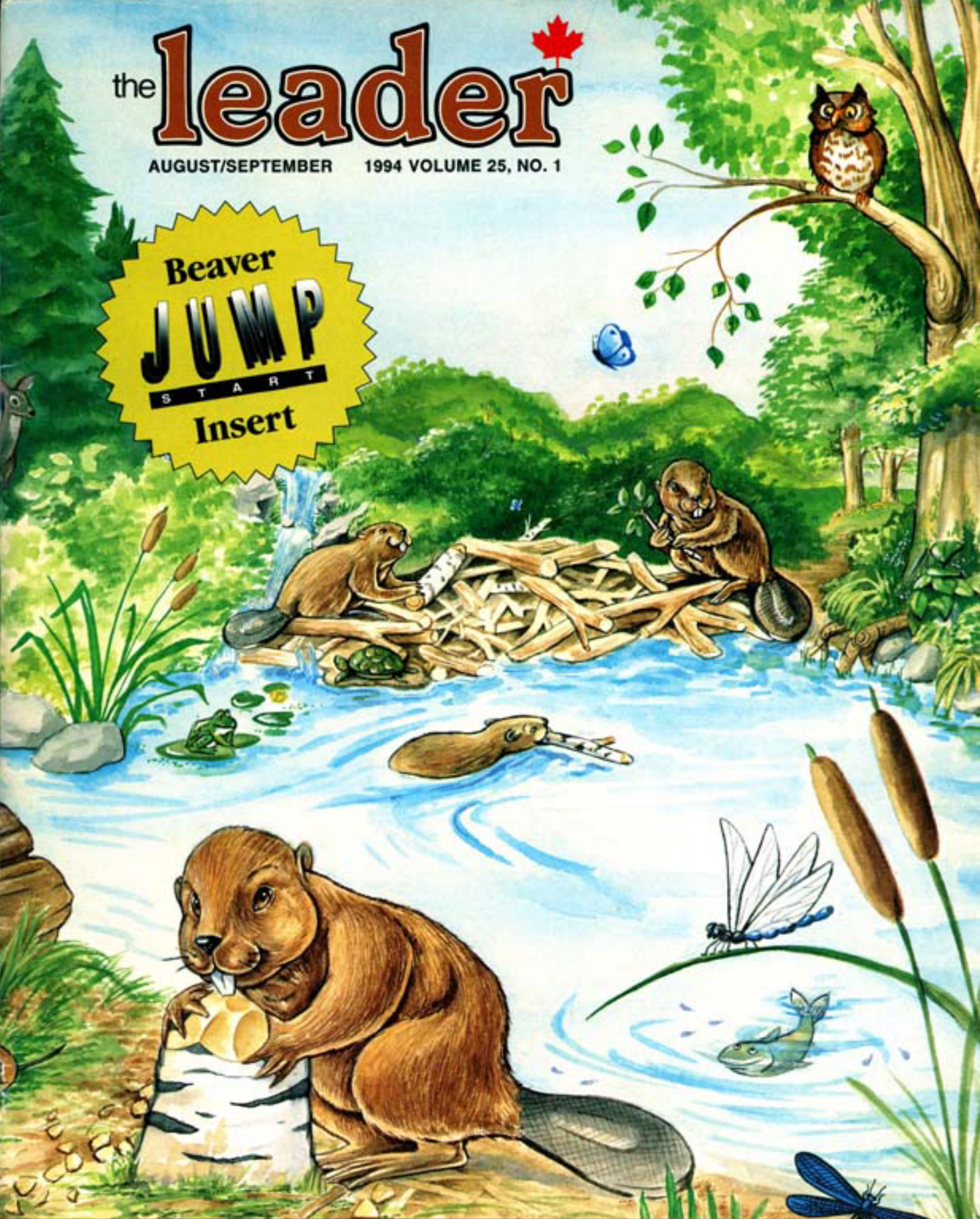


the leader

AUGUST/SEPTEMBER 1994 VOLUME 25, NO. 1

Beaver
JUMP
START
Insert



SPECIAL NEEDS CHILDREN • MYSTERY TOUR

A Good Year Past, A Bright New Year Ahead

by Bill Wyman

With a new Scouting year upon us, it's time to review the one just finished. What a year filled with accomplishment and promise! Here are some of the highlights:

1. The May National Council meeting approved a new set of Strategic Directions after two years work and wide-ranging input. The motions passed will set Scouting's course into the next century. In this issue, we share Scouts Canada's new mission in the form of the World Scouting Movement's Mission, Principles, Practices and Methods (p. 13). **The Leader** will publish more complete details in future issues, but the most important decision is to focus all our resources on the youth/leader interface.

The leader who delivers the program is the most important person in the loop (after our youth, of course!). We must focus everything we do as an organization on this youth/leader level: all training, support material and events. Even now, National Council committees are examining how they will alter their mandates and activities to support the new Strategic Directions. Provincial councils enthusiastically supported the Directions at the May meetings; they too are making plans to rededicate themselves to program support at the youth/leader level. Stand by for lots of positive news as this year progresses.

2. Around the world, people are celebrating the United Nations International Year of the Family. I have received numerous reports of very successful,



Bill Wyman visits with Jim Muller of Trail's End Popcorn at their display during May National Council meetings.

Scout-sponsored, family-oriented activities. Many adults have said how much they enjoy being included in Scouting events. We need to build on these popular, family-building ideas and activities. How can we make them a regular part of our Scouting year?

3. Fundraising is an extremely challenging, but necessary task. Without it to pay for the many excellent Scouting programs and outdoor activities, our overall performance and success with youth would suffer greatly.

Recently we forged an agreement with Trail's End Popcorn to create our newest nationally-approved fundraising program. With the support of Trail's End, we hope to make fundraising easier and more rewarding. By this fall, Trail's End packaging will sport an all-Canadian look with Scouts Canada logos and illustrations. Trail's End will also develop radio and television support you can use in Public Service Announcements in your area. Seminars were held this past spring in Calgary and Toronto to help Scouting

organisers get the most out of this excellent product. In past years, many groups using this fundraising program have achieved outstanding success. Get on board ("Get poppin'!"); you won't be disappointed.

4. Our new direct mail campaign began and continues with a very positive response. This fundraising method has an accumulative effect from year to year; it will help support future Scouting activities. Through an insert in this issue of the **Leader**, readers can join the over one thousand direct mail donors by becoming a member of the Northern Lights Society.

5. 1994 marks the 20th Anniversary of our very successful Beaver program. Many groups have celebrated the anniversary already; many more Beavers will celebrate the event in the months ahead. As I write this, I am just days away from attending a giant sleep-over involving over 1,500 Beavers and their parents at B.C. Place in Vancouver. A similar event is scheduled for Skydome in Toronto in November. (Watch the **Leader** for reports on both events.)

Accomplishments and promise really *do* describe our last Scouting year.

What awaits us this year?

More of the same. Let's GO! (And pass the popcorn!)

Happy Scouting.

— Bill Wyman is Scouts Canada's National President.

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Magical Mystery Tour

page 8



Beavers Learning Sign Language:

Special Needs Children Can Give Your Program New Meaning

by M.C.T. Pagan

Beavers from the 157th Silversprings Happy Valley Colony (Calgary, Alta.) are learning a second language. It's not French, but sign language.

Daniel Pagan was born deaf. He learned sign language to communicate; he now attends a special needs school with other deaf students. Rather than enrolling Daniel in one of Calgary's special needs Beaver groups, I decided Daniel needed more exposure to hearing children. (His only other contact with hearing children was during physical education and art classes.) Now just finishing his second year in Beavers, Daniel is enjoying himself immensely and helps add to the program for the other Beavers and leaders. Hand

signing is virtually his only means of communicating.

I volunteered as a leader to ease Daniel's assimilation into the colony.

For the first several evenings, I stood facing Daniel and "signed" everything the leaders said: motto, promise, law, etc.. However, on the third week Daniel put his hands over mine and asked me to stop signing; he was embarrassed that others were watching. He felt singled out — the first time in his life he realized he was different.

From that time on I stood for all to see. (Now Daniel is just one of many little eyes watching "Rainbow".) The others watch, listen and indirectly learn signing as I speak.

Soon all the children wanted to learn Daniel's secret language. We taught them the Beaver motto, promise and law, then the opening and closing ceremonies. During dinosaur evening everyone wanted to learn how

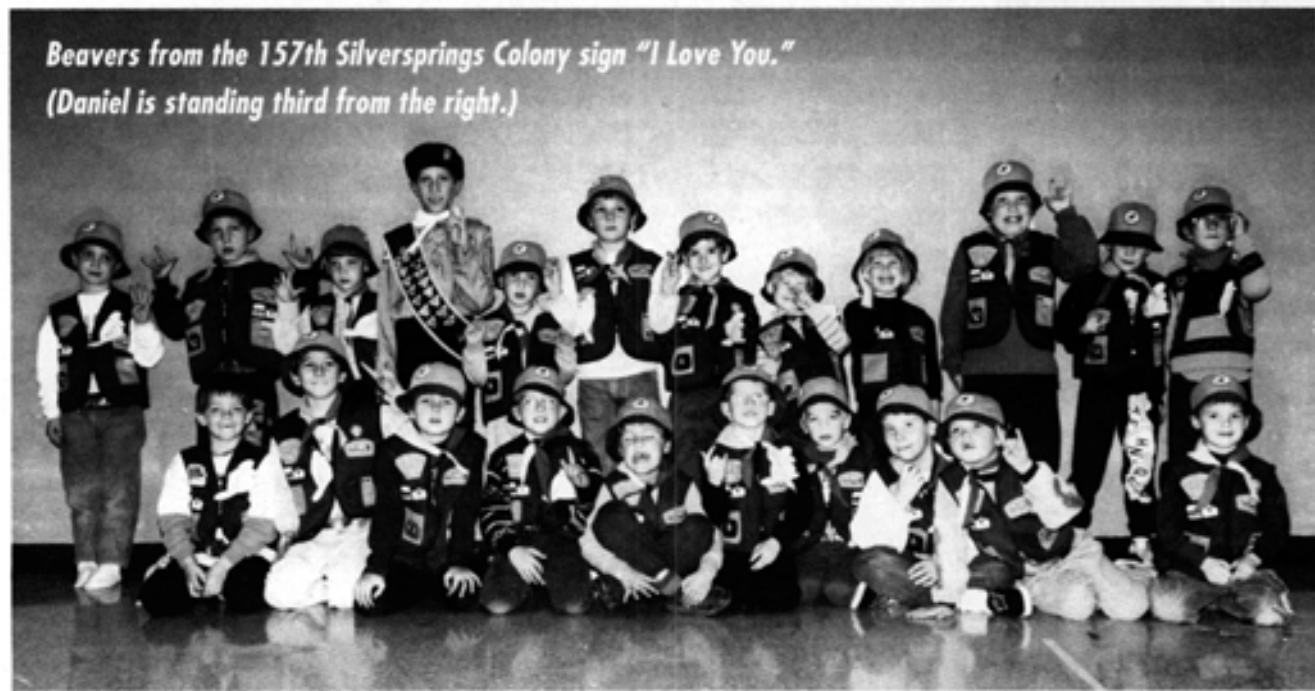
to sign the dinosaur's names. Soon they asked to learn animal, bird and food names.

Like many deaf children, Daniel doesn't have the same social behaviour as other seven year olds who converse easily about cars, jokes and Batman. Sometimes he has spontaneous vocalizations which only his family understand. I feared his new friends might think he was "weird" and treat him like a freak. Also I didn't want others to think he was getting special treatment.

These fears proved groundless. Like all children he has had 'verbal' arguments with other Beavers (they spoke strongly while he signed back furiously), but fur hasn't flown — yet.

We started our '93-'94 Beaver season off (Daniel's second year) with a sign language evening. Once more the children loved the activities; it helped deepen the bonding between Daniel and other Beavers.

*Beavers from the 157th Silversprings Colony sign "I Love You."
(Daniel is standing third from the right.)*



We introduced the sign language idea by leading several silly songs that use gestures, e.g. "Do your ears hang low?" and "Skin-na-ma-rinky-dinky". Then we told the children that the signs used by, and with, deaf people aren't just for fun, but have real meanings like spoken words.

We reviewed some signing the Beavers had learned from the previous year, then we taught them the sign alphabet. Of course, they wanted to learn individual words too (some we had to censor!). We practised some songs in voice and sign, and then went into our lodges to try finger spelling activities. "Hey! Watch me spell my name!"

Other parents and leaders like having Daniel in Beavers. They ask for books to learn more signing words; their children think it's neat having a secret language that mummy or daddy don't know.

To my surprise, Daniel's friends completely accepted him into their circle. He's now just part of the group.

Local Guides found out about our success and asked me to run a signing evening program for their girls. Another Beaver colony has asked me to introduce signing to their pond.

Everyone wins

These experiences are wonderful for deaf children whose social contact with hearing kids is frequently limited. They also benefit hearing children, who learn to accept differences and special needs at an early age and build friendships based on shared experiences.

Like all colonies we've enjoyed some great field trips and special visitors. We've skated and bowled, visited "real" beavers at the zoo and gone to an outdoor "commando" camp. We've been visited by snakes, lizards, police dogs, magicians, policemen, firemen, and experienced an overnight sleepover.

The Beavers are learning something valuable about having a deaf child in their midst; Daniel too is enjoying playing with regular kids, just like any other seven year old.

