

the **leader**



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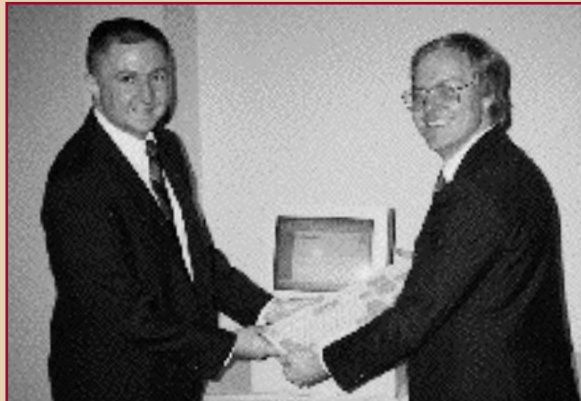
ROCK ON!

CYBER CUBS • RECRUITING • BOUNDING BUCCANEERS

Changing Seasons

by Andy McLaughlin

The yellow-red tinge of leaves and the shortening days signal the start of another Scouting year. For new and experienced leaders alike, fall means the onset of an exciting year packed with challenge, fun and fresh experiences. For me, it's all this and more as I tackle my new role as Executive Editor of **the Leader** magazine.



Garth Johnson willingly handed over his keyboard to Andy McLaughlin but "forgot" to tell him the passwords.

These days are filled with excitement and anticipation as I prepare to serve you through this most important resource. I take on this task with a deep appreciation of our dedicated and enthusiastic volunteers: you, our readers. I know my years as a Cub and Scout with the 1st Janetville Group (Ontario), and the past 4 1/2 years supporting Scouts Canada's Advertising and Promotions campaigns will serve me well in this new venture.

Although the Executive Editor's keyboard has changed hands, the commitment of the magazine remains the same: to provide Scouters with an outstanding program resource. I know the "Leader gang", our regular contributors, and you will help me as I strive to continue the excellent standards set by Garth Johnson. I also hope to introduce a few innovations along the way to help you meet the evolving challenges of volunteering in the 90's.

We at **the Leader** can never say this often enough: we'd love to hear from you! Send in your article submissions, ideas, Scouting photos, letters, faxes or e-mail. It's *your magazine*, and we want to continue this tradition.

Readership Survey

Some Scouters will hear from us directly this year through a telephone

readership survey. I also hope to meet and talk with many of you over the next few years through visits to Scouter's clubs, conferences, annual meetings and section meetings.

There's tremendous excitement in the air thanks to the great news around membership (see *National News*, p.19). CJ'97, camps, hikes, weekly meetings and other activities mean a jam-packed, fun-filled year for all. Keep looking to **the Leader** for plenty of terrific program ideas.

As you prepare for this next program year, remember to challenge yourself and your youth members. Be innovative but, above all, have fun.

Good Scouting!

Welcome Aboard!

by Mike Townsend

On behalf of Canyouth Publication Board members, I am pleased to welcome Andy McLaughlin as the new Executive Editor of **the Leader**. (He replaces Garth Johnson who left in April to become Manitoba's Provincial Executive Director.)

Andy brings a strong Scouting background and a wealth of knowledge to his new job. We wish him every success in his new responsibilities.

— Mike Townsend is President of Canyouth Publications and a former President of Ontario Council.

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On the vertical wild side

page 4

"ON RAPPEL!"

Take a Walk on the Vertical Wild Side

by Allister Hain

Safety and proper training. These are the first rules when your Scouts, Venturers or Rovers ask for rock climbing or rappelling instruction. What's the difference between the two? Rock climbing involves going up a hill, while rappelling involves going down. For both you wear a harness. When you rappel, you run a rope around your body or a mechanical device to create friction. This friction against the rope allows you to make a controlled descent.

Good equipment, excellent training and an unhurried pace makes for a great day.

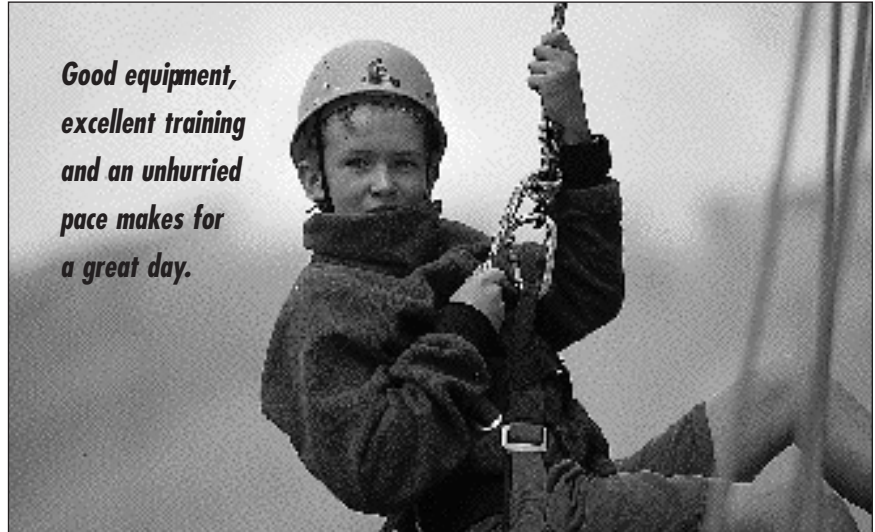


Photo: Wayne Barrett

It took Peter three times to get up the nerve to hook onto the rappel line, walk to the edge of the cliff, lean back and take the first step... down.

For many first-time rappellers, taking that first step on the "vertical wild side" can be one of the most frightening things they've ever done. But after they get to the bottom, like Peter, they feel on top of the world.

For the past three years National Capital Region's Greenwood Area Scouter's Club has organized a rappelling camp for all interested area Scouts. "We have 60-70 youth taking part," says Scouter Ray Walker, organizer of last year's camp. Many come year after year.

What makes a rappelling camp different from a normal weekend camp? The cliff, ropes, heavy emphasis on safety and training.

Our camp uses a remote cliff just south of Calabogie, ON. It offers a 20-22 metre vertical drop. Nearby a junior hill (8-10 m) is ideal for training. All first-time rappellers must start on the training hill. It let's them practice safety procedures and get a real feel for the height.

Psychologists say that a person looking down cannot accurately judge depth over 11 m; an 11 m drop will appear the same as a 20 m drop. After several 'runs' down the junior hill, and depending on the Scouts' confidence level, most are ready to move onto the higher hill.

If you don't have any cliffs nearby, some outdoors stores or universities have indoor climbing walls or towers suitable for practicing. Many climbing walls have hand and foot grips and safety apparatus to prevent injury. It makes a great evening program.

What ropes do we use? This is no time to save money. Nylon climbing ropes (3/8" thickness) are best. Coco matting at the top of the cliff where the ropes go over the edge help avoid dangerous fraying. Make sure the area at the top of the cliff is clear of obstructions like brush, small trees and rocks. Rappelling ropes must be secured (well back from the cliff) to a large tree or rock. Behind this, we set up a roped-off area where a Scout can have something to drink and eat, and line up awaiting her turn on the cliff. When she comes forward, the rappelmaster checks safety lines and runs over final details.

Safety is always the most important concern. Each youth must be trained what to do and how to do it.

"As long as you know what you're doing and stress safety," says Scouter Walker, "you're going to have a great time."

— Allister Hain is a Scout Counsellor with the 63rd Ottawa Troop, ON.

Rappelling Builds Self-Confidence

by Chris Seymour

If you're thinking of going rappelling this fall, there's no better time to try it. Your Scouts, Venturers or Rovers will relish the adventure and experience if you take the proper precautions.

Rappelling helps to develop positive self-worth and confidence. It's also excellent for creating that sense of teamwork, bonding and trust — so necessary in teenage youth.

Consider these ideas before setting out on your adventure. Do you have the expertise to lead the youth? Perhaps there's someone in your community with the necessary training and experience (e.g. a member of the Armed Forces, RCMP or Ground Search and Rescue). Your rappellmaster must be qualified!

Next, make sure you have every piece of necessary equipment. This should include at least proper rope (and sufficient length), safety helmets, radios, harness, gloves and carabineers.

Find a suitable place to rappel. Your qualified instructor will know some good cliffs for novice rappellers. Be sure you pre-check the descent site itself. Challenge youth *gradually* with smaller cliffs; at a later stage when their confidence and experience have increased, work them into higher cliffs.

Once you've chosen the instructor, have all your equipment and a good site, find some extra parent volunteers. Use them for back-up and safety. Involve the parents right from the start so they know exactly what's happening. Make sure everyone fills out the necessary forms.

Good Training = Safety

Start training the youth early. Tie it into as many badges and program activities as possible. Include first aid and survival training, physical fitness and campcraft activities. Ask at a local outdoors store if they have any rappelling or rock climbing videos. Knot tying is a necessary skill for rappelling. Our



Photo: Wayne Barrett

Train on smaller cliffs or climbing walls then move to greater challenges.

Scouts learn the overhand knot, figure eight loop, figure eight retraced (or follow-through), double fisherman's knot, prusik knot, bachmann knot, frost knot and ring bend (overhand bend). (See *Swap Shop*, p.18.)

We usually plan a weekend camp at our rappelling site. After arriving, we carefully review safety procedures and rappelling technique before heading off for the cliff.

Rappelling doesn't require much skill but you must concentrate on technique and safety. After a long day, it's easy for accidents to happen.

If you're looking for a fantastic experience that builds self-confidence and responsibility, rappelling is perfect!

— Scouter Chris Seymour is a Scout Counsellor with the 1st New Minas Troop, NS.

PRIORITY NUMBER ONE

Rock climbing and rappelling are safe when everyone follows the rules. Here are some for you to watch.

- ✓ Always have a safety harness on each person climbing or rappelling. If the youth makes a critical mistake the extra rope held by several adults on the ground will lower him to the ground safely.
- ✓ Before your rappelling camp, spend weeks going over safety procedures, first aid, knots and physical/mental preparation with a qualified instructor.
- ✓ If your Scouts or Venturers aren't ready for the challenge, don't hesitate to cancel or postpone the activity.
- ✓ Have plenty of extra parent volunteers present who have taken part in pre-camp activities.
- ✓ Encourage youth to try rappelling, but don't 'push' too hard. Most people know their limits. Respect them for whatever decision they eventually make.
- ✓ Remember to tell others where you're going and when you'll be back.

Rock Climbing for the Upwardly Mobile

by David Oliver

Venturers from Hamilton-Wentworth have enjoyed rock climbing weekend camps for ten years on the Niagara Escarpment. Before arriving at Mt. Nemo Scout Camp, all Venturers are expected to have properly prepared for the experience through a comprehensive learning program. Each Venturer company comes self-contained for the weekend.

After arriving and setting up on Friday night, everyone wanting to climb the next day must attend an instructional class. Here climbing profession-

als make sure each youth knows how to climb safely. Everyone reviews climbing procedures and technique, as well as practises knot tying. After, they watch a climbing video that demonstrates some basic moves and holds. A comprehensive question and answer period follows.

Next morning the Venturers head out under close supervision for the rock face. The day consists of an hour-long hike to the Escarpment, rappelling and 3-4 climbs (starting with easy challenges to build up confidence and identify any problems needing attention).

