless to say we went through all 500 in no time.

There were many activities to participate and try out: archery, candle making, rope making, carving, games, and much, much more. This is the last night in camp and the Closing Ceremony was emotional. After Flag Down we sang songs until well after dark and then we went back to the German tent to sing a little longer. Saturday morning we were up early to break camp and it was truly amazing to see how fast the camp came down. By 11 am we were boarding our bus to take us to the train station for the continuation of our two week journey in Germany and Switzerland, but that's a story for another issue. We do want to thank Klaus and Kiebitz and the Scouts of Asagard that did an excellent job of hosting the camp and especially we want to thank Farmer Kai whose field we were camped on.

We have posted several thousand pictures (literally) on our website www.14th.bpsa-bc.org. Please take a few hours and browse through them. PS We can't wait for the 3rd World Jamboree in Mexico next summer!



Farmer Kai and Scouter Ric



KIM'S GAME

Kim's game is a training to help you to become observant. If you can, get Rudyard Kipling's book *Kim* from <http://www.thedump.scoutscan.com/kim.pdf> and read Chapter 9 in which the game we know as Kim's Game was first played.

To become really good you must

- (a) begin small,
- (b) do it many times over.

If you're trying to do this on your own, choose six objects yourself and put them somewhere safe before breakfast: then after school try to make a list and add one thing about each.

Let's try here.

Look at these objects for one minute. Now write them down from memory and then turn to the back pages, make your list and answer the questions.

Try to play miniature Kim every other day if you can, for in this, as in other games "practice makes perfect."



KIM'S GAME QUESTIONS:

1. What was the time by the watch?
2. What colour was the ink?
3. How many matches could be seen?
4. How many knots in the cord?
5. Has the knife any other gadget apart from the blades - if so what?
6. How many holes in the watch strap?



THE DUTIES OF A TIMBER WOLF

In the bites that follow in the coming months I am going to show you how to pick up the different Timber Wolf duties, such as tying knots and lighting fires, how to make yourself comfortable in camp, how to build your lair, how to find your way in a strange country, how to signal to your pals, how to do good turns to people and how to help in the case of accidents.

It doesn't matter whether you are rich or poor, whether in the country or in a town. You can learn these things quite easily if you go about it in the way I tell you.

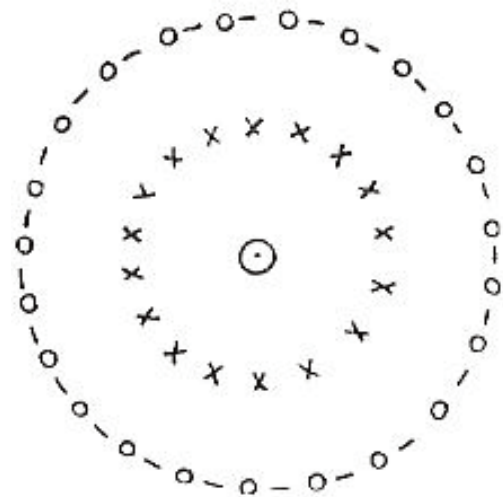
THE COUNCIL ROCK AND CIRCLES

When the wolf pack met in the jungle, **Akela**, the *Old Wolf*, stood on a great rock in the middle, and the pack sat in a circle all round it. So with our Pack, we may mark out the rock by a small circle of stones, or pegs, or with chalk, like this:

The Rock Circle is about three paces across, with flagstaff or Totem Pole in the centre.

TO FORM PARADE CIRCLE

When the Pack is formed up in Rock Circle, **Akela** or another adult gives the command "Parade Circle," and each Timber Wolf holds hands with the Timber Wolf on either side and pulls outwards into a big circle.



- Council rock ●
- Rock circle X
- Parade circle ○—○

This circle is used, for the Grand Howl, for Jungle Dances and for rallies.