— Scouter Pagan ("Rainbow") works with the 157th Silversprings Happy Valley Beaver Colony in Calgary, Alta.



Make a special ramp so your youth can find out the skills required to manoeuvre a wheelchair safely.

Try These Fun Program Ideas

"Never judge a person until you have walked a mile in his moccasins."
— North American native proverb.

With these activities, help your Beavers, Cubs and Scouts understand what it's like to be *unable* to walk, see or hear.

Lip reading

Beavers, Cubs and Scouts will all love this game. Many people who can't hear learn to read lips. It takes lots of practice.

Start by making a list of ten words, e.g. Stop, Happy, Sharing, Cub, Beaver.

SOME DO'S AND DON'T

Be Flexible: Games and tasks are easily changed. Adapt them to suit everyone's needs. Both youth and leaders enjoy a change.

Be Prepared: Know what to do if something happens. Parents can help and offer advice.

Be Practical: Accept limitations and problems. Tackle them as they come. Don't try to jump too many hurdles at one time.

Be Fair: Treat the special-needs child like your other Beavers, Cubs and Scouts where possible.

Be Sensitive: Don't use words like "dumb" to refer to someone who can't speak.

Tell your group what word you are going to say, then mouth it silently. They must watch your lips and see what the word looks like. Go through your whole list, e.g. "This is what the word HAPPY looks like...." Is it easier or more difficult to understand if you exaggerate your lip movement or facial expressions?

Now, tell them three words from your list out loud. Then silently "say" one of the words. They must figure out which word you said. Soon make them choose from all ten words in your list.

For older-age children, leaders could give a short, easy (secret) message for one team member to pass to another. Let Cubs and Scouts compete in groups against time. No whispering allowed!

Jingle stampede

Blindfold all Beavers except one. (Small paper bags work well and won't come off.) The Beaver without the blindfold carries a bell or key chain and shakes it to let the others know his location. The blindfolded Beavers try to catch the Jangler. The successful player becomes the new Jangler.

Sign language

Many people communicate with sign language. This month's SWAP SHOP features the hand and finger movements your children can practice.

Seeing eye dog

Many sight-impaired people have seeing eye dogs. Try to get a blind person to come to your meeting with his dog and speak. *Hearing ear dogs* are also becoming more popular. Perhaps an owner would bring one to your meeting.

Charades

Charades is a fun way to help Cubs and Scouts understand the frustration of communicating without words.

Role playing

Blind: Tie a blindfold around your Beavers' or Cubs' eyes, or go into a dark room. Ask them: How did you feel when we first put the blindfold on you? Can you walk easily? How would you find the washroom? Could you pour a glass of milk easily?

How would you make a sandwich? Describe how you would dial a telephone.

Deaf: Let's pretend to be deaf (this comes naturally to most children!). Bring a small television, VCR and a movie to your meeting. Watch the video with your group for fifteen minutes, but *with the volume off*. Were they frustrated? Let them describe the story; do they all agree?

For ten minutes, just let your Beavers, Cubs or Scouts "mouth" words, but don't allow any sound. What happens? How would they call a friend? How would they cope?

Loss of mobility: Sit your kids in wheelchairs (or let them walk around on crutches). How do they feel? How long does it take for the "fun" sensation to end? Do people stare at them? Could you go into a restaurant or other public facility easily?

'Round the block cruise

Cubs and Scouts will like this activity. Borrow some wheelchairs from the Red Cross or a local hospital. Break the pack or troop up into small competitive groups. Each get a wheelchair. Starting inside your meeting area, the Cubs or Scouts must take their wheelchair around the block, identifying all the problems a deaf, partially blind person in a wheel chair might encounter.

The person sitting in the wheelchair can list the problems. The first team back does *not* win. The object of the game is to take time to observe and notice how friendly, or unfriendly, their neighbourhood is for those with special needs. The winning team must combine speed with keen observation.

Your Cubs and Scouts might notice: no wheelchair access to buildings, no

EXPERT ADVICE

What are special needs?

Any physical, mental or emotional problem that interferes with a child's full participation in a program could be a disability. This might include epilepsy, blindness, paralysis, deafness, language difficulties, food allergies, behavioral problems, learning disabilities, etc..

More than one in every ten people have some sort of special needs. These children work hard against unusual problems. They deserve our respect and acceptance.

"Give them a chance to be kids," says Mary MacLaurin, an experienced leader working with special needs youth, in the 22nd Cornwall (Ont.) Venturers.

Leaders require extra help when working with special needs children. "Don't stretch yourself too thin," says MacLaurin. Co-op students and parents often work well. "Just any leader won't do," says Scouter MacLaurin. Look for a special chemistry between the child and leader.

Don't stop favourite activities just because of the special needs child. Your Cubs and Scouts might resent

the imposition. Creatively adapt your program.

Here are some ideas if you have a child with special needs in your group.

Plan a varied program, not too visually or physically demanding, so all children can experience success and enjoyment. Choose games that make physical, mental and perception demands so a special needs child will have a chance to succeed in other ways.

Play some cooperative games so a team won't get penalized by a special needs child.

Choose teams using different methods: sock colours, age, birth months, or by numbering off 1,2, 1,2,1,2.

When playing competitive games, sometimes a simple modification will allow the child to play. Other times you might give the child a discreet advantage. For very active games, let the child sit the game out, act as official time-keeper, keep score or contribute by acting as team coach. Make sure everyone feels part of the program and the gang.

disabled toilet facilities, street curbs too high for wheelchairs, street lights don't make an audible sound warning, street lights too dimly lit, etc..

When the teams return discuss their findings. Ask them, "How can our pack (or troop) improve the neighbourhood?"

Go for a silent walk

Blind people often have incredible hearing. Go for a silent walk and see

how many different things the children hear. Sit in a park silently for five minutes. What do you hear?

In bad weather, try this activity indoors. Go to your library and get a tape with different sounds on it, e.g. walking, train, airplane, birds.

Scouting is for all children. Those with special needs can add a new dimension and quality to your program. Welcome them into your group.

Resources

- Videos from the Lion's Club on Hearing Ear dogs.
- Canadian National Institute for the Blind: speakers, videos, information.
- Local speech pathologists (contact hospitals or school boards).
- Consult your *Leader's Handbook*.

** How have you integrated special needs children into your group? What program ideas do you have? Tell us. We'll share them with others. ^

Program Links

Cubs: Interpreter Badge; Green Star (code).

Use your imagination.
How can your Cubs
and Scouts experience
limited mobility?



Photo: Wayne Bennett

WILD WEST CUBOREE

YYYAAAhhhhoooo!

by Jim Wolfe

In early June the North-western Regional Cuboree sprang to life in all its wild west glory. Cowboy Cubs gathered at Marathon, a northern Ontario town, and pitched their tents for the next three days.

What was this Cuboree like?
GREAT!!

Right from the start when leaders greeted all 'cow-pokes' with an enthusiastic "Howdy partner!", you could feel the excitement building. Leaders dressed cowboy style, rode two wheeled 'horses' and made sure everyone felt right comfy on the "lone prairie."

In case of scrapes, cuts and other accidents, Doc Holiday thoughtfully set up a doctor's office. The kids loved it.

Our Cuboree kicked off with a native pow-wow around the campfire. The cow folk all came alive with special entertainment; this wasn't just another Cuboree — this was the real wild west!

All games and crafts centred on our theme. Young cowboys and gals rode in a covered wagon, got ambushed by bandits armed with water guns, had to guard their "money bags", rode a bucking bronco (a saddle strapped to a large plastic drum anchored on four corners), entered a wagon race, made leather pouches, panned for gold, and visited a western-style saloon.

Each "partner" received a string of multi-coloured beads. These they traded with each other.

Yes we tried branding. Cubs burned their names into a wooden souvenir plaque that they could take home.

"Ow! I bet real cows wouldn't like this one bit."

Law awareness

While "roaming the range", Cubs kept on the lookout for marauding bandits. Wanted posters identified the villains who had robbed the First National Bank. Cubs soon formed a posse, the sheriff deputized everyone and the chase began.



"HOWDY PARTNERS!" 8th Port Arthur Cubs gather outside their "Dusty Roads Ranch" to welcome visitors.

Soon the posse had cornered the bandits, rounded them up, and brought them before the judge. Now cowboy Cubs learned how the law worked. Sitting on log benches, the jury and on-lookers heard the evidence as lawyers argued the case.

"Guilty as charged!" the judge soon declared. After sentencing, we dis-

cussed if the thieves could be persuaded to turn over a new leaf and become respectable citizens. Not likely.

Camping skills

Cubs love canoeing; but how do you tie this into a wild west theme? Try a native theme twist. Our Cubs learned all about paddling, strokes and water safety before venturing out on a nearby lake. Then we built a Tom Sawyer-style raft that really sparked their imagination.

During the weekend the cowboy Cubs pitched their tents, practised working as a team, and honed other camping skills all wrapped in an imaginative program theme.

Why don't you plan your own wild west event? Use it to practise knot tying. Go on nature hunts. How many badge requirements can you build into the activities? Your Cubs will love it!

— Jim Wolfe is a Service Scouter, Port Arthur District, Ont.

Rafting and canoeing — ever-popular activities.



The jury waits to hear the verdict. Are the bandits guilty?



What Rhymes With "MORK"?

by Lynn Johnson

Looking for a Saturday activity that combines badge work with mystery clues?

Plan a magical mystery tour. Not only is this a fun fall activity, but it also helps new Cubs quickly get to know others.

Our mystery tour wound its way through downtown Toronto. But you can use our ideas to design a tour through a nature reserve, or an urban obstacle course. Make clues easier or more difficult to match the Cubs' age and abilities.

Setting up the tour and working out the clues requires considerable time. Leaders must brainstorm and then walk the route themselves to make sure the clues make sense.

Detective Cubs

On tour day, 12 Cubs, 4 parents, Kaa and leaders met us at our starting point. We split them into two groups. We gave each group a bag containing a cheap disposable camera, 16 large envelopes containing clues, a glue stick, and six pencils. Each adult received a sealed envelop with a route map and the words, "OPEN ONLY IN CASE OF EMERGENCY" written on the side.

The Cubs headed off excited.

Group #1's first clue was a home-made jigsaw puzzle shaped like a bus with the following clues written on it:

19 x 5 = _____

Grand Old Duke of _____ (Rhymes with "MORK")

They grind wheat here: _____

Bus it!

After de-ciphering this mystery the group ended up at the 95 York Mills bus stop. Here they opened clue #2: bus tickets for the group and the cryptic message:



How did we get to Toronto? Our clues were all for downtown Regina!

"You're on the bus
You're on your way,
But on the bus,
You need not stay.
But where to "STOP"!
You do not know?
Look at the end of line 5.
Do the opposite: _____ train."

Getting off the bus at the GO train station, they opened clue #3. It contained a GO Transit schedule marked with highlighter for the next train, plus tickets to their unknown destination.

"But where are we going?!" The group boarded the train and opened the next clue to find out.

"Find the word that fits all the blanks and you'll know where to get off the train."

Western _____
Holy Comm _____
Labour _____
A joining is a _____

As the Cubs waited for Union Station they filled out a quiz we provided, and munched on gummy worms. ("Hey! How did they get in with the clues?")

At Union Station the Cubs followed other clues:

- "Find a restaurant that makes the sound of a train." (Choo Choo's Grill);
- "You can't go down, or side to side. What is left? You decide." (They went to the upper floor of the station);
- "Call 555-1089 from the phones near Gate 5. What is the name of the person you called? (We included a quarter in the envelop and a leader was waiting at home for the call. Cubs had to answer questions about their exact location before he would give them his name.)
- "Out you go! Find the plaque close to the Tilden booth. Take its picture."

Grand finale

Several more clues followed. The last led to Akela and a restaurant where group #2 met us. After lunch we went to our final destination — the Hockey Hall of Fame. Here the Cubs enjoyed hands-on displays and demonstrated their prowess with slap shots.

As we headed home, the Cubs bubbled their enthusiastic thanks. Even parents enjoyed a great day.

Why don't you plan your own magical mystery tour?

This activity helps Cubs learn to work as a team, figure out a puzzle, then put together the clues to find their way. ^

— Lynn Johnson is area commissioner, Agincourt, Ont.. She works with the 1st Highland Creek Group in Scarborough.

Program links:
Blue Star, Guide Badge.

KANANASKIS CHALLENGE

"Is This A Bike Or Bear Trail?!"

by Dove Armstrong

As soon as 85th Lakeview Venturers (Calgary, Alta.) had dried out their CJ'93 camping equipment last August, they returned to the jamboree site and started the "Kananaskis Challenge", a gruelling "iron man" endurance competition.

Venturer advisor Tony Stevens planned the event to test the training and skill of his company. Several older Scouts also took part.

The Kananaskis Challenge focused on three activities:

- canoeing
- hiking
- mountain biking.

The canoe course involved a 10km race around Upper Lake. Reaching the end, participants had to land at the lake's end, then answer a tough, canoe knowledge quiz.

Hiking came next.

"Great," you might say. "Hiking is a very relaxing activity."

Usually, but not during the Kananaskis Challenge.

Within half an hour of finishing the canoe course, Venturers had to change their clothes, eat a meal prepared by a family member, and move out with a full, over-night pack on an 11km hike. The trail wound upward into the mountains to a high-country camp.

Next morning, the Venturers returned to Upper Lake boat ramp and, within half an hour, ate a quick meal and began an exciting 19km mountain bike trip. They set off in timed intervals.