Those who hastily decide their interests lie elsewhere enjoy hiking, sunbathing, caving and socializing with others nearby. After supper everyone watches a climbing movie (*Cliffhanger* is good).

Next day we take time for several more hours of rappelling and rock climbing before packing up our tents and heading home.

What's the key to a successful rock climbing or rappelling program? Training, experienced instruction and a heavy emphasis on safety. Rock climbers should expect some occasion-

al scrapes and bruises, but most of all the sport will give hours of safe fun. \

— David Oliver is a rock climbing Scouter living in Dundas, ON.

Program Links

Scouts: Adventuring Challenge Badge, Safety Badge, Troop Specialty Badge.

Venturers: Personal Interest Activity Award, Exploration Activity Award.

Resources

Alpine Club of Canada, Box 1026, Banff, Alberta, T0L 0C0.

ROCK CLIMBING TERMS

When scrambling up a rock face, climbers use specific terms to clarify their needs or warnings. Here are some.

Belayer: A belayer is a climber holding the safety rope at the bottom of the hill. Before the ascent, the belayer helps check that the harness is properly secured.

"Slack!": Means the climber wants some slack in the rope.

"Tension!": Means the climber wants more tension in the rope.

"Falling!": A climber calls this out if he/she is falling. It warns the belayer to take up any slack on the safety rope.

"Rock!": Anyone seeing a falling rock yells out this warning.

"Rope!": This warning from climbers at the top of the cliff tells those at the bottom that a rope is coming down.

A typical pre-climb conversation should sound like this:

Climber: "On belay!"

Meaning: The climber is asking the belayer if she is ready.

Belayer: "Belay On!"

Meaning: I'm ready for you to start climbing now.

Climber: "Ready to climb!"

Belayer: "Climb on!"

Climber: "Climbing!"

A climbing tower makes it easy to hone technique safely before tackling a real rock wall.



Photo: Allen Macartney

1994 AMORY ADVENTURE AWARD

GREAT SMOKY MOUNTAIN HIKE

from the 416th Venturer Company

From March 11-20, 1994, three Venturers (Sean Clapham, Chris Johnston and Chris Lyons) and their advisor (Gord Lyons) hiked through Great Smoky Mountains National Park in Tennessee. Coming from the 416th Toronto Company, the youth were in search of adventure along the famous Appalachian Trail.

Two other Venturer companies shared the 1994 Amory Award. The first prize-winning trek was reported in last November's **Leader**, while the second prize-winning company's story appeared last month.

Clear-cutting.

That's one reason why we were drawn to the Great Smoky Mountains Park. Sixty years ago loggers had cut down most trees, causing devastation to the forest environment. Our Venturer company wanted to find out more about the long-term affects of clear-cutting. We researched the problem, got in shape, planned our trip, then packed our bags.

The trail has many prepared shelters made from stone or logs for hikers to use. This simplified our plans as we didn't have to carry as much cumbersome outdoor gear. For most lunches we ate soup on the trail. Breakfasts consisted of high-energy cereal or pancakes, while suppers were nutritious chili, stew or pasta.

"Let's Go!"

The trip began with a day-long drive to Great Smoky Mountains National Park. After arriving and gathering our gear, we headed off on the initial leg of the trip — a 1,000 metre climb. Since this was our first day, we took many breaks to ease into the trip. We didn't take time to climb a ranger fire tower encountered along the way because of our exhaustion and our longing for a good meal and sleep. In no time we



Setting out from an overnight shelter.

Photo: 416th Venturer Company

reached our first campsite, where we ate and soon fell asleep.

Next morning dawned cold (-2° C). Luckily we were prepared for all weather. After a hot breakfast we left camp and immediately found a large, cage-like animal trap with a wild advisor (Gord) inside. He looked hungry and mean. After a brief dispute, we decided to release him. Several hours later Gord turned back on the trail so we could accomplish most of the challenge on our own. (He met us again toward the end of the hike.) The trail turned steeply upward for a couple of hours, then levelled out at about 1,600 m. Here we found our shelter. Following a delicious dinner, we made no-bake chocolate cookies. They tasted pretty good, though everyone agreed that at home we probably wouldn't want to touch them!

"Christmas in March?"

Ten centimetres of snow covered the ground in the morning — not something that would encourage early rising. Soon we were out climbing to the summit of Thunderhead Mountain (1,800 m). The sight of clouds rising over the mountain was overwhelmingly beautiful. As the clouds rushed towards us it seemed as if they might lift our small group up into the air!

After a blistering 20 km hike we stumbled into camp where the shelter provided warmth and protection from the cold.

Next day Gord joined us again. Together we enjoyed our wilderness surroundings, crossed several small streams and explored a cave. The beating sound of ruffed grouse followed us into camp.

New Adventures

In the morning we hiked to our car, got more supplies then returned to the park where we prepared to climb Mt. LeConte. The steep trail (climbing to 2,100 m) offered many spectacular vistas, as well as an inviting alum cave. At the summit, we threw our packs into a rustic overnight shelter and explored the area in greater comfort.

The following day we visited Laurel Falls, took another short hike along a settler's trail, then returned to our car. A motel provided much-appreciated showers and a soft bed, while an all-you-can-eat restaurant successfully satisfied the rest of our yearnings. Aahhh, the simple luxuries.

Life's Lessons

As a group, we learned plenty about the affects of poor logging practices. It will take many decades — perhaps centuries — to allow nature to heal the land. Still, it's a beautiful area.

We also learned much about ourselves. There's simply nothing like strenuous exercise, good companions and appropriate challenge. ^



"Avast Mates!"

"Who's Walking the Plank Next?"

from Micheline Charest, Alice Dugas and Hazel Hallgren

Pirates!

The very word evokes exciting images of high sea adventure and spine-tingling thrills. Across Canada Scouting youth have been enjoying pirate theme camps and evening programs. These field-tested ideas from colonies and packs in Nova Scotia, Alberta and PEI will delight your local buccaneers.

Start by breaking your group up into roving pirate bands. Then make individual skull and crossbone (Jolly Roger) flags.

Set the atmosphere by sprinkling your conversation with pirate expressions like "Shiver me timbers!" "Ship ahoy!" "Keep your eyes peeled laddies!" and "Yo-ho-ho!" Leaders could name themselves Black Beard, Long John Silver, Captain Kidd and Captain Hook.

Costumes

Costumes are easy to make (real-life pirates weren't too fashion-conscious). Tie a bright scarf over the top of your head and fasten at the back. Use face paint to make cutlass scar

marks and tattoos on cheeks and arms. Each pirate can make a patch for her eye with a piece of black cloth (or construction paper) and string.

Make spy glasses with paper towel rolls. Punch holes in the end of each telescope and thread a piece of yarn through so the telescopes can hang easily from Beaver necks.

Using a sheet of clear newsprint, make pirate hats by folding the paper. (See diagram below) Decorate with skulls and crossbones.

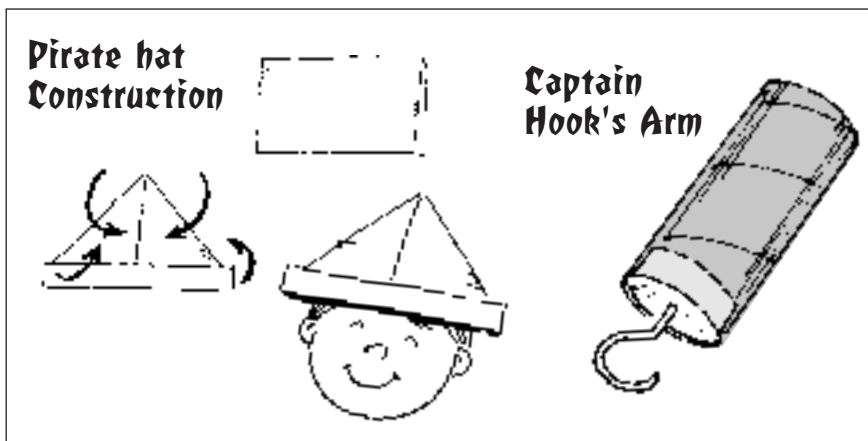
Swashbuckling Cubs will want to make their own cutlasses to defend themselves against marauding buccaneers. Make these from 50 cm lengths of foam insulation. Use crumbled foil near one end to act as the sword guard.

Leaders could cut out a design for a cutlass from stiff corrugated cardboard. Little shipmates will want to decorate and colour them according to their own imaginations.

Captain Hook's Arm

Give each child a cardboard tube 40 cm long (wide enough to slide an arm down), a pre-cut styrofoam block large enough to fit into the end of the tube, and a 20 cm piece of coat hanger wire.

Crew members should paint their tube black with gaudy colours. Form a circular hook shape in the coat hanger and push one end into the foam block taking care not to force it through to the other end. Now slide the block into the end of the tube. (See diagram)



"Hit the Deck!"

This game will teach nautical names for the sides of a ship. Label signs starboard (right), port (left), bow (front) and stern (rear) and mount them on your walls. When the captain calls out, "All hands to starboard!" her pirates must run toward the appropriate wall. When the captain calls, "Boom coming over!" all pirates must "hit the deck" (flatten on the floor).

Obstacle Course

Arrange chairs, tires, boxes and blankets (forming tunnels) around your room or play area. Set up a "plank" (resting on the floor or raised off the surface) at the end of the obstacle course so all pirates get to "walk the plank." Set up a more elaborate course for Cubs with the plank crossing a real water obstacle (if played outside).

"We're Shipwrecked!"

Cubs will love this game. Their ship strikes a rock and the crew has to swim to a nearby desert island. ("Swim" might involve wading through deep water or manoeuvring through an obstacle course.) The captain decides it will take time for the ship to sink so the crew goes back to save as many supplies as possible. The crew should take only what is most helpful for their survival.

Place a selection of cards on the ship's deck (two cards for each child, and several extras) with the name of an object on it (e.g. 20 kg flour, 10 kg sausage, \$100 bill, blanket, rope, tent, a gun, Bible, ammunition, etc.). Leaders should assign a number for each object; a gun *without* ammunition might score "0", a sausage scores 10 points, a \$100 bill is worthless.

Cubs line up on their desert island in sixes and swim out in relay fashion to the ship, choose a card without touching the others, and swim back to the others. Each child goes twice.

At the end of the game, Cubs read out what they saved and explain why they chose the item. Leaders collect up the cards and add up the scores. The six with the highest score wins.

Treasure Chests

Let each child paint a shoe box. Inside they can keep little treasures they find during the weekend or evening. These might include gold-covered chocolate coins, nuggets (pebbles spray painted with gold), a treasure map, pirate puzzle or a pirate flag.

Cannonball Fight

Pirates used to fire cannonballs from their ship at merchant vessels that refused to stop and be boarded. Organize your own outside battle by marking off the position of two ships. Give each



"Here's my new matey."

Photo: Paul Ritchie

child three water-filled balloons. On "Go!", each side can fire broadsides at their enemy until the cannonballs are all expended. The driest crew firing the last shot wins.