THE JUNGLE MEETING

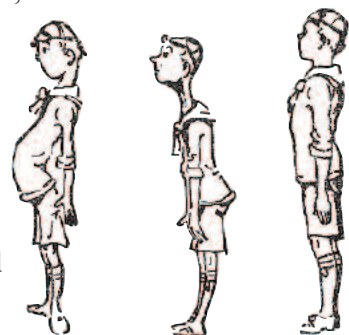
Whatever you may be doing, the moment that you hear the call of "Pack — Pack — Pack" every Timber Wolf at once answers by yelling "Pack!" and by scampering at once to form the Parade. If a Leader only calls "Pack!" once it means "Silence!" and every one must stop what they are doing and listen.

No one is allowed to call "Pack!" except an Old Wolf. The Sixer may call his Six together by its Six colour.

THE ALERT

Remember when ordered to be "Alert," the Timber Wolf stands straight up like a soldier, with heels together, hands down by his sides, chest well advanced, head up, and eyes looking straight to the front — nowhere else.

When the command is given "At ease," you stand with feet apart, and hands clasped behind your back, and you may then look about you as much as you please.



THE GRAND HOWL

The wolves all sat round the council rock in a circle and when Akela, the old wolf, the head of the pack, took his place on the rock they all threw up their heads and howled their welcome to him.

When your *Old Wolf, Akela* — that is your *Timber Wolf Master or other Scouter* — comes to your meeting you salute him by squatting round in a circle as young wolves do, and giving him the Timber Wolf Grand Howl.

So form yourselves into a circle (quickly, a Timber Wolf never walks, he runs!).

Then squat down on your heels with your two fore paws on the ground between your feet, knees out to either side like this:

Then when the *Old Wolf* comes to the Pack, the young Wolves throw up their heads and howl. But their howl means something. They want to welcome him, and at the same time to show that they are ready to obey his command.



The call of the Pack all over the world is “We’ll do our best”; so when your **Akela** comes into the circle you chuck up your chins and, all together, you howl out — making each word a long yowl: “Ahhhh-kaaaaay-laaaaa! — We-e-e-ll do-o-o-o o-o-o-u-u-r BEST.” Yell the word “best” sharp and loud and short and all together; and at the same time spring to your feet with two fingers of each hand pointing upwards at each side of your head, to look like two wolf’s ears.

That’s the way to do it. Now what does it mean?

It means that you will do your best with **both hands** — not merely with one like most boys, who only use their right hand. Your best will be twice as good as any ordinary boy’s best. “Do your best” is the Timber Wolf motto.

Then keep your two hands up while a Leader calls to the Pack, at the top of his voice: “Dyb-dyb-dyb-dyb” (meaning Do Your Best).

Then every Timber Wolf after the fourth “dyb” drops his left hand smartly to his side and keeping the right hand at the salute, with two fingers up, but now spread out making the salute, squeals “We-e-e-l” and barks out “Dob-dob-dob-dob” (We’ll Do Our Best).

After the fourth “dob” each Timber Wolf drops his right hand smartly to his side and stands at the “Alert” and waits for orders.

Now squat down again and see how well you can do the Grand Howl to the Old Wolf.



Photo: Bjørn Christian Tørrissen- creative commons licence

GAME: SHERE KHAN AND MOWGLI

Father Wolf, Mother Wolf, and all the little wolves form a string one behind the other with Mowgli, the smallest, as last in the string. Each catches hold of the waist of the one in front of him.

Then comes along Mr. Shere Khan, the tiger. He wants to catch Mowgli — but whenever he tries to get him Father Wolf puts himself in the way to stop him, and all the string of wolves clinging to each other try to keep Mowgli safe behind them. Mowgli has a neckerchief hanging like a tail behind him from under his jersey, and if Shere Khan can get his tail within three minutes he wins the game, otherwise the wolves win.

THE TRAINING OF SCOUTERS AT GILWELL PARK

“... we aim to help boys to become men by helping men (and women, too, for that matter) to become boys.” B.-P.