The biking demanded more than just strong muscles. Venturers need-

ed orienteering and map-reading skills to pick their way through the maze of trails. Intersections had markers with map references to point bikers in the right direction.

Venturers taking part in the Kananaskis Challenge were not racing just against time. (Conceivably the fastest racer might not know very much about canoe safety, hiking technique or how to find his way through a forest using map and compass.) Judges allotted points for sticking to a set pace and correct answers to skill-testing questions.

A family event

Families took part in the challenge. Parents, brothers and sisters cooked meals, cheered the competitors, manned check points, and asked questions.

Parents learned many camping lessons that would have embarrassed their Scouts and Venturers. These included,

- close tent doors and windows in the rain
- face tents away from the prevailing winds
- don't set tents up in a ground depression.

A pancake cooking contest reached inconclusive results. The best batter recipe in the world doesn't help much if you aren't skilled cooking over a crackling fire. Venturers won top points here.

"There's a grizzly on the trail!"

Just as the last Venturer started the bike trek and disappeared from view into the forest, a parent raced forward yelling, "Stop everything! There's a fully-grown grizzly on the trail!"

I couldn't believe it!

Okay, stay cool, I told myself. The Venturers know what to do if they meet a bear; we've gone through the procedure. As long as they don't surprise it unexpectedly.

Immediately, the absurdity hit me — have I ever seen quiet Scouts or Venturers?!

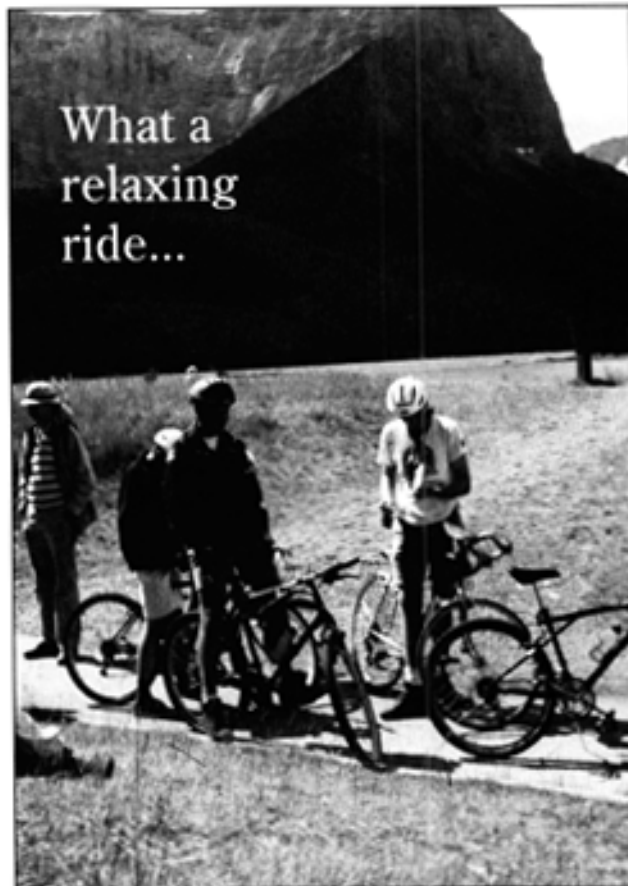
Quickly a group of us drove down to where the bear was reported. There it sat, contentedly munching ripe strawberries beside the trail. It didn't even bother looking up.

Judging: everyone wins

Venturers, Scouts and families all judged the Kananaskis Challenge a terrific success. We're limbering up our muscles for next year. Perhaps you'll see us on "Wide World of Sports"?

Yes! ^

— Dave Armstrong works with the 85th Lakeview Company in Calgary, Alta.



Moments before meeting a grizzly bear, bikers check their equipment.

SPREADING INTERNATIONAL BROTHERHOOD: Scouts Visit The Peterloon Camporee

by Scott Shaw

Since 1981 Scouts from the 1st Corunna and 1st Sombra Troops (Ontario) have attended the incredible Peterloon Camporee near Cincinnati, Ohio.

Why is it incredible?

The Peterloon is the largest, continually run camporee in the United States. An annual event from 1927 to 1957, it became a biannual camp in 1959 because of its ever-increasing popularity and growth.

The 1993 Peterloon camp honoured William Hillcourt (known to millions as "Green Bar Bill"). Scouter Hillcourt authored over thirty books on Scouting including a famous biography of Baden-Powell (*Two Lives of a Hero*) and the *Official Boy Scout Handbook*.

Unexpected honours

This year Peterloon's Camp Chief asked us to help with the Saturday evening campfire program — the camp's highlight! He wanted a Canadian Scouting display, a recording of "Oh Canada", and slides showing Canada's beauty to project during our national anthem.

We gathered 28 beautiful slides to "WOW!" our American hosts, videos from CJ'89 and CJ'93, troop photographs, and a display of our Scout badge scheme. These we packed into vehicles and headed south.

As in past years, we left Thursday evening and headed for a 60 year old log cabin near Toledo, Ohio, called the Citadel by American Scouts. Here

we enjoyed an Investiture Ceremony for seven new 1st Corunna Scouts.

The next day we drove to Dayton, Ohio, where the United States Air Force Museum awaited our excited Scouts. The Museum features over 150 aircraft, from pre-World War I biplanes to the supersonic F117 stealth fighter. The Museum also includes an Imax theatre. What a great place for Scouts to learn about the history of flight!

"Rainy camp?"

The Peterloon camp is very impressive. Held on part of the Dan Beard Scout Reservation near Milford, the facility stretches for over a kilometre along the Little Miami River.

Weather is an ever-present concern. Rumours abound that "Peterloon" actually is a native word meaning "rainy camp"! Since our first visit in 1981, we have experienced fierce tornadoes, severe lightning storms and torrential downpours.

This year 10cm of snow blanketed the camp only hours after our arrival. "Welcome Canadians!" Three quarters of the camp packed up and went home — we stayed.

Although the cold temperatures slowed down activities, it didn't dampen the spirits of Scouts remaining.

The program included an exciting tug of war, orienteering, pioneering skills, a great relay race, and many other competitions to challenge the most energetic Scout.

Afternoon programs featured "the midway": a collection of over 29 in-

formative exhibits housed under two 15 x 25 metre tarpaulin tents. Here campers could browse through exhibits from the Cincinnati Zoo, Wood Carvers Club, U.S. Army, Morgan's Canoe Company, the Scout Shop and our Scouts Canada display.

The main event

Day-time activities were great but the real highlight came when the sun sank below the horizon and the campfire program began. It began with our national anthems. Red rockets soared into the skies as the "Star Spangled Banner" played. During the singing of "Oh Canada", Scouts from the 1st Corunna Troop broke our national colours while spectacular slides of Canada flashed across a stadium-sized screen.

Our pride surged, especially since this was the first time in all these years attending the camporee that they asked us to "strut our stuff". (It kinda' made us proud to be Canadian, eh?)

Too soon we had to pack up and head north, looking forward to the next Peterloon Camporee in two years time.

International events hold special significance for any Scout troop. Why don't you start planning to take part in an international camp? The World Jamboree in Holland is fast approaching us! ^

— Scott Shaw is a Scouter with the 1st Corunna Scout Troop, Corunna, Ont.



Patrick Ley is invested while other Scouts look on.

◀ Snow blanketed the camp site. Campers could browse through two huge exhibit tents when not shoveling snow!



Ian Miller tries out the navigator's cockpit of an F4E Phantom fighter-bomber.

Think Before You Drink

What you can't see CAN hurt you!

by Allen Macartney

A cool, spring-fed mountain stream tumbles down over rocks into a quiet pool near your hiking trail. Your feet ache. Your lips feel chapped and parched, your throat dusty-dry.

A soothing voice whispers, "It's okay to drink. Go ahead; this is the great unspoiled wilderness."

Before dipping your canteen down and letting nature's refreshing, rich nectar meet your lips, STOP! Think again.

Streams, rivers, and lakes are living communities of micro-organisms. Some can cause terrible diseases. A body of water that is clean one day might contain harmful germs or microscopic creatures the next due to flooding or water run-off.

Dangerous micro-organisms

Three types of disease-causing micro-critters might be preparing to wreck your vacation.

1. **Cysts:** Cysts are microscopic, hard-shelled, single-celled parasitic protozoa. How small are they? Up to 125 could sit on the period at the end of this sentence.

They can cause dysentery, extreme stomach cramps and other problems. *Giardia* (sometimes called "Beaver fever") is the most ubiquitous North American offender.

2. **Bacteria:** Bacteria comes from animal and human fecal contamination, as well as other sources. Many bacterial varieties exist — some are 25 times *smaller* than cysts. Illnesses include pneumonia, salmonella (food poisoning, typhoid and intestinal fever), dysentery, and painful, pus-filled boils.
3. **Viruses:** These extremely minute (by almost any standard) viruses can cause polio, flu, hepatitis, fevers, diarrhea and

colds. Luckily, campers and hikers are unlikely to get viruses from surface water.

These aren't the only water-borne threats to your health. Any chemical pollutant (fertilizers, pesticides, oil) can wreck your weekend. Watch out for mercury and other chemicals in the water if camping near a pulp and paper mill. Heavy metals can leach into surface water from local mining activity.

Stay away from all discoloured water. If it smells bad, don't drink.

In moose country consider boiling and filtering your water. A tapeworm parasite (*Echinococcus granulosus*) thrives in moose country and can play havoc with your body. Use a filter with an absolute pore size of 25 microns or smaller.

Purify your water

Have you lost your appetite for wilderness camping? Before you

decide to protect your health by staying in a scrubbed, disinfected hospital room for your summer vacation, consider this: You can purify water easily.

The two most common ways to treat water on the trail involve boiling and filter purification.

Boiling: No germ can survive at least five minutes in boiling water. Avoid making unscheduled, inconvenient daytime stops — fill your canteen at night from a campfire-heated water pot.

Filters: Filters work by straining particles from the water. Some also remove chemical impurities. Because it takes an extremely small filter to screen out bacteria, viruses and cysts, this method can sometimes take a long time. Hikers can choose from a wide selection of light-weight, fast-straining filters.

Many campers used to find iodine (in tablet, crystal or liquid form) and chlorine-based Halazone tablets both convenient and effective. Few people rely on these methods now for purifying water; they just aren't safe enough.

Do your part

You can help keep wilderness water clean for others by following some simple rules.

- Dispose of body wastes at least 50 metres from water if no toilet facilities are available.
- Use phosphate-free soaps for personal and dish-washing purposes. Scatter waste water around. Use a sump hole in bear country.
- Don't wash food particles from dishes or pots into surface water.

Clean water is important for more than just drinking and cooking. Water contaminants can still get into your body when you brush teeth, wash dishes, and wash fruit and vegetables on the trail.

Be safe. Take reasonable precautions and purify your water. ^



Don't take clear, clean water for granted.

Public Speaking Hints



Relax... *everyone's knees knock!*

by John Rietveld

For several weeks last May, my wife and I played audience to our eldest daughter's first public speaking attempt. Like most grade four students, she knew little about speaking in public, but following a systematic plan almost guaranteed success.

She began well. As an avid teddy bear collector, she chose her favourite toy as her topic. (She knew a lot about the subject and could speak with enthusiasm and interest.) Before writing her speech she visited the library and checked out several books on the subject. (You can always find out something more.) Once she had written the speech she memorized it and practised delivering her message at home in front of the family. (Practice makes... what?)

Next she practised speaking before classmates. Finally the big day arrived. While a little nervous, she proudly made her speaking debut before the entire school and parents too!

Did she win?

Not the Board-level grand prize, but a second place school ribbon satisfied her.

A declining art?

Proliferating computer networks, bulletin boards, as well as carefully-scripted videos are exacting a toll on the declining art of public speaking. However, those of us involved on district councils and service teams still face the reality of public speaking. Whether to a Parent and Scout dinner,

a Service Club luncheon or a Council Annual Meeting, sooner or later someone will ask you to say a few public words about Scouting.

Are your speaking skills a little rusty? My daughter's recent experience helped me review some public speaking preparations.

First, know your audience. Are you speaking to Scouts Canada members, parents or the public? Who will be listening to you? Find out.

Next, choose a topic you know well. (Is there anything more irritating than a speaker who rambles on about something he obviously knows little about?) Speak about personal experiences or your current Scouting roles.

"Stand up, speak up and then shut up!" Keep this traditional speaking wisdom in mind.

After a brief introduction, settle down to business. Give the main points of your message early. However, don't race off too quickly leaving your audience behind. Carefully, explain each main point, then move on.

Speak to the audience, not over their heads. If you look listeners in the eye they will feel you are more interested in them. Speak loudly and directly into the microphone. Speak clearly so everyone can understand you. Try speaking slower than usual. This will help you breathe deeper and express yourself better.

Use natural gestures and stand normally as you might when speaking with friends. (Some public speaking "gurus" insist that speakers stand straight and never use hands to gesture. This might seem like good advice, but it is often both unnatural and uncomfortable.) Contrived poses always look stiff.

If speaking to a non-Scouting audience, avoid our jargon; it will only baffle them. For example, a "DC" visiting "CJ" means nothing to the public.

Use audio-visual materials to spice up your presentation. Slides, videos, overheads and flip charts all add an interesting dimension to your talk. Take care when setting up the audio-visual equipment. Ask yourself: Are slides in the right order? Are projectors working? Do I have spare projector bulbs? Do I need a screen or extension cord? Is the video monitor large enough for the group? Take care of these details ahead of time; it will make you feel more confident later.