Treasure Hunt

Poetic Beaver leaders from Digby, NS, thought up this treasure hunt for their ragtag crew. It proved a great suc-

cess. Their rhymes were written on cardboard. The hunt began with a cryptic message: "When you have found Clue #1, you'll know that your searching has just begun." Soon the children found their first clue — a note fastened to the wall. It read: "There is a book, the colour is blue, under the book is Clue #2." Again Beavers scattered and soon found a note. "Go to Bucky," it said. "There you will see, under his tail is Clue #3." With a clamour, everyone ran to our Big Brown Beaver. Under his tail were the words: "Go out by the washroom door. There you will find Clue #4." On the washroom door a message read: "Out by the door, in which you always arrive, there is a pirate map... Clue #5."

Made on a large yellow sheet of paper, with all edges burned to make it look old and mysterious, the map was rolled up and tied with thin rope. Bouncing with excitement, the Beavers eagerly unrolled it. The messages had numbers and illustrations so no one would confuse the directions.

1. Go to the spot marked with an "X".
2. Turn to the piano and take five steps.
3. Turn to the right and take four more steps.
4. Enter the closet.

Inside the closet Beavers found a treasure chest decorated with silver and gold foil. The chest held gold foil-wrapped chocolate loonies and multi-coloured, foil-wrapped bubble gum. Everyone shared a handful to take home.



Photo: Micheline Charost

Marooned on a treasure island. Is there any fate worse?!

Cub Treasure Map

Young Cubs would enjoy searching for a large cardboard map that has been cut into puzzle pieces. After assembling the puzzle and deciphering a cryptic message, Cubs have to use their compass and map-reading skills to pace out distances and locate the treasure.

Plunder Feast

Those Cubs enjoying a fall pirate camp could build their own fires and make a foil-wrapped dinner over the coals. Try hamburger patties with potato and carrot slices cooked together. Hot dogs (pirate fingers) make a good treat. Grog (juice or hot chocolate) with ship's biscuits will satisfy most. Explain to your crew that early sailing ships salted fish and meat to make it last on long voyages. Pirates also ate apples and fresh fruit. The vitamin C in lemons, oranges and limes helped stave off the effects of scurvy.

More Ideas

Additional program ideas might include canoe racing or making rafts (either real ones held together with rope, or small toy models made from popsicle sticks). Organize a knot challenge. (See *Swap Shop* for ideas.) Make a treasure map placemat and cover in clear plastic. Practice sending semaphore (messages with flags) to other ships. Make a pirate stockade or ship with refrigerator-sized cardboard boxes.

End your day or evening with a campfire, prepared pirate skits and sea-going stories. Sing a few songs like *My*



Watch out for charming pirates with innocent smiles!

Photo: Allen Macartney

Bonnie Lies Over the Ocean. (See the *Beaver Song Book* for more.)

Don't forget to develop the spiritual side of your buccaneers. Talk about how a good Beaver or Cub pirate should act. Tie this into the Promise and Law.

Pirate programs are ever-popular with youth. An inspired program will fire off the imaginations of any hearty young crew. ^

Program Links

Cubs: Athletes Badge, Camping Badge, Cooking Badge, Handicraft Badge, Green Star, Tawny Star.

— *Micheline Charest is a swashbuckling captain who helps manage 1st Spring Park Cub Pack brigands from Charlottetown, PEI. Alice Dugas is a first mate with the 5th Digby Beaver Colony, NS. Hazel Hallgren is a jolly Scouter with the 13th Red Deer Beaver Colony, Alberta.*

DID YOU KNOW...?

- Pirate cutlasses weighed about 4 kg.
- Black Beard was the name of an English pirate named Edward Teach (or Thatch) who attacked ships in the Caribbean Sea and along the Atlantic coast from 1716-18. The British navy eventually caught up with him and ended his career.
- Piracy dates from the time of the Phoenicians (over 2,500 years ago) and continues today.
- Sailors used to call pirates "sea wolves."

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

Beaver JUMPSTART Meeting Schedule		<i>Theme:</i> Pirates	<i>Date:</i> _____
Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering activity	Black eye patch and pirate hat	Rainbow
5 mins.	Opening ceremony	(Details in the <i>Beaver Leader's Handbook</i>)	Tic Tac
10 mins.	Game	Hit the Deck	Rusty
20 mins.	Theme activity	Make pirate items (sword, spy glass, flag, etc.)	Malak
10 mins.	Song/Story	Sing "My Bonnie" song or read a sea-going story.	Rainbow
10 mins.	Lodge meeting	Beaver talk	Rusty
5 mins.	Spiritual fellowship	Recite Law - Prayer/Talk	Malak
5 mins.	Closing ceremony	(Details in the <i>Beaver Leader's Handbook</i>)	Tic Tac
15 mins.	Leader discussion time	Review meeting & discuss next week's plans	

PACK ATTACK!

by Cindy Long, Chris Hayman and Garth Jonah

For many years now, Cub packs from the St. Lawrence and National Capital Regions have enjoyed a camp that gathers youth together for a weekend of activities, games and adventure. Though our camps are always held in the spring, a fall or winter camp would also provide excellent linking opportunities.

Our first-ever camp concentrated on the Canadian Heritage Badge. Last year our weekend had an Inuit flavour and attracted 80 excited members.

We set Friday night aside for arrival, unpacking, orientation and leader meetings. After sharing mug-up and a campfire we headed to our sleeping bags anticipating the next day.

Discreet Scavenger Hunt

Our main Saturday morning activity involved a nature/non-nature scavenger hunt. Each leader brought a collection of objects from home (over 45 in all) which the hunt organizers then scattered in the fields, woods and play areas for observant Cubs to locate. These included leaves, bark, tin cans, frisbees and balls.

Working in pairs, the Cubs had to find as many objects as possible without pointing out the locations to other groups looking nearby. When a pair of Cubs found an object, they would nonchalantly pass it by (check it off their list) then continue their search.

Observation skills competed with discretion to win this game. Some youth just watched the reaction of other pairs as they walked around searching. When a spied-on pair stopped and pointed to the ground, the other two Cubs would come over and “find” the object, too.

Four Stations

Before starting our afternoon program we mixed Cubs from different packs and split them into eight groups. Two groups visited each station together.



Photo: John Zarudny

Outdoor map and compass games will interest any young Cub.

The first station involved putting a marker on a large styrofoam map of Canada showing the position of each provincial/territorial capital city. The map measured about 1 m wide.

Cubs enjoyed three Inuit games at the second station. The favourite was called “Muskox Fight.” Play it in a circle with the Cubs on their hands and knees facing each other. The object is to try to push your opponent out of the circle without using hands or head. How? Cubs must tuck their heads under a shoulder of their opponent, then push against each others *shoulders* — just like a muskox!

Inuit games are usually played in a circle and are designed to sharpen the hunting skills and physical endurance of the participants.

At the third station, Cubs thought up skits that tied into some aspect of the program. They prepared them here and fine-tuned them after supper.

An orienteering game challenged Cubs at station four. Each of the two groups was given a list of directions that took them in opposite directions. During the course, teams had to find answers to questions based on information that could be found in pamphlets left at various locations along their route. (One question per group.) After finding all pamphlets and putting the clues together, Cubs could answer the question.

We served fruit, trail mix and lots of liquids during the activities. Before sup-

per, one pack presented a fascinating program about Inuit life. Five Cubs spoke while the rest of the pack acted out building an igloo. Here’s what we learned about Inuit.

- Inuit only use igloos and tents when they hunt and camp. Today, most live in houses.
- Children are important to Inuit. If a young couple can’t have any, a family member will ‘lend’ them one of theirs.
- Arctic weather can range between 20°C to -50°C. Because of this reality, everyone must know how to dress and survive in very extreme conditions.
- In the far north, the sunlight lasts 24 hours in summer, while in winter the darkness lasts 24 hours.

A delicious supper and a fun campfire with skits and folk songs ended the day. On Sunday we packed up, played several Project Wild games including “Oh Deer” (for instructions, see the April **Leader**, p.8), then left for home.

Plan your own Pack Attack weekend camp. It’ll be a highlight of your Cub year. X

— *Cindy Long is a Scouter with the 1st Carleton Place Pack, while Chris Hayman and Garth Jonah help lead 3rd Kanata Cubs, Ontario. Thanks also to Robert Reid of the 1st Carleton Pack.*

Fun at the Pond

by Lena Wong



Welcome to Beavers 1996/97! Another fantastic Scouting year is about to start. Let's look at some ideas for introducing new Beavers and leaders to the program.

If you're a new Beaver leader wondering how to think up terrific program ideas to keep the colony busy and active, don't worry. There are many helpful resources available. Start by talking with returning Beaver leaders; they have many ideas and understand what works. Don't forget the children themselves; Beavers will tell you what they enjoy doing. Are you a parent or have other training working with children? Use this experience to create a super program.

Scouts Canada produces many written resources. *The Beaver Leader's Handbook*, *Friends of the Forest*, *The Beaver Song Book*, *Best of The Leader Fun at the Pond* and JUMPSTART program packages are all outstanding and available at local Scout Shops. *The Leader* magazine publishes this monthly *Fun at the Pond* column as well as many Beaver-related articles. For more ideas don't forget libraries and your own children's books.

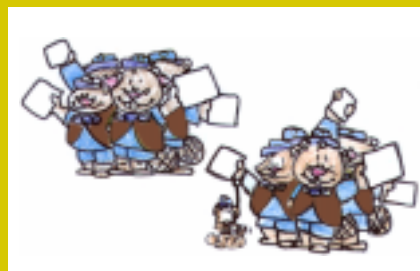


Illustration: Emma Roy

BREAKING THE ICE

Some new Beavers will feel apprehension during the first meetings. That's normal. You can help them by making the meetings as friendly and fun-filled as possible. Establish good comradeship by including an even mixture of young and older children in your lodges. Encourage returning Beavers to make friends with new members; tell them about the great activities they can expect over the coming months. Plan your early meetings carefully to include a good mix of games, crafts, songs, stories and outings.

This ice-breaker game will start your first meeting off well. Prepare it beforehand. Assign different animal

names to each leader corresponding with the number of lodges your colony has. Draw the animal outlines on stick-on name tags. Try to use forest animals like squirrel, deer, bear, chipmunk, etc. Make up a name tag for each Beaver and draw the outline of the animal that each leader represents on the tags of Beavers assigned to those leaders. Make sure you mix the Beavers in age groups. When the Beavers arrive at their meeting, hand out the name tags and tell them to find the other Beavers who have the animal outline shown on their name tag; then, as a group, children must look for the leader who wears a tag with their own animal outline. When lodge members have found each other, leaders should make sure that introductions take place within their lodges. Finally, get leaders to introduce their lodge members to Beavers in other lodges.

After the opening ceremony, remain in a circle around one leader who reads the first chapter of *Friends of the Forest*. Following the reading, Beavers should assign names from the chapter to each leader; write these names on the leader tags above the animal outlines.

This game can be played to reinforce lodge recognition. Prepare large cutout silhouettes of the animals chosen to represent lodges. Cut them into puzzle pieces — one for each youngster — then spread the pieces around the room. Beavers must look for the puzzle pieces and help each other build up the animal picture represented by their lodge using the outlines laid out on the floor. Glue the outlines onto pieces of cardboard to use as lodge signs for the rest of the year. You might want to write the names of lodge members on the signs.



Songs

Children often love to sing. Encourage the use of song and rhyme in your colony — both can give you a lot of fun. Here are a couple of starters.

The More We Get Together

The more we get together,
Together, together.
The more we get together,
The happier we'll be.