In order to help them to understand boys, Scouters, when they come on a practical training course, are asked to regard themselves as boys for the time being. This does not happen all at once. On arrival they are given tea in the refectory, where they dilate on their luxurious surroundings and wonder how often they will be able to play tennis and wish they had brought their golf clubs. After tea they are taken round on a Cook's tour of Gilwell and on their return to the Training Ground from the Boys' Fields the gate is rudely shut in their faces and they are told that once they have passed through the gate again they have undertaken to play the game to the very best of their ability and that they will be trusted to do so. A further awakening confronts them for on re-entering the Training Ground from the Boys' Fields they are summarily divided into Patrols or Sixes — dependent on whether the Course is for Rover, Scout, or Cub training — that supper will be served in the refectory and they had better make the most of it for after that they will cook for themselves. Some more unfortunate than the rest are appointed as Patrol Leaders and Sixers for the time being and threatened with dire punishment if any gear is missing from their tents or kitchens when the course breaks up.

Then the variegated coloured group breaks up into small gangs that lug their gear into their tents — Canadian Hospital Squatters's tents these — decide as to who is to have which palliasse, inspect the open-air kitchen and dining shelter and proceed to take stock of each other.



At Camp Fire that night the Camp Chief talks to them at some length about Scouting in general and themselves in particular, and tells them that from now on they will be a Troop of Scouts or a Pack of Cubs, as the case may be, under himself as S.M. or C.M. and their own P.L.'s or Sixers, who will change over every twenty-four hours. Camp Prayers brings this first evening to a close, but sleep is long in coming the first night, and the cook in each tent — and that job must also

be taken by everyone in turn — suffers from nightmares of burnt porridge and raw meat.

Seven a.m. sees the camp astir at the sound of the Kudu Horn. There is lots to be done, and many are the resolutions made to raise the cook's wages as soon as master gets home. By 9.30 everything must be spick and span for there is a searching inspection by the S.M. and his helpers, and an errant match does not stand much chance of escaping their eyes. Then the Flag is broken and Camp Prayers said, and there



may be a game or a scamper before the Troop settles down to work, notebook on knee, for the rest of the morning. After lunch comes a mysterious period known as “Rest Hour,” which has to be experienced to be believed, for Gilwell believes that the best kind of rest is work and practices what it believes. Visions of tennis courts and golf links fade into the distance, and there is no more talk

of doing a show in town, nor after the first few hours is there any desire to do any of these common mundane things. Both before and after tea there is another session of work, the nature of which does not matter to us now, but the outlines of the syllabus can be found in the Training pamphlet. At 6.30 p.m., or thereabouts, tools are downed for the day — officially — but there is still dinner to attend to, wood to fetch, tomorrow's rations to draw, and all the odds and ends of camp that total up to quite a considerable amount.

Camp Fire takes place at 9 p.m. and has to be contributed to by the members of the Course themselves. If it is a Scout Course, on Saturday night it is martialled by the duty P.L. and taken over to the Boys' Camp Fire, where every Patrol on the Course must produce a concerted item.

And so the days go on, one very much like another in the way things are done, but quite different by reason of the kind of things that are done in the way of work and play. The two are quite inextricably mingled up because one is never quite sure if the work is play or the play is work, or which is which at all.

The days go on and yet there is a subtle change that makes itself felt from time to time. Difficulties are viewed in their right proportions, things we would not have thought of doing are done without a qualm or a thought. There is an eagerness to make our own Patrol or Six come out on top. There is an unconscious desire to lighten the burden on someone else's

shoulders without his knowing anything about it. There is a standard of camping to attain to and over-top. There are the other fellows to get to know, and what topping chaps they are! The Troop embraces all classes, professions, ages, and many races. A boy of 18 may be the P.L. of a man of 68, a student may lord it over a professor — but not for long — in time the professor will have his turn before the camp breaks up.

If it is a Scout Course the Patrols depart into the Forest for twenty-four hours to undertake a first class journey and much interest and excitement is got out of that hike.

All too soon the final Camp Fire comes. The Camp Chief reminds us of some of the words he said at the first Camp Fire, of how it was up to us to make the camp a success if we wished. He reminds us of the work that lies ahead, of all the boys there are who need help, of all the others who are doing the same kind of work as we are, but not necessarily in precisely the same way. The



Course is over except for the necessary cleaning up on the morrow, but although we resume our normal being as grown men or women we promise ourselves that we will try to keep our boyish hearts.