What about jokes? Only an expert joke-teller like David Letterman can make an audience laugh at the proper time. Try using real life experiences and personal anecdotes rather than material gleaned from another source. Besides, some jokes might offend members of the audience.

Wear your Scout uniform proudly — always an excellent way to make a good impression. Be neat; make sure your uniform has its appropriate insignia and awards. A Scouting audience might welcome your Woodbadge beads or campfire blanket, but others might find these distracting.

Prior to show-time

Take time to rehearse in front of your family or friends before you climb up on the podium. Your acquaintances will be much more critical than any other group. If you survive their cat calls and take their advice, you are sure to have a successful speech once you get before a real audience. Besides, practice often helps calm your fears. X



STRATEGIC DIRECTIONS APPROVED

Charting our future direction

After two years work, and input from across the country, the National Council approved a new set of Strategic Directions last May in Montreal that will set Scouts Canada's course well into the 21st century.

These directions touched on a number of critical issues necessary for our future success with Canada's youth. Some of the issues include: providing a sound financial future for the Movement; strengthening and enhancing the youth/leader relationship; involving youth in the decision-making process relating especially to programs and program delivery.

One of the key focus points of the plan re-emphasizes the importance of the fundamental relationship between youth and leaders. Already councils are forming plans to expand and strengthen this youth-leader bond.

The first strategic objective identified Scouting's new mission: the adoption of the World Scouting Movement's Mission, Principles, Practices and Methods. Below we repeat these Fundamental Principles in full to encourage you to make your own plans.

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.

Principles

Scouting is based on three broad principles which represent its fundamental beliefs. These include:

Duty to God: Defined as, "Adherence to spiritual principles, loyalty to the religion that expresses them and acceptance of the duties resulting therefrom."

Duty to Others: Defined as, "Loyalty to one's country in harmony with the promotion of local, national and international peace, understanding and cooperation," and "Participation in the development of society, with recognition and respect for the dignity of one's fellow-being and for the integrity of the natural world."

Duty to Self: Defined as, "Responsibility for the development of oneself." This is in harmony with the educational purpose of the Scout Movement whose aim is to assist young people in the full development of their potentials.

Practices and Methods

We define Scouting Practices as a system of progressive self-education including:

- a promise and law,
- learning by doing,
- membership in small groups,
- progressive and stimulating programs,
- commitment to the values of doing one's best, contributing to the community, respecting and caring for others, contributing as a family member,
- use of outdoor activities as a key learning resource.

A future issue of **the Leader** will present a summarized version of the strategic document. Watch for further details.

Through these new strategic directions, we will recommit ourselves to an even better future working with Canadian youth! Scouts will love it, and your program will stay fresh and interesting — even for leaders. ▲

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K-9 Patrol: Sniffing Out The Truth

Next time you plan a pet theme month, why not try this idea one evening?

Our Beavers wanted to learn more about police dogs, so we invited RCMP Constable Patrick MacIssac and his German Shepherd partner, "Boy", to the pond. What a hit!

The Beavers watched a short film (brought by Constable MacIssac) showing the training all police dogs receive. Then "Boy" entered the room. A hush fell over everyone.

"Does anyone have a question or comment?", Constable MacIssac asked. A flood followed.

"He's big!" "Can I pet him?" "Will he bite?" "How many bad guys has he caught?" "Does he live at your home?"



Then "Boy" showed everyone how well trained he was by demonstrating obedience to voice commands. Although the Beavers were not allowed to touch "Boy" (he's not a pet but a working dog) the police dog fascinated them.

Is there a provincial or RCMP dog unit near you? Why don't you find out? Our Beavers loved the evening.

— Sharon Fitzsimmons (Tic Tac) works with the 5th Cole Harbour "B" Colony in Dartmouth, N.S.

Sign Language Fun

Use these sign language symbols to teach your Beavers and Cubs a new secret language. They'll love it! It will also help them understand the difficulties faced by deaf youth.

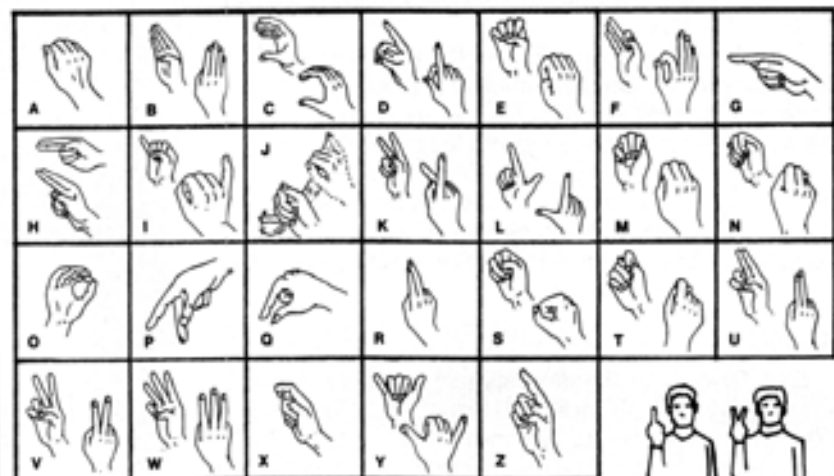
Teach younger Beavers the sign for individual words so they can put them together easily. Older Beavers can learn to spell out their names and send secret messages. Cubs might wish to compete with others.

Give your kids a message to decipher, e.g. "I LOVE YOU" or "SHARING IS FUN" or "JUMP!" Let them create their own games.

If your Beavers and Cubs enjoy sign language, introduce them to lip reading. Start them learning several easy words: HAPPY, BEAVER, RAINBOW. (See *Beavers Learning Sign Language*, pp. 4-6 for more ideas.)

Program Links

Cubs: Interpreter Badge; Green Star (code).



ONE TWO



POTENTIALLY DANGEROUS CRAYONS!



The April 21, 1994 issue of the Globe & Mail identifies several brands of crayons that contain lead. The following brands contain lead *below* the limit set under the Hazardous Products Act, but can present a long-term hazard to children because lead accumulates in the body:

- Encore, 64 Crayons, 90545
- Feida High Quality, 24 Crayons
- Kidz Biz, 24 Crayons
- School Quality, 64 Crayons, No. 8064
- School Quality, 16 Crayons, Extra Jumbo
- School Quality, 12 Crayons, Extra Jumbo
- Zeddy Finest Quality, No. 01904, 64 Crayons.

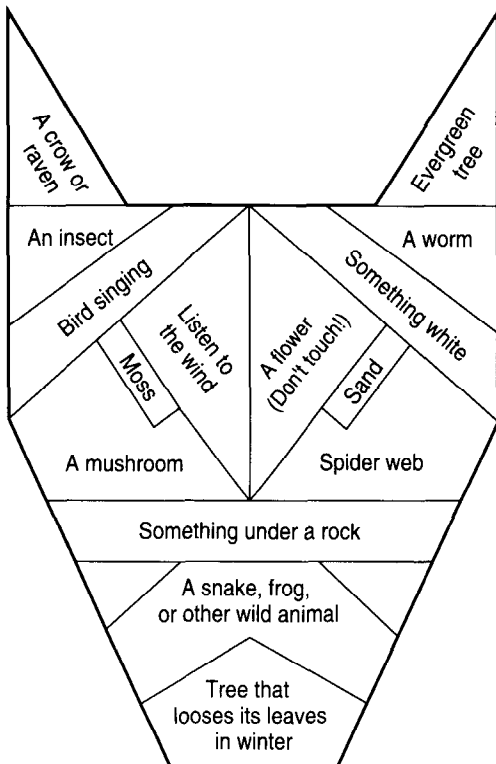
Nature Walk Colouring Search

Looking for an interesting "hook" to capture your young Cubs attention on a nature walk? This colouring activity will help them start noticing the natural beauty around them.

Give each child a Cub picture (like the one below). When the child sees an object listed on the picture, he can colour that section. See how fast your Cubs can colour the face. Give them several different crayon colours to make their artwork more interesting.

Tell children not to pick any flowers or disturb nature.

— Carol Andrews (D.C) serves Scouting in the Queen Charlotte Islands, B.C.



Learning is fun with your FRIENDS OF THE FOREST



Friends of the Forest is new and improved!

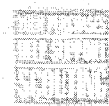
The basis for the Beaver program, it now includes a grown-up guide to encourage discussions between adult and youth, and can be read at home for convenience.

A must for every leader, Beaver or Beaver parent!

Beaver leaders are also encouraged to add the *Friends of the Forest* Story Companion to their colony resources. This spiral-bound, flip-chart style presentation aid is ideal for storytelling and makes *Friends of the Forest* come alive!

- Friends of the Forest*.....\$ 7.95
- Les Amis de la Forêt*.....\$ 7.95
- Friends of the Forest Story Companion*.....\$ 24.95

For these and other Scouting resources, visit your local Scout Shop!



ENVIRONMENTAL FUND AWARDS

Making A Nicer World

Are your Scouts helping to clean up the environment? Do they need financial help to launch a local project?

Scouts Canada's Environmental Fund may be your answer.

Below we describe projects just approved for funding. All of them raise public and Scout awareness of local environmental concerns.

Lady Bugs Kill Aphids

Nottawasaga District (Ont.) Scouts released 200,000 lady bugs over a wide area to promote environmentally-friendly pest control. For the past three years the District has spearheaded a similar program.

Cubs and Scouts learned that by using lady bugs to keep their gardens and plants free from insect pests (like aphids), they could protect the environment from toxic chemical pesticides.

After a delicious Sunday morning pancake breakfast, Cubs and Scouts heard about responsible pest control. They learned that if lady bugs don't find any insect pests, they simply move on until they find some. Children left the picnic with environmental handouts and fun project ideas for home.

Anti-Vandalism Campaign

For several years the 1st M.Q.W. — St. Peter's Venturer Company of Mount Pearl, Nfld., has achieved national recognition for its anti-vandalism campaigns.

Drawing on imaginative ideas, the Venturers have launched an anti-vandalism poster contest, creative graffiti mural contests, displays, anti-vandalism action card contests (for children aged five to 12), and school presentations.

They plan to expand their anti-vandalism program in the future.

Scout Beach Clean-up

Scouts from the 5th Cold Harbour "A" Troop (Dartmouth, N.S.) spent 18 hours cleaning up Cleveland's Point on Nova Scotia's south shore. Armed with recycling bags, the youth kept a detailed record of all litter they collected.

A popular tourist haven, but environmentally fragile, Cleveland's Point is an important spring nesting ground for many bird species, including pheasants and herons.

Blue Box Collection

15th Vanier Beavers, Cubs and Scouts from Sydney, N.S., are environmental activists. In the past they have designed environmental logos, participated in province-wide recycling seminars, decorated parade floats and mulched 2,000 Christmas trees.

Their present project involves an ambitious roadside paper, aluminum and plastic collection program. The group has positioned 12 refurbished Canada Post mailboxes in high-traffic areas in their community so motorists can drop off recyclable products. The Beavers, Cubs and Scouts hope to refurbish 30 more mailboxes so they can cover their entire region.

"These projects have helped foster a real enthusiasm for the environment (among the youth)," said Scouter Donald Graham.

Rouge River Hike-a-Thon

Scouts from the 23rd St. Clement's and 93rd St. George's Troops in the

Greater Toronto Region (Ont.), organized a series of 10-25km hikes along various sections of the Rouge River Valley. (This important natural area runs through metropolitan Toronto.)

The project sought to raise public environmental awareness and raise money for the Save The Rouge Foundation, a non-profit organization concerned with maintaining this significant urban valley.

Taking pledges for their hike, Scouts raised almost \$900 for the Foundation. The troops have also challenged local Cub packs to hike the Rouge River Valley, raise funds for its protection and enjoy its natural beauty.

Jock River Clean-up

Wanting to participate in Nepean, Ontario's Pitch-In Week activities, the 25th Scout Troop decided to clean up the Jock River. Local residents use the river for fishing, canoeing and picnics.

After a preliminary visit to assess the condition of the river and draw up a plan, Scouts returned to the river on Saturday May 2 wearing rubber boots, garbage bags and shovels. The youth split up into two groups, one for each shoreline. Hours later they regrouped "dragging garbage bags, pieces of metal and plastic, a discarded rubber raft, a broken paddle, and other unidentified objects", said Claude Goyette.

The city provided a truck to take the garbage away.

"The troop has decided to make this an annual event," said Scouter Goyette. Community service at it's best.

Does your group or section need help starting a local environmental project? What a great way to improve your neighbourhood and raise public awareness of Scouting!

Apply to the Environmental Fund today. For an application form or more information contact: The Environmental Fund, c/o The Boy Scouts of Canada Trust, P.O. Box 5151, Station "F", 1345 Baseline Road, Ottawa, Ontario, K2C 3G7. A



Cleaning up the Jock River. An annual Scouting event?

Project Challenge: The Demands Are Worth The Effort

by Bob Lorenzetti

Is Scouting losing too many adolescents?

Venturers represent a mere four percent of our total youth enrolment, according to our last four national Annual Reports. Although numbers in this section have steadily increased since 1989, only twenty-two percent of our Scouts continue into Venturing.

Why?

Sports, greater academic pressures and part-time jobs admittedly give us stiff competition. But does this really explain why so many youngsters give up on the Movement after having enjoyed it for years?