For your friends are my friends,
And my friends are your friends.
The more we get together,
The happier we'll be.

Beaver Slapping One Paw

(Tune: John Brown's Body)
(Beavers sit on the floor with legs out)

Beavers slapping one paw,
(slap one hand on the floor)
One paw, one paw.
Beavers slapping one paw,
This fine day.

Beavers slapping two paws
(slap both hands on the floor)
Two paws, two paws.
Beavers slapping two paws,
This fine day.

Beavers slapping three paws...
(slap both hands and a foot)

Beavers slapping four paws...
(slap both hands and both feet)

Beavers getting tired now...
(put hands to side of face as if sleeping)

Beavers waking up now...
(slap two hands and two feet quickly
on the floor)

Beaver Box

This is a useful first craft for young Beavers to make. Ask each child to bring a shoe box-sized cardboard container with a lid to your second meeting. Explain that the boxes will hold all the things they need for crafts and other activities. Let Beavers cover their boxes and lids with their choice of coloured construction paper. Leaders should pierce a hole through each end of the box using a knife or pointed scissors. Pull a string (about 60 cm long)

through one hole, tying a knot on the inside; feed the string through the hole on the other end of the box and tie it off. After they write their names on the box, let the Beavers decorate their boxes with drawings or stickers.

Now put these craft supplies in each box: crayons, glue stick (or a small bottle of white glue), safety scissors and a roll of tape. Your group committee should provide these. What other things would your Beavers like to put in the boxes? Their list might include colourful scraps of material and yarn, a small collection of greeting cards or cutout pictures, thread spools and anything else that might make good craft materials. (Beavers should also have an old shirt to wear for painting and gluing.) Use the boxes during meetings to hold hats and scarves so they don't get lost. Though Beavers should bring their box to each meeting, make sure you have a colony box that can provide any craft items forgotten at home.

Colony Box

Your colony box should be a large wooden or heavy cardboard container holding craft items, glue, crayons, markers, stickers, string, drinking straws (for crafts) and a multitude of other things your colony might need through the year. Add new items regularly. Encourage your Beavers to bring in egg cartons, small boxes, greeting cards, thread spools, film cylinders and anything else your leadership team thinks useful for craft or game activities. The more you have, the easier it will be to think up activities and crafts on short notice. If possible, leave this box in a storage room at your meeting location.



EARLY OUTDOORS

Outdoor activities are important for Scouting programs. Start your Beaver year off by emphasizing the outdoors and teaching the youngsters to respect and conserve the natural world. You'll find the JUMPSTART package based on a "Trees and Nature" theme very helpful. To supplement the JUMPSTART program, arrange an outdoor activity either during a meeting or on a Saturday morning. You don't have to go far, just to the nearest playground or park where different kinds of trees grow. Make sure all Beavers bring pencils, paper and crayons. Ask them to draw all the different kinds of trees, paying attention to the shape of the trunks and crowns. Beside each drawing, your children should draw a picture of the leaf grown by that particular tree. Bring a field book so you can identify the trees, and write the names on the Beavers' drawings.

Make a colony leaf mural using leaves picked up from the ground. Arrange and glue the leaves onto a piece of bristol board and cover with clear, self-adhesive plastic to preserve the leaves and their colours. You can personalize this craft by letting each Beaver collect a number of leaves and glue them onto a card-sized piece of cardboard. Help them cover their creations with self-adhesive plastic. Emphasize to each child the importance of taking only leaves from the ground. Talk about the damage that can be done to trees by breaking off branches and twigs or stripping leaves and bark. Explain that people who care for their natural environment never harm growing things.

Organize several planning meetings during August and September to get your Beaver year started on a good footing. Try to include as many outdoors activities as possible. ^



Cubs in Cyberspace

by John Evans

Stardate: September 1996

Armed with a computer and modem, a Cub pack in Cornwall, Ontario, is improving its outdoor program through the Internet. Once or twice a month they link up electronically to share their most popular outdoor activities with other Scouting groups around the world.

This is no futuristic pipe dream, but reality *today*.

As conscientious leaders, we're committed to delivering the best Cub program possible using every technological tool available. But how can we do this?

To stimulate and expand our outdoor program, the pack has created a Home Page on the World Wide Web through the Internet. (The Internet is a collection of 30 million computers linked together by a high-speed network. The web contains all sorts of information posted by educational institutions, businesses and individuals. Cyberspace is a term describing the universe of networked computers.) By integrating modern technology with our Scouting program we are getting back to outdoor basics.

We don't "surf" the net. Once a month, Cubs (over half the pack) wishing to sign on spend thirty minutes before the regular meeting on the pack computer.

To focus the pack, leaders have defined some main objectives of our Home Page, including:

- Exchange successful outdoor program ideas and activities.
- Get international pen pals.
- Promote Scouts Canada and Scouting by showcasing it worldwide.
- Promote badge and star work.

You might find that some youth have special computer talents.

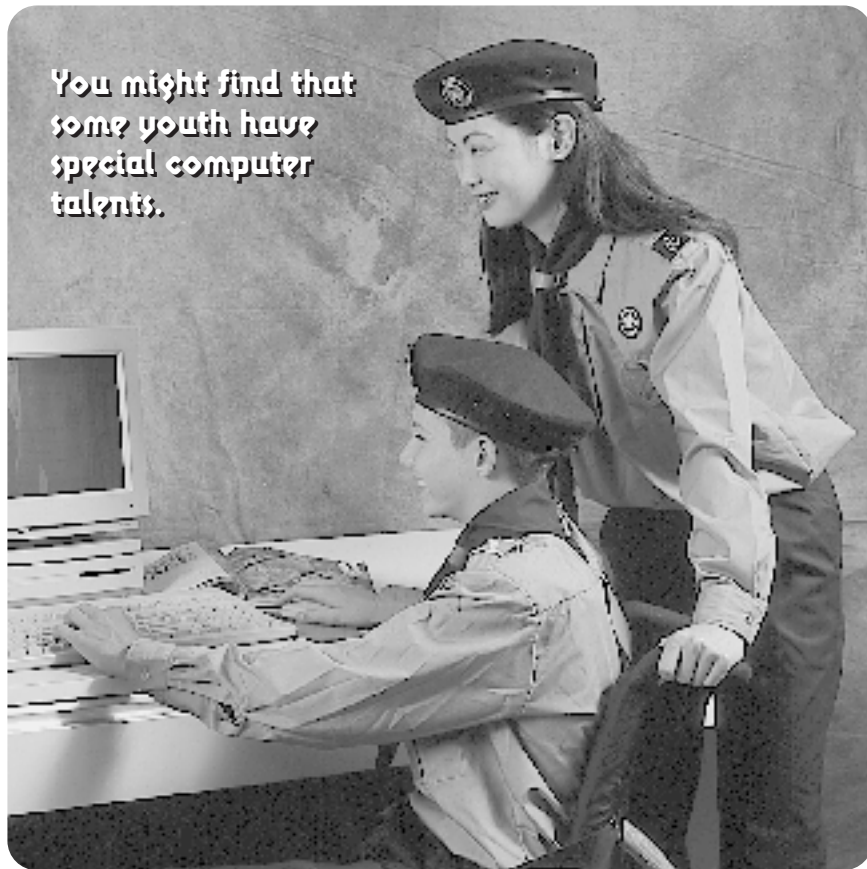


Photo: Jamie Steinbaugh

Our Home Page includes six components:

- *A Fact Sheet*: A brief overview of Scouts Canada and the Cub program.
- *Location*: A map showing where our pack is situated.
- *Roll Call*: Pictures of Cubs by sixes.
- *Newsletter*: A monthly photo journal publication (called *Cubzine*) to share our best outdoor activities.
- *Other Resources*: Links to some favourite Internet sites.
- *Electronic Mail*: This lets visitors send a message to one or more members of our pack. An adult leader screens these before youth view them.

The Cubs help produce the newsletter by taking photographs and writing articles describing their most popular outdoor activities experienced that month. We find that this pushes us outside more than usual. Feedback from other Cubs and Scouts (electronic pen pals) gives us new outdoor ideas.

Many Opportunities

The Internet offers many chances to broaden our program. Our international pen pal contacts help Cubs earn the Purple Star, Canadian Heritage Badge, International Trade Badge, World Cubbing Badge and World Citizen Award. (Leaders help the youth develop the right questions to satisfy star and badge requirements.) Because we're publishing a monthly journal, our Cubs are learning about planning, responsibility and accountability. The Sixer Council helps draw up a schedule and then Cubs set deadlines and meet them.

Here's an example how those helping with *Cubzine* are working towards their Photographer and Artist Badges. Last year our pack attended local Remembrance Day ceremonies. At the end of the service, we were able to photograph the pack with an RCMP officer in full dress uniform. This event highlighted our November issue — a neat way to share Canadiana with the rest of the Scouting world.

Great Resources

Here's a wide game we found and tried out with terrific success. It involves setting a fire and heating up a mug of hot chocolate at night. Leaders explained how to light a fire during the day, then the pack played it after dark. Divide your Cubs into two teams: each with all materials to lay and light a fire, and make hot chocolate. Designate a safe area with sentries armed with flashlights posted around its perimeter. Teams must sneak by the sentries into the safe area before they can light their fire and make hot chocolate. If a sentry sees a sneaking Cub, he flashes his light at him. This ends the Cub's chances of a hot drink.

Also, we've shared some traditional Canadian activities with others. One example is a winter sleepover camp where we made, and lived in, quinzees. As soon as the weekend ended we "told the world" about it. Some Hawaiian Scouts were so fascinated that their leaders organized a special lecture to explain the how's and why's of cold-weather camping.

Getting Started

It's not difficult to publish on the Internet. All you need is a computer, a modem, some Internet access software and an Internet Service Provider (e.g. Compuserve).

You'll have to learn how to program in HTML (Hyper Text Mark-up Language), but this is fairly simple. We were lucky enough to get free help

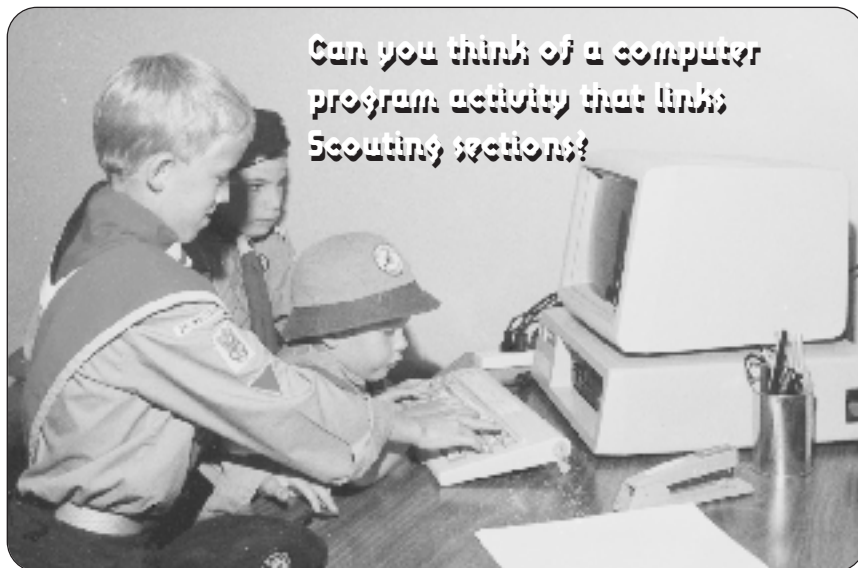


Photo: Scouts Canada

from a professional Web Page designer. You might have someone in your area willing to give the same advice and help. When ready to launch your own Home Page, your service provider can set you up with space on the Internet.