The last morning sees much hurrying and scurrying; there is a lot to clean ; there is a lot to put in order; scarves and knotting ropes are elusive; the Assistant Scoutmaster is more stern than usual and relentlessly turns down a dixie that might be cleaner. At last we are finished ; there is a last inspection of Patrol or Six sites.

The thirty or forty Scouters have discarded their grey training scarves and resumed their own ties or Troop scarves of varied hues. We gather round the flagstaff for Camp Prayers and the Flag is lowered. The Course is over and, sorrowfully perhaps a little, we part company from each other and wend on our diverse ways, the same, but not quite the same, for we have glimpsed something of the Scout Brotherhood that we never saw before and that we never shall forget.



SAFETY AND GOOD COOKING HABITS

Start out by getting yourself ready to cook.

- ▶ Read the entire recipe carefully.
- ▶ Organize the bowls, spoons, pans and other equipment that you will need.
- ▶ Know about making fires and fire safety.
- ▶ Have all the ingredients for the recipe. Measure ingredients accurately.
- ▶ Follow the recipe mixing the ingredients.
- ▶ While the food is cooking, put things away and clean up your work area.
- ▶ Stay near your food. If you forget them, the food will cook too long and burn.
- ▶ Turn pot handles away from the edge so no one will bump the handle and cause pot to spill.
- ▶ Always use potholders when handling hot pans. Keep all towels, pot holders, clothes and hair away from the flames.
- ▶ Learn how to use a knife.
- ▶ Have water or fluid in a pan, when placed on the stove. Even if not lit.
- ▶ Wash your Hands !
- ▶ Most food needs some handling precautions, particularly meat and especially chicken !
- ▶ Wash your cutting board and utensils in hot soapy water (Scrub well)
- ▶ Tie long hair back (We don't want it in our dinner)
- ▶ Roll up sleeves (Bush rolls are good!)
- ▶ Designated cooks in the kitchen only, everyone will have a chance.

Clean up using the 3 pot method:

- 1st: Hot soapy water
- 2nd: Cold water with bleach
- 3rd: Hot rinse water

Wash cleanest to dirtiest

Air drying is better than towel drying. Hang your mess kit.

Cast Iron should not be soaked. Clean and dry right away.

Camp cookery is not only a great learning experience; a good meal can make the difference between a crummy time and an awesome experience. You can't always guarantee beautiful weather but, after a days slog through rain and mud, it sure feels great to sit down to a hot cup of tea and a great meal. With a little imagination, you can cook at camp anything you can bake, microwave, or broil at home. Variety is the key to enjoyable meals. Never rule out a food idea until you have exhausted the possibilities for making it. For example, if you want chocolate cake in camp, just hollow out an orange, fill the shell half-full of cake mix, wrap in foil, and cook on an open fire for about 10 minutes. Delicious.

Great chefs use herbs and spices to create culinary delights. You can use them to dress up even boring freeze dried food. Try some celery salt, dried onions, dried peppers, basil, or chili peppers.

And remember, Wash Your Hands !

From the 14th Dragon Lake BPSA Scouting group cookbook



DEVELOPING PROGRAM IDEAS

The Season and Events

Most program ideas are set around the season of the year. There's so much to offer. For instance, in October we have fall with Halloween and Diwali. In December we have various ethnic and cultural celebrations such as Christmas and Hanukkah. Then there's winter, Valentine's Day, and B.-P's Birthday. In spring there's St. George's and Mother's Days, and the list goes on and on. Summer is the time to get outside and explore! Nice thing about it, the list repeats every year.

Occupation or Hobby

Build a program around your job, a parent's job, a hobby, or a job or hobby the Otters would like to learn more about. You know: policeman, fireman, dentist, baker, and so on. Maybe you carve, paint, or raise dogs. Take a week or two to work on the theme and arrange a theme tour for the next: Such as wood and wood products and a visit to the lumber store.

Paw Themes

Take one of the Paw Badges and build a theme around the Paw requirements. The Safety Badge is an excellent start as a lot of the requirements are not taught anywhere else.