In the spring of 1993, Service Scouters of Calgary Region took a long, hard look at increasing the effectiveness of adults involved in the Venturer program. The result was Project Challenge, an initiative designed to increase awareness and responsibility for recruiting and keeping Venturer-age youth. Here are some of our thoughts.

Notice of Annual Meeting Boy Scouts of Canada

**Saturday,
November 19, 1994
4:00 p.m.
Chateau Laurier Hotel,
Ottawa, Ontario**

Purpose:

- (1) Consider the annual report
- (2) Consider the annual financial statements and auditor's report
- (3) Elect officers, members, honorary members, committee chairpersons, and others of National Council
- (4) Appoint the auditor, who shall be a chartered accountant

Each Service Team having a Venturer company within its area of responsibility should assign one member as a Venturer 'specialist'. (As a minimum requirement, this person should be very familiar with its program.) In this way, the Service Team could better promote liaison between the Group Committee, the company, and the Scout troop, and thereby, increase Venturer recruiting and retention.

Scouting programs help youth grow!

Proper understanding

Often we pay too little attention to the role of adolescents in Scouting. Because we don't understand the challenges they face, we either ignore or suspect them. All we hear, or see, is the irreverence of their rebellion — a brash, noisy youngster with a voracious appetite, outlandish clothing, and a bad haircut.

Adolescence has never been an easy life stage; today it is more difficult than ever before. Money, poor role models, and harmful drugs are accessible everywhere. Television, magazines and films bombard youth with violence and hedonism; nihilistic music only adds to the negative mixture. In addition, today's youth must deal with the surging physical and emotional changes which beset their passage to adulthood.

Adolescents must deal with glaring contradictions. They are too old for children's rules, yet too young for adult responsibilities. They need parameters, routines, and security, yet they question and push against them (as they should). While they demand that adults recognize their individuality, they crave, above all, acceptance from their peers. In the cult of "cool" they conceal their vulnerable self-esteem beneath a brash veneer of invincibility.

Through Venturing, we can help provide the positive role models that many young people lack. By empathizing with, and relating to, them we can

foster positive values and principles. We can present them with real challenges, a sense of tradition, and recognition from adults and from their own peers.

"The principle on which Scouting works is that the boy's ideas are studied, and he is encouraged to educate himself instead of being instructed." (*Scouting For Boys*)

A properly functioning Venturer company must help adolescents mature. With the company's elected executive self-governing, and the adult advisor tactfully moderating and facilitating, 14 to 17 year olds can develop and pursue their own quest for self-reliance and a sound identity.

Vertical and horizontal links

Recruiting Venturers and advisors is an important concern which can help develop a healthy relationship between the company and the Group Committee. If Scouts are going to become Venturers, the group committee must aid the company enthusiastically in its ongoing recruiting activity. Why don't you get a member of the company executive to attend Group Committee meetings with the advisor?

Venturers could participate regularly in Scout troop meetings, activities and camps. We need to forge a natural connecting link between the two sections.

Occasionally, Senior Scouts should take part in company activities and camps. While some Venturers may not want to associate with "uncool" Scouts simply because of the age difference, they may react differently if we emphasize the service aspect. In Scouting, as in life itself, few activities provide greater satisfaction to us than a sense of having helped someone else. To adolescents with very fragile self-esteem, service to others offers invaluable gratification.

At times, the dynamics of this age group and the uniqueness of the section lead to questions and misconceptions concerning the role of Venturing. Equally stressful are the demands made on adults working with Venturer youth.

Always remember: The challenges are well worth the effort. ^

— Bob Lorenzetti is a Venturer Service Scouter in the Calgary (Alta.) Region.

Fun at the Pond

by Lena Wong



Welcome to Beaving 1994/95!

In this issue of the **Leader Scouts Canada** introduces a new set of low-cost planning and program resources called **JUMPSTART** for Beaver leaders. (Read all about it in the *Sharing* column, page 32.) Scout Shops now offer eight different theme packages that will help 'jumpstart' your program. Each package includes planning schedules for a month; use these to set up a tightly-organized and interesting program.

Why don't you field test the free **JUMPSTART** package you receive with this **Leader** issue? Each **JUMPSTART** package follows a theme; the enclosed package focuses on "Outer Space." Can you improve on the program package? Add any additional resources you may find in your library or have at home.

On the outer space theme, why not spend an evening talking about planets? Many children's books in libraries explore space and planets in a way your Beavers can understand. **The Young Children's Encyclopedia** from Britannica (volumes 1 and 14) have some excellent stories about astronauts and space which you can read to your Beavers without having to edit for age.

Planet Fun: Use this simple space map to show your Beavers the location of major planets in our own solar system. Talk a little bit about each planet to describe its basic properties. Ask your Beavers to dream up an imaginary creature that might survive in those conditions (i.e. extreme cold, high pressure, weightless). After they have

described their creatures, ask them to draw their favourites. Here are a couple of examples borrowed from National Geographic's **Picture Atlas of Our Universe**. (Your local library may have this book.)

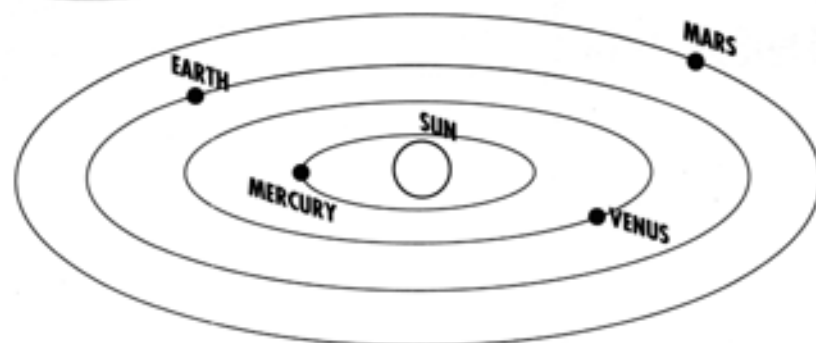
Mars is a cold, dry planet, heavily bombarded by ultra-violet rays pouring out from the sun. Because of the complete dryness of the planet, clouds do not shield the surface from the sun. Of course, no vegetation shields creatures from daytime radiation. At night, temperatures dip to -80°C . A creature living on Mars would need to shield itself from both the sun's intense radiation and the cold nights.

One example of an imaginary creature might be the "Martian Waterseeker" (from **Our Universe**). Walking on long, stilt-like legs, this creature has a large feathery tail which it can lift three meters into the air in the low, surface gravity. This tail shields the Martian Waterseeker from the sun and prevents sunburn. The creature has a long snout to probe for pockets of ice under the dried-up channels criss-crossing the planet's surface. Its giant ears, which help it hear well in the thin air, wrap around the Waterseeker's body at night forming a sort of warm, protective cocoon.

MARTIAN WATERSEEKER



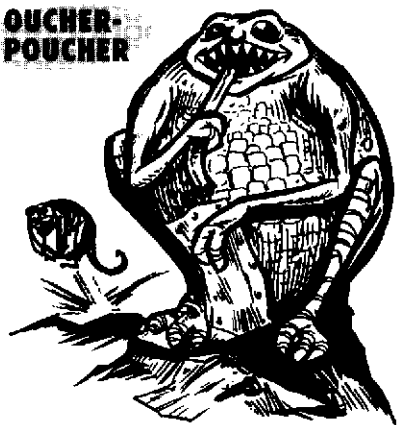
A SIMPLE SPACE MAP



Because it is near the sun, Venus is a very hot planet — so hot that lead would melt on its surface. Space probes have found no vegetation or water on Venus. A constant barrage of thunder and lightning storms assault the planet. The atmosphere consists of carbon dioxide mixed with a little nitrogen and only traces of oxygen.

Our Universe features a possible Venus resident called an “Oucher-Poucher”. Feeding on delicious rocks and metals, its round, air-filled body allows it to bounce easily on the hot surface. Every time it lands on the ground the creature shouts, “Ouch!” and immediately shifts from one foot to the other.

OUCHER-POUCHER



INNER SPACE

Looking for more theme-expanding ideas?

Try exploring theme opposites. For example, the opposite of outer space is inner space. You could explore below the surface of our own planet. **The Earth Science Book**, by Dinah Zike (John Wiley & Sons, Inc.), is an excellent resource featuring many illustrations and activities for young people. While it is not written for Beaver-age children, you could adapt many of the activities and themes for the colony.

Make this easy model for your colony; keep it as part of your equipment. The model illustrates the four layers of the earth: the crust, the mantle, the outer core and the inner core.

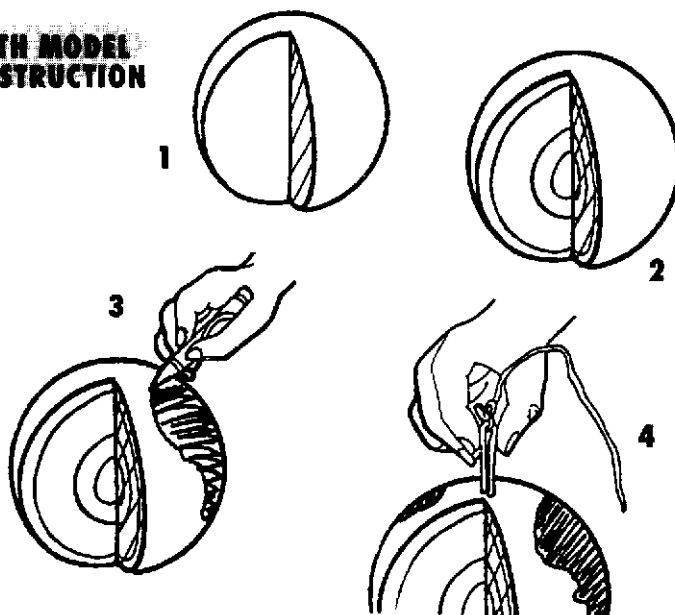
You need:

- a large styrofoam ball
- a pencil
- markers
- a long length of string or yarn
- a hairpin
- white glue.

How to make it:

1. Cut a 1/4 wedge section from a styrofoam ball. (A long knife or wood saw might work well.)

EARTH MODEL CONSTRUCTION



2. Use a pencil to draw the earth's layers inside the cut-out section. (See the illustration for comparative thicknesses of each layer.)
3. Colour the outside of the ball blue. Draw land masses (continents) on the ball's outside; colour land brown and green, and the oceans blue.
4. To hang the model, loop one end of the string through the hairpin and tie it in place. Push the pin into the top of the model. Pull the pin out, fill the hole with white glue, then push the pin back in place. Allow the glue to dry for several hours.
5. Colour the layers inside the model. The earth's inner core is solid; colour it orange. The outer core (molten iron and nickel) is very hot; colour it red. The next layer (the mantle) is solid rock; colour it grey. The final layer (the crust) is like a thin skin; colour it brown.

Use this model for all your earth and ecology Beaver themes.

Children like oceans. Water is the easiest and perhaps most interesting earth surface to penetrate and explore. Beavers living near an ocean or one of the Great Lakes are familiar with huge water bodies. Other children will just have to imagine the incredible wonder of so much water. Spend an evening with your Beavers talking about oceans and the creatures inhabiting them. Talk about whales, sharks, fish and other interesting and strange sea animals.

Explain to your Beavers that most small fish in the sea swim around in groups called “schools”. (This will cause a comment or two!) A school of fish moves as one body, each individual moving always in the same direction

as the others, and all of them turning at the same time.

Explain that some fish are predatory and eat other fish. Some of these predators are sharks, bigger fish, sea lampreys (one of the oldest creatures on earth) and whales. By staying in a school, little fish more easily escape predator fish, which find the moving mass confusing.

“Stay in school” game

Beavers will love this “stay in school” game which demonstrates the life of a school of fish. Divide your play area into three sections. Declare the two end sections “safe areas” and the one in between a “danger zone”. All members of a school of fish, the Beavers start in one safe area. The leaders represent predators; each pick a section of the danger zone as their hunting ground.

Moving as one body, all in the same direction at the same time, the Beavers now have to “swim” from one safe area to the other. The predators are only allowed to catch one fish at a time, but may catch several fish during one crossing. Beavers who have been caught become “bigger fish” that swim among the predators and catch their own “little fish” on the next crossing. Predators can catch these “bigger fish” again. If this happens, they sit down where caught until the game ends — when no “little fish” are left in the school.

Next meeting, continue on this ocean theme. Can you add to it?

Enjoy your new Beaver year. Look forward to a lot of fun and enjoyment. ✧

CYA: Challenge Your Assumptions

by Colin Wallace

When planning section programs, are you aware of the assumptions you're including in your design?

I bet not.

For example... You probably base your camp schedule on the assumption that your kids need to eat three meals a day: one in the morning, one at midday and one in the evening. But is that assumption true? Could your Scouts get by with 10 mini-meals a day? If so, what would that do to your camp program? Would the youth like it? Maybe you could schedule a grazing opportunity every hour.

Go on! Try it!

Nobody will starve to death in one weekend. Your kids might even like the change. Besides, a revised feeding schedule might encourage everyone to examine their eating habits based on hunger, rather than the clock.

Assumptions often answer questions that no one has asked and solve problems that might never exist. Assumptions lock you into a narrow frame of reference and stifle creativity.

"I don't make assumptions!" you say?

Sure you do. Try this puzzle: Two men played chess. They played five games and each man won three. How do you explain this?

If you assumed that the two men played against each other, you'd have a tough time explaining it.