Before Going On-line

Ask yourself: "How will this improve my outdoor program?" Perhaps it won't. Don't let a personal interest sidetrack pack or troop interests. Ask your Cubs or Scouts if they really want it. If they don't, drop it immediately.

Unless you're focused, the Internet can waste a lot of valuable time. Set your standards early so the outdoors stays in your sights.

Don't attack the learning curve yourself. Ask an expert to help get you started.

The Internet won't interest all packs, but it has certainly captured the imagination of ours. We're getting outside more often because we want to tell others about our Canadian experiences and try out some of theirs.

With clear program objectives, good planning and lots of participation, your time on the Net can yield great outdoor benefits, too. Try it!

— *John Evans is an assistant leader with the 4th Cornwall Cub Pack, Ontario. Reach their home page at <http://www.busitech.com/cubs>.*

SCOUT COMPUTER CAMP



by Judy Harcus

Last year when forecasts of heavy rain threatened to end our winter camp before it began, we changed the plans and organized a computer camp. Our Scouts had always expressed a strong interest in computers. This camp really excited them.

For most events we divided into two patrols: one group worked on Computer Badge requirements while the other did another activity — outside when the rain slowed enough. The patrols then switched, so everyone enjoyed both.

On Saturday morning we started off by discussing parts and uses of the computer, as well as computer terminology and types of memory (e.g. RAM, byte). This took the form of a sharing session; older, knowledgeable Scouts led most of the discussion. Adults only contributed by providing extra information or explaining difficult ideas. Computer graphics fascinate youth. Leaders explained how early computer graphics were made by using typewriter keystrokes to make pictures. Technology has developed a long way.

Then we looked at occupations in the computer field by studying newspaper advertisements and discussing the needed know-how and education.

After lunch the troop visited a nearby hospital. Here staff demonstrated how they used computers to organize patient information, order supplies, pay staff, write letters and manuals, and communicate via e-mail. The Scouts also saw how computerized laboratory

ADDRESSES FOR A BETTER PROGRAM

Are you planning a wildlife theme? The entire Hinterland Who's Who series is available with images. Its address: http://www.doe.ca:80/en-vcan/eng_ind.html

Sign on to the Spacelink web site for photos, detailed information on outer space and the latest space news. Address: <http://spacelink.msfc.nasa.gov/>

Find out about excellent Scouting programs in Hawaii and speak to these Cubs directly. Address: <http://www.lava.net>

equipment analyzed blood samples and ran x-ray machines. A flood of interesting questions followed.

Scouting Out the Net

Back at camp (with continuing bad weather) we surfed the Internet and sent e-mail. (A local school or university might provide this.) The Scouts learned how to get on the Net, search for specific topics and find subjects focusing on the outdoors. Soon they were connecting to Scouting Home Pages and linking up with other sites.

Before the camp I had posted several messages on the scoutscan-l mailing list and the can.scout-guide newsgroup explaining about our camp and requesting "Hello" messages for the troop. We received over 20. Each youth answered one. (Many thought this was the camp's highlight. Allow lots of time for it at yours.) Some Scouts exchanged e-mail addresses with their pen pals and are still writing.

On Sunday morning we completed the last badge requirement — programming. Helped by my husband, the youth learned simple QBASIC commands such as:

- displaying a message
- prompting a user for input
- storing the answer
- making mathematical calculations.

Next, youth wrote their own personal program and 'debugged' it. Some Scouts grasped programming concepts easily while others needed leader help. One Scout wrote a program to convert imperial measure-

SOLVE THIS CYBER CYPHER

Computers communicate by using only two signals: "off" (0) and "on" (1). All 26 alphabet letters are represented by a different combination of five zeroes and ones. As your Cubs or Scouts unscramble the following binary babble, they'll also be learning how a computer works.

A 00001	J 01010	S 11100
B 00010	K 01011	T 11011
C 00011	L 01100	U 11010
D 00100	M 01101	V 11001
E 00101	N 01110	W 11000
F 00110	O 01111	X 10111
G 00111	P 10000	Y 10110
H 01000	Q 11110	Z 10101
I 01001	R 11101	

The message: 00111 00101 11011/11100 00101 11011/00110 01111 11101/11011 01000 00101/01110 00101 11011!

The answer: GET SET FOR THE NET!

— From *CyberSurfer*, Nyla Ahmad, Owl Books. This is a great book for those interested in exploring the Internet.



ments to metric. Several used typewriter graphics to add pictures to their program.

Though Scouting camps should emphasize the outdoors, given the heavy rain, our computer camp was perfect. If bad weather threatens to wash out your long-anticipated weekend camp, try this creative alternative. Your Scouts will love it. X

— Judy Harcus is ADC Scouts, Powell River District, BC.

Resources

- Annie and David Fox, *Armchair Basic*, Osborne McGraw-Hill, 1983.

Program Links

Cubs: Purple Star, Canadian Heritage Badge, International Trade Badge, World Cubbing Badge and World Citizen Award.
Scouts: Computer Challenge Badge, Citizen Badge (Gold)
Venturers: Personal Interest and Vocational Activity Awards

Photo: Wayne McKay



Scouts from five Saint John, New Brunswick, groups gathered for an eight hour high-tech blitz to complete requirements for their computer badge.

Talking to Media

by John Rietveld



Scouting is receiving good media coverage. That's what the large collection of clippings sent in by volunteers and staff indicates.

Scout-Guide Week and Scoutrees for Canada (in spring) are two events that attract the most ink coverage. However, newspapers are now running more and more Scouting stories as news, as opposed to community interest narratives or announcements of coming events.

When Scouting becomes news it's usually because something has happened — often inappropriate activity by members — that draws public attention to the Movement.

Many devoted Scouters cringed at headlines that appeared last February identifying a "former Scout leader" as responsible for the tragedy in Dunblane, Scotland. To the media, the assassin's affiliation with Scouting added shock value.

Not long ago, a Canadian story of police arresting a killer didn't mention any Scouting affiliation, yet some Scouters wondered aloud whether the accused had been a member. Let's be very cautious about speculation like this; it may lead to further investigation by reporters which, if confirmed, might damage Scouting's name, even though the link is irrelevant.

Take Responsibility

Another clipping described how police charged a Scouting group for camping in parkland without the required permits. While the leader admitted wrong-doing, he claimed police were picking on the little guy instead of going after real criminals, like those who poach protected wildlife. This offense caused Scouting's name to be tarnished, yet when challenged, the Scouter complained to a radio station about the way Scouting members were treating him. This further damaged the Movement's reputation.

Sometimes bad news can lead to good. Last May, media described the decision of the National Capital Region to require mandatory police checks for all new volunteers. Some media quickly linked the announcement of this new requirement to a not-so-good story about a former Scouter who had just been found guilty of sexual assault because of a crime he had committed 15 years before. Despite the negative story twist, the media praised Scouting in Ottawa for doing something positive to protect youth. Letters to the editor echoed the sentiment. This story also shows how a local decision can develop into a major national story. How? Early news reports failed to identify the decision as a region-only decision.



Basic Pointers

Whether you're announcing a coming event or responding to a direct question from media, here are some thoughts to keep in mind.

- Every level (whether group, district, region or province) should designate a single spokesperson to handle media inquiries. This person might also be the one who makes contact with media to request their support of a coming event.
- In the event of a media inquiry about a potentially explosive question, the spokesperson should (when possible) talk with someone from the next senior council before responding to the question.

Some Do's and Don't

Here are a few general do's and don't to remember.

- Don't panic. If you don't know the answer to a question say so, but always promise to find out (or refer the caller to the next senior level).
- Don't speculate. Never say "well perhaps..."
- Don't avoid the media. They might think you're trying to cover something up. Honesty is always the best policy.
- Do notify the next senior council of any media inquiry that goes beyond basic information-gathering.
- Do assemble the facts quickly. Verify the facts if there's been an incident. What happened? Where? When? Who was involved? Are there injuries or damages? Relay the facts to the next senior council and, together, choose a spokesperson.
- Do respond to media inquiries. Once you have the facts and have identified a spokesperson, keep communication lines open.
- Do keep a record of media inquiries and note the nature of their questions.

We'll never be able to keep unflattering stories out of the newspaper or television, but Scouting has built up a reservoir of good will in most communities that can often improve a negative story angle. Good media relations and a planned approach to their inquiries will help you tone down an unfair headline or encourage a more balanced report.

Remember... most media are on our side. \

Climbing Knots

Before taking your Scouts or Venturers out for a rappelling or rock climbing adventure, make sure everyone can tie these knots. The most important to know are the bow-

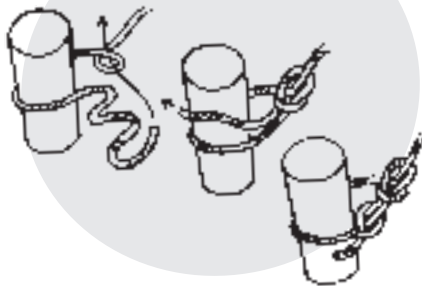
line, ring bend, figure eight loop, fisherman's knot and the overhand loop. These knots can 'tie' in well with other evening program activities prior to your climb.

The overhand is an easy knot to tie. Use this knot to secure your rope to a post or tree.

The bowline knot is the traditional one chosen for attaching the end of a rope to yourself.

The figure eight loop is easier to untie after it has supported weight. Because of this, it makes an excellent knot for a middleman.

Overhand knot



Simple and very useful describes the overhand loop.

Bowline



The ring bend is used for joining two ropes. It's particularly good when working with nylon webbing.

Figure eight loop

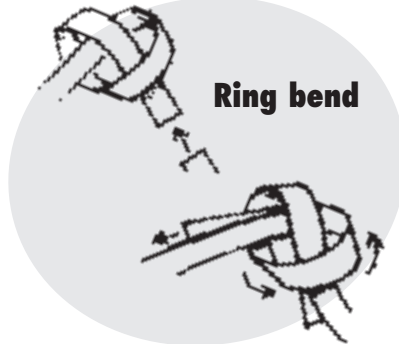


The fisherman's knot is a good, safe knot to join two ropes of different diameters.

Overhand loop



Ring bend



Fisherman's knot



— From Craig Cairns, Kentville, NS.

Program Links

Scouts: Campcraft Badge,
Scoutcraft Badge
Venturers: Outdoorsman or
Personal Interest Award

ALL NATURAL TURKEY



This turkey plaque is a neat Thanksgiving theme idea that offers challenges for all tail levels. Prepare by go-

ing on an outing and collecting maple keys; you might want to make the keys from construction paper if no maple trees grow nearby.

Materials needed: maple keys (feathers), red geranium petals (wattle), black peppercorns (eyes), paper plates, hole punch, string and glue. Make several turkey templates for the younger Beavers.

For each of your Brown Tails, draw a turkey shape on a paper plate. Give Blue Tails turkey templates to trace, and let White Tails draw their own.