Stories

Let the story plan your theme. For instance, start with the story "*The Gingerbread Kid*" then fill the program from there. Make gingerbread kids and/or decorate them. Let your Otters eat the gingerbread along with the fox in the story. Create flannel figures for the story. Using brown paint, let your Otters finger paint on pieces of butcher paper. When it dries, let them cut the paper into large gingerbread kid shapes. Create gingerbread puzzles.

Let your Otters act out the story. Sing related songs or recite poems. Create simple songs (use "*Twinkle, Twinkle, Little Star*" or "*Three Blind Mice*" as the music.) Write a poem. Try a science project — what would happen to the gingerbread kid in water?

Things

This is the area most often overlooked. "*Things*" are most often used as fillers for the program theme, but they could be the starting point for building your program theme. Consider sticks, and stones. And why not bones? Build musical instruments, and play with magnets. Junk is good — as a craft and recycling. Look at science things, such insects, plants, weather and wind. Build a fort.

OTTER GAMES:

Tail

Each Otter receives a 'tail', and puts it *untied* in the back of his or her pants. Spread the Otters out and say "Go!". Otters run around trying to grab and keep the other tails, but at the same time try to keep their own tail. If the Otter loses their tail, they may continue to collect other tails. "Winner" is either the Otter who is the only one with their tail, or the Otter who has collected the most tails.



TRAINING – SCOUTING’S GIFT TO ITS LEADERS

Some 45 years ago (yes, I am that old – I pre-date Scouts 68) my District Training Commissioner conned me into taking a Wood Badge I course by telling me (and I quote directly), “Training is Scouting’s way of saying ‘Thank you’ to its leaders for the time and effort they spend in service to our youth.” Initially I took these words to be a super con job to get me trained so I could do a better job of running the Pack. I was not terribly enthusiastic, but I went anyway. (The DC was pushing as well.)

Well, I was pleasantly surprised. The Wood Badge I weekend was the most fun I had ever had up to that time. For a whole weekend I got to be a kid again. What’s more, I got to see and learn from experienced leaders and discovered stuff that made my job as Akela much easier and much more fun. And I got to share this with 16 other Cub Leaders who had experiences similar to mine. So we got to share what worked and what didn’t. I made a lot of friends that I could call on for support. It was indeed a gift.

A couple of years later, I became the Scoutmaster for our group. And guess what? I signed up for Wood Badge I for Scouts and that was even more fun than Cubs. The following year I did my Wood Badge II course. We had 3 patrols of 6 leaders. Over 3 weekends we got to camp together and passed every single Scout test from Tenderfoot to First Class. The last weekend we did a First Class Journey. We had a lot of fun. We learned innovative methods of delivering the programs, different ways to camp, and things we could do to make the job easier and much more fun. We played pranks on each other and sometimes on the leaders, too. (Just like the kids do.) We laughed and sang our way through campfires each night. On two occasions, some of us kept singing well into the early morning hours; we enjoyed each other’s company that much. Six months later we had a great reunion party where we took turns reading from the log of our training course, looked at all the photographs that were taken, laughed and sang, and relived that wonderful experience all over again. At the end of the evening we each took home a bound copy of the log complete with pictures. Forty-two years later I still have and treasure that log book.

So, I encourage all leaders to take advantage of training opportunities. In BPSA-BC we are still small and quite spread out across the province so it is difficult to hold large training

programs. What we do have is a corps of very experienced Trainers who have dedicated decades of their lives to training Scout Leaders. So when a Training Program is held in your area, be sure to attend. It’s our intention to hold Wood Beads Training in the fall and in the spring each year. Your Group Scouter will be informed of all training events.