Let's look at another assumption — the one that says kids need 8 hours of uninterrupted sleep every night. Let's not forget that children tend *not* to sleep much during their first night at camp. Is it time to challenge the 8 hours of sleep assumption by revising your program? Why not try giving your Cubs or Scouts one hour naps every third hour? Why not try it for a 24-hour period? A 1-in-3 sleeping pattern would let you try some nighttime activities. Perhaps it won't work, but avoid making *that* assumption prematurely.

Search and destroy!

Don't end your quest for assumptions too quickly. Keep looking, even after you revise meal and sleep schedules. Don't be satisfied with one or two easy victories! What other assumptions are lurking in your program?

Have you assumed that everyone must stay on the ground for the whole weekend? You probably took contact with terra firma as a given, right? Can't mess with gravity, right?

Challenge that assumption! Explore how everyone might use stilts (tin cans or wooden poles), cook on altar fires, sleep in hammocks, and stay off the ground as much as possible for a whole weekend.

Assumptions are tricky pests. They hide themselves incredibly well. Example? Remember your last camp. You assumed everyone would wear store-bought clothes, didn't you? What would have happened if you had challenged that assumption? Everyone would have improvised clothing from garbage bags, newspapers, old bed-sheets and large plastic barrels.

Would Cubs and Scouts find this fun?!

Let's try another puzzle. Explain the following boast: "In my bedroom, the nearest lamp that I usually keep turned on is 4 metres away from my bed. Alone in the room, without using wires, strings, or any other aids or contraptions, I can turn out the light on that lamp and get into bed before the room gets dark." (Find the answer toward the end of this article.)

You'll find assumptions everywhere.

Assumptions like: Camping outdoors means being in a park or a field (which excludes parking lots, flat roofs, back yards, warehouses and attics).

Assumptions like: Section meetings must last longer than 1.5 hours but not exceed 2.5 hours (which means you never learn what would happen if you reduce or expand those time limits by, say, one hour).

Assumptions like: Your Scouts must carry out all activities in a horizontal plane. (Switch to a vertical plane. How would this affect your program?)

And while you're dreaming of vertical possibilities, think about the assumptions you made in the bedroom lamp puzzle. You assumed that it was night time, right? But I wouldn't have any difficulty getting into bed before dark when it was still daylight out. Would you?

Oh, stop groaning.

Sometimes our assumptions have burrowed so deeply into our minds that we don't even recognize they exist.

Challenge your assumptions (no matter how trivial they might appear). Make it into a fun game. Your Cubs and Scouts will love it, and your program will stay fresh and interesting — even for leaders. ^

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37th Jamboree On The Air:

There's Still Time!



by Lena Wong

Mark the October 15th and 16th weekend on your calendar now and start organizing your group for the 37th Jamboree On The Air (JOTA). If you took part in 1993 and told us about your participation, you should have received your copy of the World JOTA report. Show it to your youth; it might generate enthusiasm and activity ideas.

This year we have a couple of new resources for Scouters with access to an IBM compatible computer loaded with DOS and WordPerfect 5.1/5.2. The World Scout Bureau's International organizer has provided a diskette with software to log contacts (may only be used during October) and some graphics you can use with WordPerfect.

Would you like a free copy?

Send us a *high density* 3.5" or 5.25" diskette. We are unable to provide these resources for any other computer systems or meet requests not accompanied by a suitable diskette. Also, we have updated our pamphlet *Jamboree On The Air: How Canadians Can Participate*. Now it includes instructions for building a simple electronic kit. Send for your free copy today.

Contact your amateur radio operator to start acquainting your Scouts with the equipment they will use during JOTA. If possible, begin tuning in radio nets. What a great way to familiarise your youth with Radio Scouting and the kind of friendly JOTA contacts they can make. During one of your familiarisa-

tion sessions, tell your Scouts about QSL cards and why you use them. Start your youth members working on some unique designs.

What kinds of conversations would you and your Scouts find interesting and informative during JOTA? Think about this now. Set up a dummy station at your meeting hall. This might make your Scouts less self-conscious and more confident when talking to someone living far away. Role-playing might also prove helpful. Encourage your Scouts to think about how the person they speak to on the radio might respond to their questions and comments.

Remember to send us your JOTA report by November 30 so we can include it in our national report to the World Scout Bureau. (Write to: The

National Organizer, JOTA, Scouts Canada, Box 5151 Stn. "F", Ottawa ON, K2C 3G7.)

Are you unable to visit or set up an amateur radio station during JOTA? Monitor these frequencies with a short wave receiver with sideband reception.

- 80 metres: CW - 3.590 MHz
Phone - 3.740 & 3.940 MHz
- 40 metres: CW - 7.030 MHz
Phone - 7.090 MHz
- 20 metres: CW - 14.070 MHz
Phone - 14.290 MHz
- 17 metres: CW - 18.080 MHz
Phone - 18.140 MHz
- 15 metres: CW - 21.140 MHz
Phone - 21.360 MHz
- 12 metres: CW - 24.910 MHz
Phone - 24.960 MHz

Scout Nets

Country	Contact Day	Time	Frequency	Net control
European Scout Net	Saturday	09:30 GMT	14.290 MHz	PA3BAR
Australia	1st, 3rd, 5th Sunday	02:00 GMT	14.290 MHz	VK6SAN
	2nd Sunday	02:00 GMT	21.190 MHz	
	4th Sunday of month	02:00 GMT	28.590 MHz	
Denmark	Saturday	13:00 GMT	3.740 MHz	
France	1st Sunday of month	10:00 GMT	2.743 MHz	FF1SDF
Germany	1st Wednesday of month	21:00 local	3.678 MHz	DH6DAO
Japan	3rd Saturday of month	23:00 local	21.360 MHz	JA1YSS
Norway	Saturday	15:30 local	3.740 MHz	
Netherlands	Saturday	19:00 local	3.740 MHz	PI4RIS
Sweden	Saturday, even weeks	15:00 local	3.740 MHz	
United Kingdom	Saturday	09:00 local	3.740 MHz	G3BHK
West Africa	Sunday	07:00 local	7.070 MHz	9L1AM



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HIGHLIGHTING CANADA AND THE WORLD

by Ben Kraser

The Wolf Cub Review identified Canadian heritage and our country's role in the world as important issues to include in the Cub program. Although the following new badges will not be available until September 1995, you can still use the activities to build pack programs.

ABORIGINAL AWARENESS BADGE

Do any four of the following:

1. Tell about, or show, four or more items invented by aboriginal people which we still use today.
2. Make a list of aboriginal words that we use as names of places, such as provinces and territories, cities, towns, parks, roads and waterways. Discover the aboriginal meaning of these words.
3. Learn about some of the aboriginal people who first lived in your area. Make a model or display showing their dwellings, how they travelled, writing and art forms, and objects used for daily living.
4. Learn an aboriginal game, song, dance or story, and share it with your six or pack.

5. Tell how aboriginal people's way of life was affected by the part of the country where they live.
6. Discover how aboriginal people helped early explorers/pioneers in Canada.
7. If possible, arrange to visit with an aboriginal person. How is their life different from aboriginal life long ago? How is it similar?

Aboriginal Awareness Badge Resources

- Friendship centres
- Band councils and band elders
- Native schools and clubs
- Library books on aboriginal peoples

CANADIAN HERITAGE BADGE

Do any seven of the following requirements:

1. Learn a Canadian folksong, find out about its origins, and sing it with your six or pack.
2. Make a scrapbook about a famous Canadian, telling when he or she lived. Describe his or her accomplishments.
3. Learn a Canadian legend or folktale. Tell it to your six or pack.
4. Do EITHER (a) or (b):
 - a) Visit another part of Canada, and make a collection of things you see. Present your collection to your six or pack.
 - b) Make a presentation about a city in Canada other than where you live. How big is it? When was it founded? What is it famous for? What is Canada like near that city? (Hint: See your Tourism Board.)
5. Visit a local museum. Draw a picture of some of the exhibits or things you see. Show your pictures to your six or pack. Tell them what you liked about the museum and what you learned from visiting it.
6. Tell your six or pack about a cultural group in Canada. What are their traditions? What language do they speak? How have they contributed to Canada's culture?
7. Make a presentation about aboriginal people in Canada. Meet with an aboriginal person (if possible) to learn more about the history, traditions and contributions of local aboriginal people.
8. Contact a Cub in another part of Canada. Ask the Cub what Canada is like where they live.
9. Draw or trace a simple map of Canada showing the provinces and territo-

ries, capital cities, and other main features you can discover.

10. Learn the Wolf Cub Promise, Law and Grand Howl in another language.

Canadian Heritage Badge Resources

- Books on folk songs and stories
- History books
- Museums and parks literature
- Multicultural centres

SPACE EXPLORATION BADGE

Do any four of the following:

1. Discuss the importance of space technology in Canadian living. This could include:
 - a) weather forecasts
 - b) communications
 - c) search and rescue operations
 - d) map making
 - e) promoting international cooperation between Canada and other countries.
2. Make a drawing or model of a satellite, such as Canada's first satellites Alouette I and II, ISIS or Hermes.
3. Make a presentation about the Space Shuttle. Include the Canadarm.
4. Design and build a space station. Include living requirements such as water, air and food supplies, power sources, communications. What peace-building activities does the space station accomplish?
5. Draw, or make, a model of a rocket or a space craft of your own design. Describe any special features you have included in your model.
6. Draw, or make, a space suit currently in use, or one of your own design. Describe any special features you have included in your model.
7. Make a report on, or a scrapbook about, an astronaut, mission team or space mission of your choice.

Space Exploration Badge Resources

- The Canadian Space Agency, 240 Sparks Street, Ottawa, ON, K1A 1A1. Information on space science, history, space stations, astronauts and other aspects of Canada's role in space.
- National Search and Rescue Secretariat, 17th Floor, 365 Laurier Ave. West, Ottawa, ON, K1A 0K2. Information on Search And Rescue Satellite Aided Tracking (SARSAT) systems. ^

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ADULT RELIGION IN LIFE REQUIREMENTS: The Salvation Army

by Warren McMeekin

We are pleased to present the Salvation Army Adult Religion in Life program requirements.

Christian Commitment

For a leader to meet this requirement the Corps Officer must be satisfied that:

1. The leader demonstrates a commitment to Jesus Christ by his/her way of life and by his/her level of participation in the local Corps activities, in addition to his/her involvement in the Scouting/Guiding program.
2. The leader makes reasonable efforts to promote the Religion In Life program with young people in his/her unit, as well as with other leaders involved in The Salvation Army Scouting/Guiding program.
3. Wherever possible, the leader promotes the role of the Chaplain in the Scouting/Guiding program, especially as it relates to the Chaplains' visits to the unit.

Christian Leadership

To meet this requirement the leader must:

1. Regularly conduct, or take part in, devotional times (five minutes) at each unit meeting.
2. Have an understanding of how to lead a child to Jesus Christ.
3. Lead or assist with a Sunday School class (i.e. team teach) or assist with the leadership of some other Corps

youth activity, other than Scouting or Guiding, for a least three months.

4. Serve as a member of a committee or council (not related to Scouting or Guiding) at the Corps for a period of not less than six months.

Word

To meet this requirement the leader must:

1. Participate regularly in a group Bible Study for at least three months. If no group exists, make an effort to start one.
- 2a. Have a good knowledge of the ten doctrines of The Salvation Army.
- 2b. Write a brief explanation of any three doctrines. (300/400 words each)

Worship

To meet this requirement the leader must:

1. Prepare a detailed outline of a worship service, including outline for devotional, which could be used at a camp for the age group of your unit.
2. Prepare a detailed outline of a divine service, including outline for devotional thoughts, which could be used at the Corps.
3. Regularly attend worship services at the Corps.
4. Help with leadership of a worship service at a hospital, seniors home, or a similar institution; or visit three shut-ins in the Corps. (Obtain list from the Corps Officer.)

Witness

To meet this requirement the leader must *do number one and any two others*:

- 1a. For each Sunday of one month, write a brief article (100 words) to be used in the Corps Bulletin promoting the Scouting/Guiding Ministry in your Corps.

OR

- b. Do a presentation of eight to ten minutes, during a Sunday worship service explaining the Scouting/Guiding Ministry and how it benefits the Y.P. Corps Ministry.

- 2a. Provide, or arrange transportation to, worship services for seniors, or handicapped for at least one month.

OR

- b. Visit at least four seniors in their home (obtain list from Corps Officer).

3. Provide, or arrange transportation to, Sunday School for at least one month for some young person who would not otherwise attend.

4. Give leadership to, or assist with the leadership of, a service/work project at the Corps.

The candidate must complete all of the above requirements to the satisfaction of the Corps Officer/Chaplain before applying for this award. ^



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Sea Kayaking Adventure

Venturers from the 34th Dunbar Point Grey Company, Vancouver, B.C., set off for a wilderness adventure. Their epic involved a 40km sea kayaking trip on Great Central Lake (Vancouver Island) and a 40km hike to the top of Della Falls — the tallest waterfall in Canada. Photo: Neil Piller.



BLUE JAYS A SMASH HIT!



BASEBALL-CRAZED BEAVERS! After watching Toronto Blue Jays baseball victories last year, Beavers from the 20th Scarborough West Colony (Ont.) devoted an entire meeting to the game. They played "Home Run Blue Jays" (a variation of "Port, Stern, Starboard, Bow"), heard a story ("Take Me Out to the Ball Game") and made these special baseball pennants. Beavers thought the evening was a smash hit. Sheryl Hyland shared the photo.