Beavers should glue on the turkey's maple key feathers, a geranium petal wattle and a peppercorn eye. When their turkey is complete, your Beavers can add their own personal touches to the Thanksgiving background. Finally, punch a hole in the top centre of the plate, tie through a loop of string, and let your Beavers take their turkey plaque home to hang in a prominent place.

— Thanks to Anja Alcott, Ingersoll District, Ontario.

Great Canadian Adventure Board Game



Looking for a terrific way to learn more about Canada?

The Department of Canadian Heritage has an outstanding board game brimming over with interesting questions and trivia about Canada. Youth aged 10-18 will find it both interesting and fun. It's perfect for weekend camps, theme evenings, Canadiana quizzes, Flag Day and Canada Day preparations. While you play the game, think how your Cubs, Scouts or Venturers can celebrate Canada in your neighbourhood.

Obtain your free copy of this outstanding board game by writing to The Department of Canadian Heritage, Communications Branch, Ottawa, Ontario, K1A 0M5. Call (819) 997-0055.

A-MAZING



If you're looking for an interesting activity that is sure to get local youth attention, Venturers from the 10th Tsarlop Venturers of Greater Victoria Region, BC, have a fun idea.

For the past four years these Venturers have carved a maze out of a farmer's cornfield, then let families use it as an entertaining game to build togetherness. It's a terrific way to advertise Scouting. At the maze's exit, everyone is treated to fresh apple juice. A nearby table has information about area Scouting programs. X



A maze-crazy crew

Photo: Carolyn Lloyd

Maze-cutting Scouts and Venturers pause for a break during their a-mazing activity.

NATIONAL NEWS

Highlights from the May '96 National Council Meetings

We're Growing!

The latest 1995-96 membership figures are extremely positive. Nova Scotia, Manitoba, Saskatchewan, Alberta and BC/Yukon all registered overall membership increases. BC/Yukon's registrations are up a healthy 5.5% from the year before. Interior Region (BC) recorded an incredible 20% increase!

As of May 31, 1996, Scouts Canada has exceeded last year's registration by 1,000 youth. Congratulations everyone!

Program Goals

To meet the Mission and Principles of Scouts Canada, new program goals for the Scout program were adopted. Copies are available from Program Services at the National Office.

Canadian Rover Moot

The Nova Scotia Rover Moot '98 has been designated a Canadian Rover Moot. Nova Scotia Provincial Council and the Rover Moot Planning Committee have agreed to accept all responsibilities related to the moot.

Flag Policy

Because Canadian provinces and territories each have their own official flag, these may now be flown at Scouting events, meetings and activities. Other authorized flags include, the Canadian flag, the Union Jack (on appropriate occasions) and section flags. (See *B.P. & P.*, p.38)

Finances

Surplus monies from the World Jamboree will be distributed in several ways:

- \$75,000 will be retained in the Youth Event Fund to support specific membership initiatives (as approved by the Administrative Board)
- the balance will be allocated as a direct subsidy to youth and leaders attending WJ'99.

Membership Fees

Membership fees to National Council will increase 25¢ effective September 1, 1996 (from \$4.25 to \$4.50) to represent the increase in World fees. Insurance fees will increase 75¢ effective September 1, 1996 (from \$1.25 to \$2.00) to represent additional insurance costs.

Canadian Leader Magazine

The subscription rate will increase \$1 (from \$7.00 to \$8.00) effective September 1, 1996 due to rising paper and postal costs.

Recruitment Between Councils

Because of considerable sensitivity regarding recruitment of Scouters between councils, National Council adopted the inter-council recruitment guidelines (as circulated with the meeting agenda) as the standard. All council offices have a copy of these guidelines.

Legal and By-law Changes

PEI By-law Changes

National Council approved the PEI By-laws presented at the meeting. (Copy available upon request from PEI Provincial Council.)

Quebec By-law Changes

National Council approved an amendment to the Quebec Provincial Council By-laws regarding investment of funds.

Personnel

Several motions were passed relating to personnel and employment issues. Copies are available for Employing Councils through Personnel Services at the National Office.

Next Meeting

The next meeting of National Council will be held on Saturday, November 16, 1996 at the Citadel Inn, Ottawa, ON. The Chief Scout's Investiture, Presidents' and Program Forums and Administrative Board Meeting will be held on Friday, November 15, 1996. X



CJ'97 Program Activity Highlights

by Doug Cunningham

The June/July **Leader** presented a program overview of CJ'97 activities offered at Thunder Bay next year. Have you started making your program choices yet? I'd like to highlight several truly outstanding CJ activities.

Old Fort William

Old Fort William will be the "piece de resistance" of Thunder Bay's CJ'97 experience.

Thunder Bay's fur trade activity dates to 1717 when the French erected a fort at the mouth of the Kaministiquia River. In 1814, the North West Company moved its mid-continent operations to Fort William. The Fort became the site of the annual rendezvous where goods from Montreal and furs from the wilderness traded hands. This historic event, which continues to be re-enacted annually at Old Fort William, will be one of our CJ'97 feature attractions. Inside the stockade you will 'taste' life as it was lived in 1816.

Craftsmen (e.g. coppersmiths, blacksmiths, gunsmiths, canoe builders) as well as voyageurs, company officials and First Nations participants will dress and speak just as they would have during a typical business day almost two centuries ago. This historic re-enactment is one of the most popular in North America. Circle it as a "must see" while at CJ.

Kayaking, mountain biking, rock climbing and hiking. CJ'97 will have it all!

The Sleeping Giant

Another "must see" is Sleeping Giant Provincial Park. The Sibley Peninsula (which includes the Park) dates back 10,000 years when the last glacier retreated. Many program activities will take place here enabling youth with varied abilities and interests to really enjoy and appreciate this natural wonder. Hiking trails (rated easy-to-difficult) will take you to scenic lakes where you can enjoy fishing. Amazing views atop towering cliffs will allow you to see for many kilometres in all directions. Watch for lake freighters steaming past Isle Royale to the south; spot the city of Thunder Bay to the west; find Edward Island to the east; scan the whole length of the Sibley Peninsula to the north.

While in the park a careful observer will see many species of animals, including white-tail deer, moose, red fox and porcupine. You might even catch a glimpse of black bears, lynx and wolves.

Bird watchers have recorded more than 190 species at Sleeping Giant. The marshy shores of Pickerel Lake, the southern outlet of Marie Louise Lake and Silver Islet's rocky coast provide excellent vantage points for this nature activity.

Though Sleeping Giant Park lies within the northern boreal forest, many western and southern plants grow here; this results in an exceptional mix of plant life (e.g. unusual orchids and ferns), including some plants usually found only in the Arctic. You'll really take to heart the motto, "take nothing but pictures, leave nothing but thanks",

so future generations will be able to enjoy the Park too.

First Nations

A First Nations encampment on Cumberland Street (just a short walk from the jamboree site) will offer many great activities, including rock painting and moccasin sewing. Here, CJ'97 participants will be able to,

- make an eagle staff, dreamcatchers and headdress
- go on overnight programs
- talk with Native elders
- paint a teepee.

During afternoons and evenings, the First Nations peoples will host a traditional powwow and feast at Lakehead University, which you'll be able to schedule into your program. First Nations CJ program activities and participation has never been greater. This is truly a unique opportunity to learn first-hand about their folklore and life.

Other activities (both on- and off-site) will include archery, canoeing, portaging and hiking Mount McKay.

That's Not All!

As well as these three program areas, don't miss the challenging activities at other sites, such as mountain biking at Big Thunder; canoeing and survival activities at Hazelwood or Kingfisher Lakes; the "rope" course, rock climbing and rappelling at Site North; the one-of-a-kind, off-site tours; tall ships and other water-oriented fun at the Harbourfront; the latest electronic challenges at Scoutship Enterprise; and the many personal and group challenges in the mud, water and land around Boulevard Lake. Thunder Bay offers you all this. See the *CJ'97 Program Book* for further details.

A jamboree like no other — that's CJ'97! Scouts and Venturers of all abilities will have abundant opportunities for fun and challenge.

Be part of the action. Be there! ^

— Doug Cunningham is the Director of Youth Programs for CJ'97.

Scouts Show Initiative In Recycling Projects

by Rob Stewart

Last month this column focused on the relationship of our Mission to the environment. Now let's look at two Scout troops which played active roles in recycling projects in their communities. Both reports were submitted to our National Environmental Fund and both groups received a one-time financial grant to help offset some of their costs.

Household Hazardous Waste Collection

The first report is from the 35th "B" Tecumseh Troop, Windsor, ON, which collected household hazardous wastes.

The purpose of the project was to collect household hazardous wastes for recycling and to prevent these products from entering landfill sites. Troop members also increased their awareness of the number of potential hazardous waste products that accumulate in households, and learned how to properly dispose of the wastes.

The Scouts were responsible for registering vehicles as they came to the drop-off site. The purpose of the registration was to collect data for the Essex-Windsor Solid Waste Authority so their analysts could study exactly what was being brought to the site and judge how many households in the area were participating by recycling household wastes. They began by itemizing different types of hazardous household waste (an amazing number) and gathering data that showed how people learned about the recycling day.

The Scouts used this project for a presentation on world conservation and also to accumulate community service time toward their Citizenship Badge. They also produced a detailed report of their activities that listed the things they learned about hazardous waste.

Participation in this project has been an annual event for the 35th "B" Troop for the past three years.

Gaspereau Scouts Recycling Project

The second report came from Scouter Donna Brunton. The Gaspereau Scouts live in a rural area of Kings County, Nova Scotia. This part of the county does not have a Blue Box recycling service. Every year during the annual bottle drive, many people ask the Scouts if they would take other glass as well. This year the troop decided to try a recycling service; the county Blue Box project engineer agreed to help.

Posters in convenience stores, notices in church bulletins and a local community bulletin helped advertise the project. Scouts each distributed notices to neighbour mailboxes. The troop decided to accept only glass and cans and to have a depot, rather than a pick-up service.

On collection day the troop worked from 9 a.m. to 12 noon sorting the material into glass, cans and tin containers. Any returnable bottles and cans were given to group committee members who were running a bottle drive the same day. Once everything was

sorted and stored, the youth covered everything with a tarp and left it for the Blue Box drivers to pick up. They collected approximately one ton of glass and cans for recycling.

During the collection, the Scouts also asked local residents about their recycling habits. The results of this survey were turned over to the Blue Box engineer who hopes to convince the county council to fund the placement of recycling depots throughout the area.

Important Goals

Both of these projects met a number of important goals. They

- helped several communities recycle waste materials
- helped Scouts learn more about protecting the environment
- provided another opportunity to promote Scouting in the communities.

Do these projects sound like something your group has done or might consider doing? If so, tell the Scouts Canada Trust Environmental Fund all about it. Your group might be eligible to earn some financial assistance for its project.

Usually, the Fund considers applications after the project has taken place, but exceptions are made frequently. Further information on the Fund is available through your local Scout office or by writing the National Office, c/o the Boy Scouts of Canada Trust. X

Recruiting Parents Is the Best Choice

from Stan Williams

Recruiting.

For some, even mention of this word sends a cold shiver down their backs. But if we're looking for new leader recruits, look no further than the parents of youth in your Scouting programs.