If you have a special need right now to learn a specific skill or need ideas to run your program contact one of the Commissioners right away. We will help with one-on-one training as much as possible. We have so much experience that if you don’t take advantage of it, you are making your job as a leader harder than it needs to be. I have attended many Cub and Scout meetings where the leader is pulling out his hair trying to keep control and run the program. It was way too stressful. I know. I’ve been there. And more experienced Scouters than me taught me how to have a lot more fun being a leader. That’s what kept me in the movement all these years. It’s FUN! So when the going gets tough, sing this song (to the tune of Scotland the Brave):

*Get out the old handbook.
Give it another look.
Follow the Founder and be true to yourself.
And when the spirit’s waning,
Don’t stand around complaining.
Go take a course of training.
Do it yourself!*

So, use our experience to make yours more enjoyable.



My Gilwell logbook



Yours in Traditional Scouting,
Terry Blaker
Training Commissioner,
BPSA-BC
[tblaker@telus.net](mailto:tlblaker@telus.net)



HOW TO GET YOUR SECOND CLASS

So you have just been invested and have been given the Second Class Requirements. There is so much to do! Like any job, the easiest way to tackle it is to break it down into a series of small jobs. That's what this series of articles is going to do for you. Someone once said that if you gave up four hours a week for ten years that you could master any job in the world. So if you give up a few minutes each week, you should master your Second Class in much less time!

FIRST CHART

	Observation	Health	Pioneering	Exploring	Public Service
1	Miniature Kim's Game	Minor Cuts and Scratches	Timber Hitch	Compass	Signalling ABCDE
	Tree 1				

Observation.

For an exercise in observation, please see article "Kim's Game" on page 5

Trees

For your Second Class you have to recognize six trees. Now first of all it's as well to realize that this test is more difficult for the town Scout than the country Scout; the town Scout will probably be tested in a park where all sorts of trees have been artificially planted, whereas the country boy's limit will be such trees as grow on the particular soil, etc., of his district. First of all make lists of trees you are sure you could recognize winter or summer. So will you do that now? There may not be many - perhaps only one. But that begins your list. Then make out your full list - and have trees that you can see in your own neighbourhood. Each issue we'll give one or two trees. So here's tree number one.

WESTERN RED CEDAR

A large tree, up to 60 metres tall when mature, with drooping branches; trunk often spreading out widely at the base. Leaves – scale-like, opposite pairs, in four rows, folded in one pair but not in the other and overlapping like shingles. Arranged on the twigs in flat, fan like sprays. Very strong aroma. Cones – Seed cones are egg-shaped, 1 centimetre long, with several pairs of scales. Pollen cones are small and reddish. Bark – Grey, stringy, tearing off in long strips on mature trees. Where to find western red cedar – It typically occurs at low to mid elevations along the coast and in the wet belt of the Interior, where the climate is cool, mild, and moist.



Habitat Western red cedar grows best in moist to wet soils, with lots of nutrients. It is tolerant of shade and long-lived, sometimes over 1,000 years. Western red cedar frequently grows with western hemlock and Douglas-fir. On the north coast, it also grows with amabilis fir and spruces. These forests usually have a lush layer of ferns, huckleberries, and Devil's club, with a thick carpet of mosses on the forest floor. Western red cedar has been called the cornerstone of Northwest Coast aboriginal culture," and has great spiritual significance. Coastal people used all parts of the tree. They used the wood for dugout canoes, house planks, bentwood boxes, clothing, and many tools such as arrow shafts, masks, and paddles. The inner bark made rope, clothing, and baskets. The



long arching branches were twisted into rope and baskets. It was also used for many medicines. The wood is naturally durable and light in weight. It is used for house siding and interior paneling as well as outdoor furniture, decking and fencing. Because of its resistance to decay and insect damage, the wood of large, fallen trees remains sound for over 100 years. Even after 100 years, the wood can be salvaged and cut into shakes for roofs.

The western red cedar is British Columbia's official tree.

Health: Minor Cuts and Scratches.