SCOUTS TAKE TO THE AIRWAVES 1st MacDonald Scouts from St. John's, Nfld., commemorated the anniversary of Marconi's first transatlantic signal by using the Parks Canada radio station at Signal Hill National Historic Site. "Scouts chatted with stations throughout the world, spending an enjoyable evening working towards their Communications Badge," said Scouter Everett Price.

Fund raising with a message! Be Prepared.

As I look back on the 1930's, the "Depression Years", I remember the important values that were instilled in the young. Families helped one another to get through the tough times. The "SOCK BANK" grew out of those values.



My father thought that it would be a good idea to keep chickens. It was decided that my brother and I would care for them. For these chores, my father would pay us 5 pennies per week. Every Friday he would dole out the shiny copper coins with great fanfare, carrying on as though he were the manager of the Bank. What were we going to do with our great fortune? My mother's limerick always prevailed as we remembered her saying: *Sock it away*

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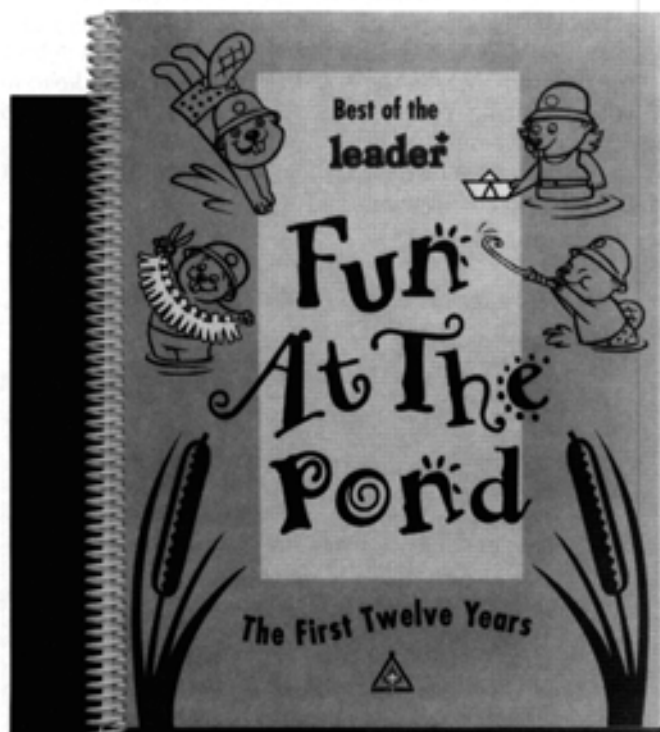
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THIS FIRE FIGHTER LOOKS LIKE A MONSTER Beavers from the 5th Cole Harbour (N.S.) "B" Colony toured Canadian Forces Base Shearwater. The on-base fire station drew the most interest. "The boys were absolutely thrilled and in awe when the fire fighter put on his mask," said Scouter Sharon Fitzsimmons. "Look at their wide open mouths!"



PARACHUTE FUN! Beaver Taylor Smyth of the 113th Ormsby Colony (Edmonton, Alta.) grins while playing a parachute game with others during an Alberta Beaveree. Thanks to Denise Drouin.



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WHAT Rather Than HOW: Adult Recruitment And Training

by Colin Wallace

Maybe we're attacking the adult recruitment and training problem from the wrong angle.

Usually, we start by recruiting an adult, and then describe *WHAT* we expect the person to do — things like running games, ceremonies, hikes and camps.

After, we tell the raw recruit that training courses will explain *HOW* to accomplish these tasks — through program planning, organization, and badge work.

Of course, we usually recruit performance-oriented, task-driven adults who are happiest when they're getting the job done and meeting requirements.

Then we wonder why the same recruits leave Scouting after less than two years (on average).

A new approach

What would happen if we concentrated on *WHY* we do whatever it is we're trying to do in Scouting? What would happen if we spent most of our recruitment effort explaining our Aim and Principles in depth? What would happen if we made absolutely sure that our recruits really understood and fully endorsed the philosophy and purpose behind our Scouting activities?

Perhaps we would recruit a different kind of person, someone who understood *WHY* he or she volunteered, and

could comprehend the enormity of the task ahead. They would understand that our goals can't be accomplished in six months, or nine months, or even three years.

Maybe those of us already in Scouting would get a new slant on our own particular Scouting roles. We might rediscover why we stay. We might learn how to encourage others to stay.

Maybe the *WHAT* of Scouting (the games, ceremonies, hikes and camps) and the *HOW* of Scouting (program planning, organization and badge work) would become easier when we all understand *WHY* we're doing any of it.

If I asked you (or your section leadership team) *HOW* to deliver a Scouting program, you would easily draw up a long list of exciting activities — everything from horseshoes to hiking.

But, if I asked you (or your section leadership team) *WHY* we deliver a Scouting program, you might experience difficulty getting beyond the trite answer you memorized from B.P.&P. during a training course, or that time-worn nugget about doing it "for the youth of Canada."

Maybe if we fastened on the *WHY* of Scouting, the *HOW*, *WHO*, *WHERE*, *WHAT*, and *WHEN* of Scouting would slip easily into their appropriate places.

Maybe if we broadcast the specific benefits (with real examples) that can come from a well-delivered Scouting program, we would interest adults who wanted to help deliver the program. Maybe we would recruit volunteers keen to attend training courses that would show them how to achieve the results we seek through Scouting.

Maybe we would gain a whole new perspective on adult recruitment and training.

Is it time to try? \

— Colin Wallace is a trainer in Greater Toronto Region, Ontario.

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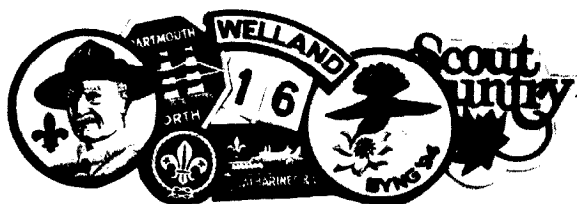
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From The Awards File

On September 12, 1993, Colin Campbell and his sister Leslie, of Embro, Ont., were sailing on Fanshawe Lake when their boat suddenly overturned in high winds. Both were thrown into the water. Entangled in the rigging and dragged under the boat, Leslie lapsed into unconsciousness. Quickly taking action, Colin dove under the boat to free Leslie, at least to the point where he could hold her head above water. He then called for help while continuing to tread water, support his sister and hold up the bow of the boat to keep its weight from dragging her under the water.

A rescue boat answered Colin's call. Doctors released Leslie from hospital after two days of treatment.

For his quick action in saving the life of his sister, Colin has been awarded the Medal for Meritorious Conduct. The Governor General will invest him with this award in November 1994.

Photo Caption Fun!

In our March issue we showed three pictures from **Leader** files that seemed to beg an outrageous comment. We asked you for your best captions. Here are some of your creative thoughts.



Photo 1

Photo: Paul Ritchi

And then Akela said, "What could one bee do?" (Mark Chester, Duncan, British Columbia.)

"Let's see... that's seven minutes you've held your breath." (Mark Chester, Duncan, B.C.)

"The story is, I got bitten by a giant raccoon. Think Skip will believe it?" (Patrick Lewis, St-Hubert, Que.)

"Well Scouter, my mom said that if they get too bad, just use acne cream." (John Yates, Sarnia, Ont.)



Photo 2

Photo: Paul Ritchi

"Okay, everyone get out your tooth brush. We're going to get back to nature." (John Yates, Sarnia, Ont.)

"Admit it Baloo. You misread the compass back there and this isn't Okanagan Lake." (Mark Chester, Duncan, B.C.)

"So who's going to jump in first?" (James Hirtle, Bridgewater, N.S.)

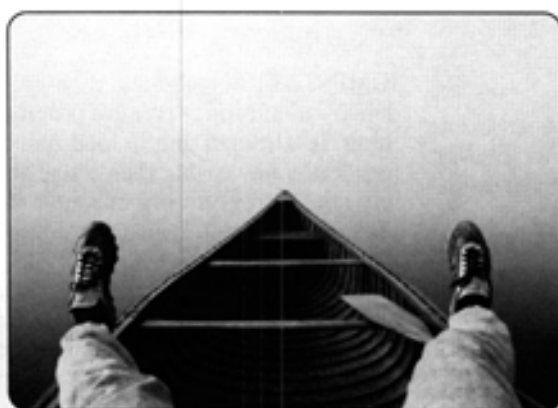


Photo 3

Photo: Allen Macartney

"Space shuttle 'Cub'lumbia ready for re-entry!" (Mark Chester, Duncan, British Columbia.)

Why you should never wear your pack in a canoe. (Mike Casey, Baie D'Urfe, Quebec.)

"AAAAahhhhhh." (John Stevens, Kincolith, B.C.)

"Okay, paddle... check; canoe... check; water....?!" (John Yates, Sarnia, Ont.)

"Mine are size 9." (Murray Fried, Kitchener, Ontario.)

Do you have a great photograph that might spark a funny comment? Send it to us. If it's really good, we'll publish it and ask others for their feedback. ^



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JUMPSTART's Official Launch!

by Sherry Broyles and Ben Kruser

JUMPSTART is an exciting program delivery tool for Beaver leaders that can enhance and strengthen colonies across Canada.

Feedback from field testing *Friends of the Forest*, as well as Beaver membership surveys and studies, tell us that children leave the Beaver program for two reasons: they find activities are either boring or not age-appropriate. A lack of structured program resources and diminishing personal time hinders Beaver leaders from planning and delivering an effective program. JUMPSTART is designed to overcome these challenges.

JUMPSTART packages provide monthly theme programs that any leader can immediately pick up and use to deliver a series of fun, high quality Beaver meetings. Colonies that didn't know how to start a program, felt program planning was too difficult, or didn't know what they were allowed to do conducted initial field testing.

JUMPSTART helped build their confidence and introduce creative programming. It attracted and helped recruit new leaders by easing their initial anxiety about program organization and time management. It also encouraged experienced leaders.

The JUMPSTART package cover gives background information and planning guidelines for running a Beaver program. Inside, the theme material consists of a month overview planning chart and standardized weekly meeting plans, all supported by complete how-to-do resource sheets. The package includes extra blank planning sheets and an evaluation card.

JUMPSTART does not replace training. Instead, it should help Beaver leaders easily develop skills and raise their comfort level so they will want to take training.

JUMPSTART minimizes the time leaders need for researching and translating ideas into meeting plans and provides a starting place for adding other ideas. When coupled with activities chosen by the children, JUMPSTART resource packages provide a child-relevant, ready-to-deliver set of activities that saves a lot of leader time and energy.

Scouts Canada has produced 8 different theme packages (available through local Scout Shops): Trees and Nature, Dinosaurs, Outer Space, Farm, Food, Halloween, Pirates, and Beach Party. To start you off, this issue of the *Leader* includes a complimentary package. Please share your JUMPSTART package with a new leader if you are not currently involved in Beavers.

A JUMPSTART video (also available through Scout Shops) supports the JUMPSTART packages. It provides: self-help, how-to information on program planning and using the packages; a program planning resource for Beaver Woodbadge training and JUMPSTART sharing sessions; resources for showing how to include the outdoors in the Beaver program through themes programming; other Beaver information, e.g. basic ceremonies.

The video highlights the planning process and uses the "Trees and Nature" theme to cover a complete

month's program in detail, from gathering activities, actual craft explanations, games, stars and ceremonies. The video also highlights the other themes.

To reap its full benefits, JUMPSTART use must extend beyond the colony. We strongly encourage each district or area Beaver service/training teams to organize JUMPSTART sharing sessions which would introduce leaders to programming. These could consist of a two-hour, informal get-together where leaders review three or four JUMPSTART packages and try out the sample games, crafts, songs, etc.. At the end of the sharing session, leaders could take the JUMPSTART packages covered in the session and other program ideas and use them in their home colonies. Seasonal JUMPSTART sharing sessions might keep leaders motivated and enthused about the Beaver program. It could also provide a supportive Scouters network.

How do you develop and plan age-appropriate programs — this is the most important aspect of Woodbadge training. Use JUMPSTART material in Woodbadge courses to simplify program understanding and provide a ready-made tool for program development.

We encourage and welcome draft JUMPSTART packages that leaders have developed. Other leaders would appreciate your ideas.

Are you responsible for starting new colonies?

The JUMPSTART theme packages and video, along with the *Beaver Leader's Handbook*, the revised *Friends of the Forest*, and the *Fun at the Pond* resource book provide a solid program foundation to get new leaders off and running.

We hope JUMPSTART will become a rallying point for anyone committed to improving program delivery. Using the packages, working on producing new themes, holding JUMPSTART sharing sessions, and including the materials and video in Woodbadge courses will make the Beaver program more interesting and require less time commitment from leaders. ^



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Hot Off The Press!

by Bob Bareham

We have shipped the new 1994/95 official **Scouts Canada Catalogue** to all Scout Shops, dealers and council offices across the country. There are enough printed copies for every youth and adult member to have their own personal copy.

The catalogue contains 64 full-colour, 8 1/2" x 11" pages of official program-support products, uniforms and accessories, dozens of resource books and a wide range of outdoor equipment. This edition features over 60 new products.

Supply Services relies heavily on section leaders to ensure each youth and adult member receives a copy of the catalogue. We appreciate your efforts very much.

If your section has not yet received the new catalogue, please contact your local Scout Shop or council office. As always, profits from the sale of official merchandise stay within Scouts Canada to help support the Movement.