Too many activities are competing for adult time in our society for us to remain complacent and continue trying old recruiting methods. If we're going to attract new, dynamic leaders we should work at changing Scouting's se-date, even stodgy, public image. A good place to start is by making our programs more fun for parents than television, sports, recreation, social activities or couch-potatoing in front of the "tube." Threatening and pleading rarely work; coerced leaders disappear as soon as their children leave the program. We need the continuity of leaders with a longer-term commitment.

Spark Parental Interest

Parents are interested in Scouting whether they view it as a babysitting service or genuinely believe in its Mission. All of us should target this real interest and cultivate it to identify those parents with something substantive to give. Therefore, it's the section Scouter and not the group committee who should be the primary recruiter. The section Scouter meets the parents week after week. He (or she) knows them better

than anyone else. Group committees might have the final say, but they don't have enough contact with parents to be as effective when recruiting new leaders.

Section Scouters should seek to build an honest friendship with parents of youth in their group. This may take time — even a year or two — but it's worth the effort. Ask parents to help with games, crafts, committee work, driving, camping, planning and other activities. By making your program fun not only for the youth but the leaders too, you might find recruiting adults becomes much easier. The television will lose some of its appeal.

"Hey! This is FUN!"

If you see parents having fun while they help out, mention the good time their Mohamed or Olivia is having in Scouting. If their own child enjoys the program more with Dad or Mom present, share this fact. It will build confidence and encourage the parent to join in even more activities.

When you've sensed a high interest, it's time to ask if the parent would like to help out in the leadership team on a regular basis. "Your talents would be a great asset to the group.... You're having so much fun.... We need your enthusiasm.... You had some great ideas. How about helping us plan a few meetings?"

You'll rarely attract them with, "Your child can't join the group unless you become a leader."

A most crucial and important step is to thank parents for their efforts. Recog-

nition is a great motivator, but it's a step we might easily overlook with those offering only occasional help. "Thank you" is easy to say, whether through a verbal message, a homemade card, a crest, or a gift from the youth.

Sorry Truth

Too often leaders are chosen not because of their infectious enthusiasm or because they'll be outstanding for the job, but because they are the only ones who volunteer. This can lead too quickly to leadership problems.

At present, adults are *not* lining up at the door to put on our uniforms. They think other activities will offer them more fun and interest. We can change that perception.

Let's make our outstanding programs as fun as possible for both youth and adults. X

— Stan Williams has contributed much to Scouting programs in Calgary, AB.

Concentrate your recruiting efforts on parents. Then give them a terrific time.



Photo: Susan Shaw

Keep Your Scouts in the Dark

by Ian Mitchell

Night time activities offer enormous program opportunities. They can emphasize skills already taught, teach new techniques in a controlled environment, or focus on just having fun.

When thinking about Scouting at night we usually consider night games. "Capture the Flag", "Beacon Light" and "Hare and Hounds" are but a few traditional night games we play at camp (see *Games... From A to Z*). But darkness hours can open up a new world of exploration and adventure far beyond mere games. The night hike is one such activity.

Hikes occupy an honoured place in Scouting since the outdoors is our classroom for teaching. When usual

outdoor activities lose their natural appeal, a night hike can rekindle the spark of excitement.

Night hikes don't need to be complicated activities encumbered with details. However, leaders do need to plan them properly to ensure safety. Scouters should be very familiar with the area of the proposed hike and know about possible dangers like steep hills or gullies; an adult may want to tag along — if only to get in on the fun!

*A night hike
can add a new
dimension to
your Scouting
program.*

Hiking Activities

Start by choosing an overall night hike theme. Nature awareness and stargazing are always popular. Then add spice with extra activities to enjoy along the way. These can be either familiar ones (if the group is fairly new) or challenges that engage the Scouts' mental capabilities (if the group is experienced).

What ideas might spark real enthusiasm? Familiar activities which take on a new dimension along a dark trail could include,

- map skills (try drawing a map of the neighbourhood while walking it at night)
- nature hunts (is it possible to find an acorn at night?)
- tying knots (tying a bowline in the dark while walking is very challenging).

Leaders can conduct or plan a night hike at any time or in any place. A park or an empty field just behind your meeting place will offer countless adventure opportunities. Darkness is your only

big necessity. You don't have to wait until camp to go; a night hike can fit into your program as easily during your regular meeting night. Did you ever think about taking a night hike in the rain? If you asked your patrol about this idea, how do you think they'd vote?!

Take a Hike!

At camp your night hike doesn't have to be restricted to an hour or less. It could involve a long distance trek, unlimited by time. Use it in your regular program (at camp or during the regular week) as any other full-blown hike, taking into account packing, food, and, of course, proper footwear.

Try hiking the same trail twice: once during the day and then some other time at night. Use two different entry points to the trail; this way, most youth won't recognize that they've covered the same ground before. Make sure you tell patrol leaders about your 'secret'. You might reward those Scouts who do notice with an extra chocolate "smore" at the trail's end.

Why a Night Hike?

The purpose of any hike is to *add something positive* to your Scouts' experience. With this in mind, watch for those youth who feel uneasy in the dark; look out for Scouts who might want to scare younger ones. Keep your youth in manageable groups. Patrols work well when they are accompanied by their patrol counsellor, but troops also make a nice group depending on its size.

Avoid running through the dark. Even on smooth ground it's too easy to trip and fall when moving. It's difficult to see branches sticking from trees when your visibility is limited. Only the counsellor or hike leader should use flashlights. Make sure all Scouts carry a flashlight, but ask them to keep it in a pack or pocket; otherwise your hikers will blind each other by shining their piercing lights in eyes and through the trees.

With a little imagination, a night hike can be both a valuable learning experience and a really enjoyable activity. Try one and let us know how it turns out. X

Endings

by Bob Kane

Having subjected you to a few words on “Beginnings” last month, it’s reasonable to follow with attention to “Endings” here.

The end of any training session tends to be a high energy, high activity time. As the end of a learning session draws near, the concentration of both staff and participants drifts off to “back home” concerns. It’s unavoidable. During an evening session, it often occurs shortly after the break period; during a day session it generally happens around three o’clock in the afternoon; during a weekend session it usually occurs at the end of the Saturday night session. If you’re talking about a week-long session, it occurs about 24 hours before the scheduled end. Two of the principal effects of this phenomenon are: shortened attention spans leading to a reduced openness to learning, and a sense of urgency prompting a need for more acute physical and mental activity.

The anticipated change from one environment (the training session) to another (going back home) generates varying levels of stress depending on the individual, the length of the session, and the intensity of the session. If the session content has focused on group dynamics, teamwork or interpersonal skills, the intensity is generally higher. Activities and games with a marked physical nature are effective for reducing the effects of stress.

It’s probably not wise to schedule any key learning sessions during these times. Instead, concentrate on short, high-impact exercises designed to help participants learn the lesson. This serves three important functions:

- a) it uses energy
- b) it reinforces learning
- c) it gives facilitators an opportunity to see the learnings in action and evaluate the session.

Another appropriate activity: involve evaluation of the learning that has taken place.

As well, it would be really useful to have participants engage in that phase of the experiential learning cycle centring on the application of the learnings, e.g. how the learnings will be applied in ‘back-home’ situations. These activities will also help session staff in the evaluation process.

A semi-formal or formal closing ceremony can be a very effective ‘closure’ for participants — especially if the session has been long or intense. Appropriate humour is always a welcome and enjoyable feature in the ending phase of any learning undertaking; so make room for it too.

Happy endings. ^

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

THANKS A LOT!

by Rob Stewart

Saying “Thanks” is part of the awards program.

All too often we hear about leaders who have served our Movement with energy and enthusiasm for many years before they are finally recognized with an award for outstanding service to Scouting. Does anyone at least say “thanks” in those intervening years?

Yes, we have an awards program that covers acts of gallantry, meritorious conduct, heroic suffering, length of service, and outstanding service, but do we as a Movement remember to regularly say “thanks” in an informal way.

Colin Wallace, the Scouter who recently wrote our *Guide to the Honours and Awards of Scouts Canada*, has dedicated a significant section of the booklet to a focus on alternative forms of recognition. (Get your copy from the Scout Shop.)

- Remember to say “thanks” to a fellow Scouter when he or she has done a good job at a meeting or special event.
- Put your thanks in writing. Send a birthday card, write a thank you note, write a letter to their employer, draft a letter for the regional commissioner’s signature, get youth members to sign a note of thanks.
- Make sure to say “thanks” at special moments or during banquets, particularly when there are parents and other members of the public present.
- Say “thanks” by recognizing their talents and contributions and invite them to participate in other challenges within the council.

Everyone is responsible for identifying and recognizing Scouters who deserve appropriate recognition. It’s easy to find ways to say “thanks.” When delivered sincerely, it becomes a very important part of our Scouts Canada awards program.

Dare to Prepare

by Ian Mitchell

Preparation takes up a large part of life. We prepare for work each day, we prepare for making meals, we prepare for filing our income tax, we even prepare for our family outings by choosing when and what we will do. At this time of year we need to start preparing for leading a Venturer company in the coming season.

Preparation for the advisor role will be different for each person depending on many factors. These include,

- experience working with young people aged 14-17
- Scouting experience, and
- the company's maturity.

Let's consider some things which, if prepared for now, will make the task of leading a Venturer company much easier.

Brand New Advisor and Company

If you're a new advisor in a new company, get a copy of the *Venturer Advi-*

sor's Handbook. That should be one of your first priorities. The Handbook takes a good, in-depth look at the program and outlines many things that any advisor will want to know. Particularly, you'll want to spend time considering the areas of your constitution or by-laws, and Blue and Gold Award. These two aspects of the program can get the company off to an active start where the youth come away with a feeling of accomplishment and empowerment.

You'll need to become familiar with the *Interest Questionnaire* as well. This is one way to lead the Venturers through the year's planning process by identifying the common likes and dislikes of the group.

Explore your style of leadership. As an advisor you will probably need to lead for the first months, while looking for opportunities which allow youth members to make their own decisions and live with the consequences. Of course, safety must come first. Above all, get ready to be active, and have fun.

New Section for You/ Established Company

So you've been asked to become a Venturer advisor in an established company. Experience in other sections will have given you some insight into the Venturer program, but you'll need to do some research. Start by finding out something about the company's history. Does it have a set of governing by-laws? What activities have company members done in the past? This will tell you a lot about returning members and where they are in relation to the program.

Look over the company's old records and perhaps speak to the past advisor or company president to find out how many youth are working towards their Queen's Venturer Award or perhaps the Duke of Edinburgh Award. If you do this now, you'll show the Venturers that you're very interested in them and

their goals when you ask them (by name) about it at the first meeting.

Be sure you have a good understanding of "situational leadership." The Venturer section allows for a great deal of youth input when the group is mature enough to handle it; almost all Venturers should be developing towards running their own show. Knowing when to direct and when to advise will go a long way towards providing satisfaction to both members of the company and yourself.

Above all, get ready to be active, and have fun.

Established Advisor/ Established Company

Welcome back. You had so much fun you just couldn't resist another year. A recap of last year might be in order. Was the program well rounded? Did it involve activities in each of the six Activity Areas? Was it challenging enough for the youth? Are members of the group developing to the point of being self-directed? Are there other challenges (like the Amory Award) which might help the company grow? Perhaps a chat with your Service Scouter would answer some of these questions.