1. Reassure the patient by talking to him cheerfully and sit him down in a comfortable position.
2. Spread out a clean handkerchief (or triangular bandage, towel, cloth, etc.) on the table (if there isn't a table you may have to spread it on the ground, or on a groundsheet if you are in camp), and on it all the First Aid materials that you are likely to require.
3. Expose the wound, without removing more of the patient's clothing than you can help.
4. Do not disturb any blood clot that may have already formed.
5. Wash your hands and fingers, and remove from the wound (with a small piece of gauze) any loose "foreign bodies" that you can see, such as bits of glass, metal or gravel. Leave alone any foreign bodies which are not easily removed: they will be dealt with by the doctor.
6. If the wound is dirty, and you have some antiseptic solution available, wash the wound with this solution, using a succession of small "swabs" of gauze as sponges. When cleansing the surrounding skin, be careful to wash the dirt away from the wound: when washing the wound itself let the solution trickle over it and be careful not to rub the wound with the swabs of gauze.
7. Wash your hands and fingers again and put a clean dressing on to the wound and bandage it firmly (unless there are still any foreign bodies present, in which case you must bandage it very lightly). Be careful not to finger the surface of the dressing or to expose it to the air for very long.
8. Immediately put away unused First Aid material in a clean container, and burn or bury any dirty bits of gauze that you have used for cleansing the wound.

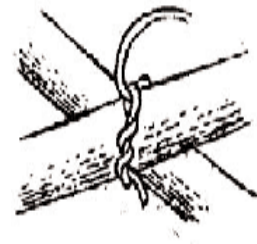
Pioneering.



The Timber Hitch, which it is quite easy to tie from the diagram.

Uses: -

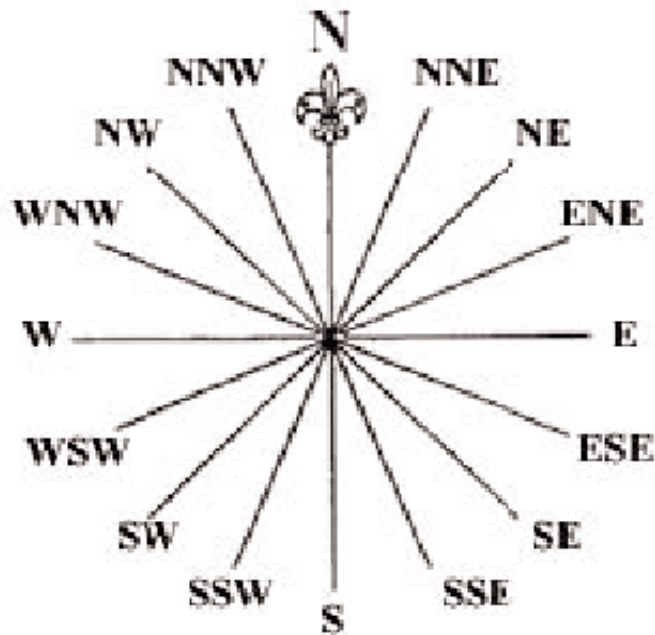
Used to begin a diagonal lashing. For fastening the end of a rope to a log or a heavy packet.



Make sure that you loop the rope around itself and not the standing end as is commonly mistaken.

Exploring.

(a) Look at the diagram below for a moment or two then draw it from memory. Look at it again tomorrow and then answer questions at the bottom of the page.



Good luck to you. If you get down to it, you'll soon have that Second Class Badge on your arm. Wouldn't it be fun to be a First Class Scout? Well, you're starting now!

Signaling

Let's start small with the first 5 letters of the alphabet. Do you know where the alphabet got its name? It's from the first two letters of the Greek Alpha and Beta.

An alternative to learning Morse or Semaphore is to learn how to "sign", that is, speak with your hands. Before you learn any of the words, you must first learn the alphabet. Letters should be signed with the dominant hand and in most cases, with palm facing the viewer. Here are your first five:

Try spelling a few words like CAB, DAB, BAD, BED and BEAD and watching yourself in the mirror, or better still, with another member of your Patrol.

EXPLORING QUESTIONS

1. What is opposite N.W.?
2. What is next to N.E. going clockwise?
3. What comes before W. going clockwise?
4. What is opposite E.N.E.?



Send us news from your Group. We would like to tell everyone what your members have achieved and what interesting things you have done lately. Let us know what you would like to see in the Gazette – you could even write a story for us!

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Don't be shy – drop us a line!