20TH ANNIVERSARY OF BEAVERS

What a tremendous year 1994 is for colonies coast-to-coast as they continue celebrating the 20th Anniversary of Beavers in Canada.

This might be your last opportunity to purchase our special line of inexpensive souvenirs produced to celebrate the anniversary. Get your souvenirs now. Most Scout Shops have only limited stock available. The most popular souvenirs have been the four-colour Anniversary Crest (#03-303: \$1.25 each) and the Party Mug (#60-380: \$3.95 each). The party package includes an attractive Collector Pin (#01-447: \$1.95 each) and a pack of 15 Beaver Party Balloons (#60-391: \$3.50/pkg).

THOUGHTS FOR SHARING

Periodically, we like to remind all section Scouters of a unique 71 page book Scouts Canada developed several years ago. Leaders asked for a book containing a collection of short talks on a variety of subjects suitable for use around a campfire or at the close of a meeting.

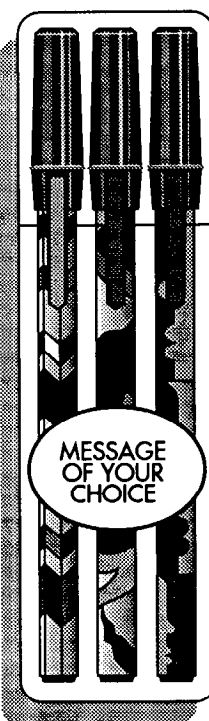
Thoughts For Sharing, by Peter Longmore, contains 60 inspiring, field-tested subjects that you can adapt readily to the needs of any section or age group. Adults will find this book useful when asked to speak to religious groups, parent gatherings and service clubs. What a valuable leadership support item at a reasonable price. Available through all Scout Shops and dealers. (#20-509: \$3.95 each)

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Fungus Among Us: Stay Alert

by Ben Kruser

During a warm-weather hike, looking for mushrooms is a most enjoyable activity. After a heavy rain, these fungi seem to pop up from nowhere in seemingly countless shapes, colours and places. Here are some mushroom tips you might find useful during your next hike.

Is there a difference between mushrooms and "toadstools"?

No. A common myth identifies toadstools as poisonous and mushrooms as edible. All wild mushrooms fall into the same botanical classifications.

Tell your children *never* to eat a mushroom growing in the wild. Although some people pick edible species for culinary dishes, leave this activity to experts. Because of weather, local growing conditions and personal tolerance, even so-called edible mushrooms may contain small levels of toxins that can cause varying reactions.

The most poisonous mushrooms are the Amanitas. Their common names — "Destroying Angel", "Death

Cap" and "Panther" — provide obvious warnings. They have a ball at the base of the mushroom's stalk. The cap may have raised bumps or warts on it.

Have you seen the cute mushroom designs found on some kitchen products? The common red-cap-with-white-polka-dots mushroom picture is actually a deadly poisonous mushroom. Toxins in these attack liver and blood cells with terrible consequences.

Mushrooms are the forest's garbage disposals.

Mushrooms play two important roles in the forest ecology affecting woodland soils. They are the forest's garbage disposals. Without them, forests would suffocate under a layer of undecayed plant matter. Each year, mushrooms break down dead plant matter into useable soil. At the same time, they release 85 billion tonnes of carbon to the atmosphere in the form of carbon dioxide. Plant leaves then reabsorb this carbon as they grow and release oxygen.

A second role for mushrooms is their relationship with tree roots. Fungi form a sheath around tree roots in a mutually-beneficial relationship.

Through the fungus, the tree receives minerals and other soil nutrients that are usually hard to absorb. In return, the mushroom receives moisture and sugars produced by tree leaves. All conifers and even deciduous trees, like beech and birch, need fungi to survive.

Mushrooms produce tiny spores instead of seeds. A common meadow mushroom can produce a hundred million spores an hour for days. A giant puffball can contain a *trillion* spores!

Try this activity. Cut off a mushroom cap and place it carefully on a white sheet of paper. Place a bowl or jar over the cap and leave for several days. This lets the spores fall out and makes a "spore print" undisturbed by drafts. Carefully pick up the cap and

look at the print. Preserve the design by spraying it with a fixative.

Watch for these common and unusual mushrooms.

Turkey Tails: These mushrooms are one of the most prolific woodlands fungi species. The caps form dense overlapping clusters on sticks, logs, and stumps. The 2cm to 5cm wide half moon-shaped cap has colourfully striped bands of white, yellow, red, and blue-green. Its brown banding is similar to the banded tail of a turkey.

Birch mushroom: These only grow on birch trees. If you discover an old birch log that has turned into a spongy mass of loose fibres, you have found the work of birch mushrooms.

Puffballs: These are the common, white puffballs that grow on lawns and in fields. It has a smooth, felt-like skin, and a thick root at the base. Puffballs can grow to over 50cm in diameter. When mature, the puffball cracks open and releases spores in smoky "puffs" when disturbed.

Bird's Nests: This is one of the most unusual mushroom species. Smaller than a dime, the cap looks like a nest. The spores are contained in special capsules, or "eggs", which it ejects from the nest when raindrops score a direct hit and splash them out.

Stinkhorns: Several species consist of a single stalk with a green-black slimy spore mass at the end. The mushroom smells like decaying meat or rotten eggs, which attracts insects. Covered with mushroom slime, insects help spread the spores.

Inky Caps: These are the tiny fairy-like mushrooms you find in bunches on lawns and in well-decayed humus. The fragile and delicate white caps slowly dissolve into a black inky fluid when the spores mature.

Mushroom hunting can turn your next outdoor hike into a fun discovery adventure. Try it!

Resources

A Guide to Nature in Winter, by Donald Stokes; Little, Brown Co.

Mushrooms of North America, by Orson Miller; E.P. Dutton Co. X

Index ANNOUNCEMENT

Leader Index, Volume 24

August/September'93
to June/July'94

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Index?

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SCOUTER'S 5

Understanding and Peace

○ "This we know, all things are connected, like the blood which unites one family. All things are connected. Whatever befalls the earth, befalls the children of the earth. We did not weave the web of life, we are merely a strand in it. Whatever we do to the web, we do to ourselves." (Chief Seattle, 1854)

— thanks to John McCullough, 57th Troop, London, Ont.

○ If we wish our youth to become the sharing and caring individuals of tomorrow, then we as elders of the community, as parents of these youth, must do our utmost to keep the youth in touch with nature to experience the wonder of God's Creation, to love and respect it.

— from Pat Martin, 1st North Gower/Kars Pack "A", Ont.

The Boundaries Of Love

Real love will grow as the years pass. Let us learn to love better as we grow older.

○ Without mercy and love, all of us have little hope.

We love our children, but are we teaching them to be loving?

○ No person is outside the scope of God's mercy and love.

Just as a flower gives out its fragrance to whomsoever approaches or uses it, so love from within us radiates towards everybody bringing spontaneous service.

— Swami Ramdas

Scouter's 5 Minutes, p.725

Aug.-Sept.'94

RECIPES

Cooking Challenges And Riddles!

○ Food is an ever-popular topic with Scouts. Events that feature food are almost guaranteed to be successful.

○ The cooking (and eating) ideas below should add spice to your program and lend a different flavour to your meetings and camping events. With any luck they will also generate an appetite for quality cooking at camp.

○ A good camper is one who can improvise, building on what he or she knows, and figure out how to accomplish a goal. These challenges and riddles will help them become better campers.

No pots to wash meal

Your Scouts will love this competition because they don't have any pots to wash up after the feast.

Here's the challenge.... Can they cook a meal over a campfire without pots? This isn't as impossible as it might first sound. The secret involves having plenty of hot, glowing coals.

○ Scouts can heat water in a paper cup by simply setting it in coals. They can cook an egg and bacon in a paper bag by laying strips of bacon across the bottom and cracking an egg over top. After folding over the top of the bag and carefully spearing it with a stick (watch that the egg doesn't make a get-away!), simply hold it over the coals to cook. (Make sure those coals are hot for this challenge.)

○ Another idea? Your Scouts can cut the top off an orange or grapefruit, scoop the meat from the inside, fill the cavity 2/3 full with cake mix, and sit it in the coals.

○ You'll get lots of food (some of it even cooked!) and few dishes. Vegetables are easily

Recipes, p.581

Aug.-Sept.'94

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prepared in tinfoil and a bit of water. Scouts can cook many vegetables right in their own skins, e.g. potatoes.

By preparing meals in tin foil over hot coals, your Scouts can beat this challenge.

What other ideas do they come up with?

Budget-wise

Give each patrol a set amount of money to buy food for a single meal. They must plan, purchase and prepare a nutritious feast for all members.

Candle cooking

Give each patrol some oil, a candle, a coat hanger, some tin foil, an egg and two slices of bread. Challenge them to cook a fried egg sandwich.

Cooking competition

Challenge your Scouts to a cooking competition. An exciting name (like "Inter-galactic cook-off") might fire their imaginations. Restrict the competition to one meal, a specific type of food or even a dessert.

What do they come up with?

Cook this!

Give each patrol a package of food, a stove, pots and fuel to cook a small meal. Make sure each patrol includes both young and older Scouts. Let them go and see what culinary treats they create. ("Where's the TUMs?")

— from Michael Lee Zwiars, Vancouver, B.C.

Recipes, p.582

With more than five billion people now testing the limits of global resources, and with nuclear destruction well within our species capability, it is time for different nations and different cultures to come together in *knowing and understanding*. We must learn to accept, respect, and even cherish our cultural differences.

— from Pat Martin, 1st North Gower/Kars Pack "A", Ont.

The remedy for most of all that ails us is as simple as "love your neighbour as yourself" and "do unto others as you wish them to do to you."

Solomon's Wisdom

(Ancient quotable quotes)

"Train a child in the way he should go, and when he is old he will not turn from it." (Proverbs 22:6)

"If your enemy is hungry, give him food to eat; if he is thirsty, give him water to drink." (Proverbs 25:21)

He who walks with the wise grows wise, but a companion of fools runs into problems. (Proverbs 13: 20)

"To do what is right is more acceptable to the Lord than sacrifice." (Proverbs 21:3)

Trust in the Lord with all your heart and don't try to make sense of it yourself. In all your ways acknowledge him and he will guide your path. (Proverbs 3: 5-6)

Scouter's 5 Minutes, p.726

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"Leave No Trace" Camping

I disagree with some of the text in the "Hints" cut-out pages in the June-July 1994 *Leader* (p.35). In one spot it encourages Scouts to "always dig or scrape a small trench around your tent" when camping.

This is not appropriate camping technique, especially in this day of environmental awareness! Trench scars can last for many years, even decades in sensitive areas.

Baden-Powell wisely suggested we should "leave nothing behind but our thanks."

Scouts should base their camping strictly on "Leave No Trace" ethics. This will preserve our wilderness areas and teach our youth environmental responsibility.

— Paul Whitfield, ARC Environment, Fraser Valley Region, B.C.

Ed's note:

We apologize for the slip-up. Scouts Canada has long supported the light-weight, no-trace camping ethic. The practice of digging and trenching is irresponsible and no longer necessary because of improved tent technology. It is also unacceptable because of our concern for the environment. Instead, Scouts should pick a well-drained site.

The Patrol System

The two patrol system articles (October '93 and April '94) miss several points.

1. What if you only have one patrol and one leader? Many troops I see as an ADC are small and rural. I have told several groups to meet other nearby groups at their meeting places, i.e. twin leadership and youth, but separate identities.
2. Two questions leaders ask me are: How do I cover myself on an outing if I am the only leader and a Scout gets hurt? and, What if a Scout accuses me of some wrong-doing?
3. Co-ed patrols don't work well on an outing with only one leader.

I have been the single leader in a troop of 24 boys and I have been a leader in a troop of 6 boys (with 5 leaders). Let's stay flexible; local conditions often demand it. I believe you should try both systems and use the best of both.

— Robert Maier, ADC Scouts, Fort William District, Ont.

Unsafe Hiking Practices

I enjoyed reading the Amory Marathon Hikers article in the January 1994 issue but was somewhat surprised at one of the pictures you chose for illustration.

The picture shows a Venturer as he crosses a stream, balanced precariously atop a log. In the wilderness hikers often have to cross log bridges like this one, however, this picture demonstrates dangerous practices.

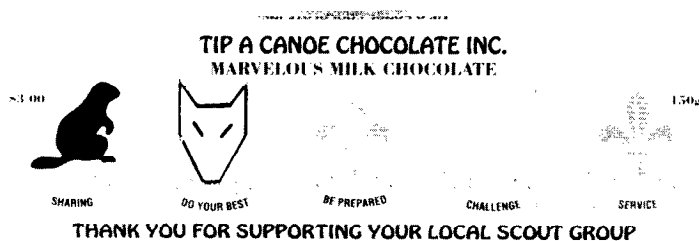
The stream was obviously fast-flowing and, being mountain-fed, probably very cold. If the hiker crossing the log (with a full pack strapped to his back) had fallen, he would have risked hypothermia or drowning, even if the stream was shallow.

The Venturers should have sent one hiker over the log bridge first (sans pack!) to fasten or hold a waist-high safety line on the far side. The other hikers should have then unfastened both the hip belt and sternum strap of their backpack before crossing. The last hiker should cross the log straddling it, pushing the first person's pack in front of him, gathering up the safety line as he goes.

When we take youth into the wilderness we must take every possible safety precaution. X

— Cheryl Webb, Edmonton, Alta.

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