And what about you? In what areas did you develop during the year? Are there areas, either in the program or in your personal development, that need addressing in the coming year? Have you identified *your* personal goals for the coming year?

Although the tasks at hand here are not as defined or as concrete, they're just as important. Above all, get ready to be active, and have fun.

Training

Both inexperienced and experienced advisors will benefit from training when preparing for the task ahead. Wood-badge courses (Parts 1 and 2) will provide the knowledge and understanding needed to bring out the best of the Venturer program.

Just like most things in life, a bit of timely preparation can make a big difference when successfully accomplishing a task.

Are you "prepared" for the year ahead? \

Notice of Annual Meeting Boy Scouts of Canada

**Saturday,
November 16, 1996
4:45 p.m.
Citadel Inn,
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

Give them Rope!

by Bryon Milliere

Supporting young leaders is like helping a rock climber.

As a climber ascends the rock face attached to a safety harness and a lifeline held by a spotter, it's crucial that the spotter constantly reduce any slack in the rope. Too much slack could hurt a falling climber, letting him bounce off the rock. Too little slack inhibits the climber's ability to navigate freely. If a spotter pulls hard enough on the rope, the climber will lose balance.

In our organization, the young leader is like a climber and the coach/mentor like the spotter. The rope is the interaction between the young leader and the coach.

As a young leader's skill increases and he takes on demanding tasks, coaches should naturally give more slack. Open and frequent communication between the climber and the spotter is essential for success, but let the person grow (where possible) with less direct feedback. Encouragement will do much to increase confidence and competence levels.

Safety First

Young leaders are full of energy. Don't let this enthusiastic energy get them or their followers into a danger-

ous position. Expect young leaders to make safety-oriented mistakes, but try to minimize the danger through vigilance as much as possible.

Safety must always be a paramount consideration when both rock climbing and developing youth. Just as poor equipment may cause a tragic fall, poor leadership approaches by a leader can harm others.

Start with easy challenges before moving on to more difficult ones. Skills for young leaders include both hands-on activities like how to set up a tent, to the 'soft' skills of communicating, teamwork and problem-solving.

Trust and Confidence

Climbers who can depend on their spotters develop much quicker than those who lack confidence in the person holding the safety rope. An experienced mentor will inspire young leaders so they will share their skills and experience effortlessly with junior members. If you (the mentor) have prepared them properly and provided the appropriate 'safety net', young leaders will either succeed or have a positive learning experience.

Room to Make Mistakes

Scouting should be a safe place to make mistakes. It should give youth

and adults opportunities to stretch themselves with minimum risk. Does your leadership style support this description? Do you congratulate young leaders for doing their best and quickly point out what they do well? Constant criticism from a respected leader erodes confidence and teaches followers that no matter how hard they try, their best is not good enough.

Experience may be the best teacher. It's unrealistic to believe that anyone can get everything right the first time. Think about how you learn best. Demonstrating that it is okay to make mistakes will have a great impact on others. Instead of "beating yourself up" over burning the stew, ask yourself how you can prevent the situation in the future which lets those around you learn from your experience.

As young leaders become more self-assured, some may step beyond their capabilities. Give them proper direction and support during these times; they'll appreciate both tight spotting and appropriate slack.

What type of spotter are you? With thoughtful direction young leaders in your group will excel most when properly challenged and encouraged. Be prepared. ^

"Going down, please."

Katie Fikkert, a Cub from Boissevain, MB, gets some rappelling instruction as she keeps her legs straight and leans back, depending on her rope for support. It takes practice, but confidence comes quickly. This rappelling wall is made from metal scaffolding and 17 mm thick plywood. Photo: Sharron Fikkert



the **leader**

Index
ANNOUNCEMENT

**Leader Index,
Volume 26**

*August/September '95
to June/July '96*

To receive
your free copy
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Come Toot Your Own Flute



Scouts from the 1st Scotchtown Troop, New Waterford, NS, made flutes from reeds they had collected during a hike. After drilling out the centre of the reeds, everyone made six little holes spaced about 2 cm apart. The youth cleared out the wood chips with another bit. "They worked pretty well and made several different notes each," said Scouter Charles McPhee.

Scuba Scouts Youth and leaders from the 189th Deer Run Troop, Calgary, AB, enjoyed a scuba diving weekend camp last fall in the East Kootenays of British Columbia. Because of the risk involved with scuba diving, only the very best swimmers could take part. The instructors training the scuba Scouts were licensed professionals. Photo: Cecil Keeping



Small is Good.

Life in the Mini-Pack

by Dave Jenkinson

Scenario: Suppose you're part of a newly formed group that has decided to begin with just one section — a Beaver colony. About mid-February, you check the colony's roster and discover that three Beavers have reached Cub age. What would you do? Big dilemma!

What are your options? They aren't as bad as you might think. Here are several.

- A. Just ignore the information and keep Beavers in the colony because there's presently no Cub pack connected to your group.
- B. Keep the trio in the colony until the end of the Scouting year with the intention of trying to start a new pack in September.
- C. Immediately open a new Cub pack using the three "old" Beavers as its nucleus.

The adage, "good things come in small packages," certainly can be true of tiny Cub packs; yet, very often leaders shy away from starting packs with just three, four or even as many as six children. From where does our reluctance come?

The Wolf Cub Leader's Handbook tells us that "although it can be larger or smaller, a pack size of 24 Cubs is ideal." The book goes on to advise that, if the pack "grows larger than 36, you might want to consider splitting it in half." Perhaps the unintended silence around operating smaller-sized packs suggests that, if we can't come close to that ideal or critical number of 18-24 Cubs, then the task just isn't worth doing.

Our Mission

Scouting's Mission Statement says that we are "to contribute to the development of young people." Scouting has no conditions limiting our work

or demanding a minimum number of youth before we accept the challenge of that Mission.

Significant Benefits

Tiny Cub packs offer some real advantages, and, while reduced numbers can introduce a few interesting obstacles, these can usually be relatively easily overcome.

Probably the biggest advantage you will discover with your mini-pack is that of experiencing a closer, more personal relationship with each Cub. Unlike the Scout section which, via a Patrol Counsellor, connects a particular leader with a specific group of youth on an ongoing basis, connections in Cub sections are often limited to short time periods while a leader helps some youth working on a star or badge. The longer term contacts in the mini-pack allow leaders to experience each Cub

in a fuller range of their moods and behaviours; consequently leaders can develop more personal and caring ways of responding specifically to the Cubs as individuals.

The challenges? Initially a meeting place could be a problem. Perhaps your local school, church or community club may not be willing to commit a hall or a room to such a small group. Even if you are provided with space, you may feel it is too large for your current needs. You don't want the room to overwhelm the Cubs and make them more aware of their small numbers. But there are alternatives. Perhaps you could share space with another section with the meeting times partially overlapping so that each section can have some "private" time. Such an arrangement would definitely increase opportunities for linking activities.

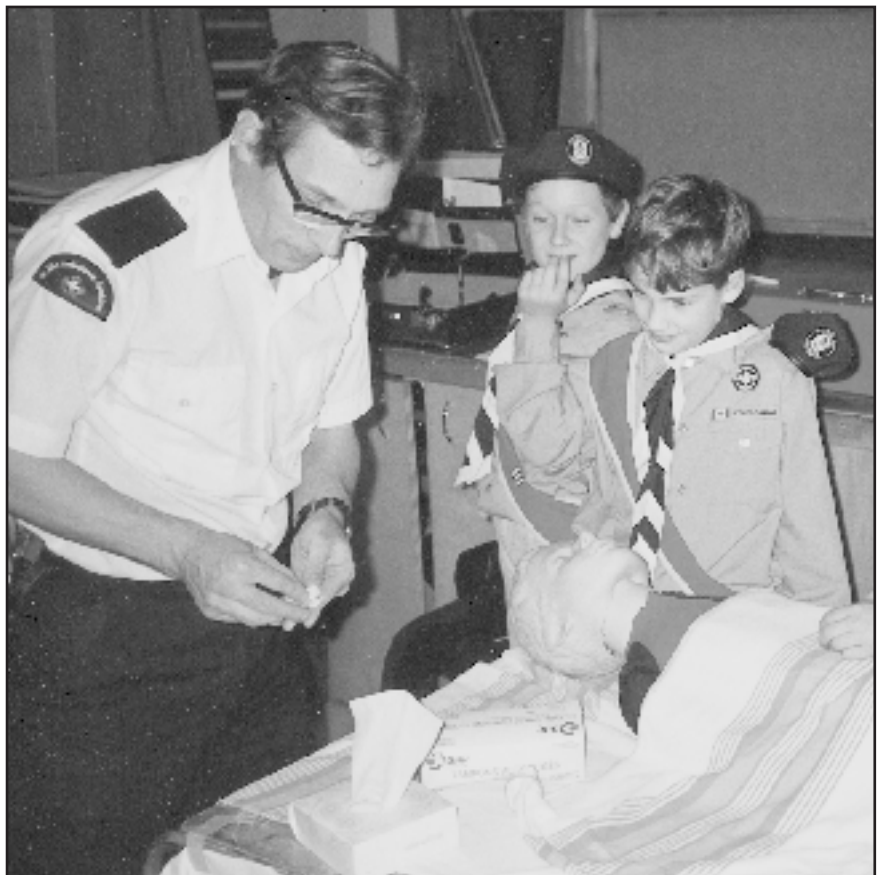


Photo: David Jackman

Small packs can enjoy many great programs, too.

Your Classroom: Nature

If you live in an area with a mild climate, take advantage of the situation; make your principal meeting place outside. A tarp for overhead cover can make any meeting more interesting and adventurous. (See March '96 *Outdoors* column.) Homes could become another meeting venue, but before you rush to upgrade your home-owner's insurance policy, don't automatically assume it always has to be *your* house. Here's another chance to interact more closely with the Cubs' parents. Rotating through a series of living rooms, basements, garages and apartment block party rooms calls for a bit of extra scheduling, but the payoff could be much greater parental involvement, especially if you deliberately involve the parents in the meeting's activities.

Finding games for small groups of Cubs to play can be a challenge, especially if the games have to be played in confined spaces. Unless the weather is absolutely dreadful, most rambunctious games can be conducted outside. Your pack's visibility in the neighbourhood may also become a recruiting device.

Tiny Cub packs offer some real advantages over bigger packs.

D-Y-B

Having just a few Cubs may sometimes make it appear that you can't play certain games. How, for example, would you play relay games with just three or four Cubs? Four teams of one? Two of two?

Try keeping the four Cubs as one team, but have them complete the relay twice with someone timing each "run." Instead of competing against another team, the Cubs are now competing against themselves. Trying to "do your best" takes on a completely different meaning, especially if you call their timed results a "pack record."

Loneliness?

Loneliness could be one of your personal challenges. Surprised?

If you're thinking of starting a mini-pack, recruit at least one other leader. Two heads (and bodies) are definitely better than one when you're planning programs and carrying them out. The presence of (an) additional leader(s) also signals that you are preparing for more growth. As well, look for opportunities to interact with other packs in your area.

Finally, remember that basic start-up costs for resources are essentially the same whether a new pack has 3 or 30 youth; however, the smaller your pack, the smaller its resource base will be. Consequently, you may need to negotiate extra initial support funding from your group committee while your pack is in its early phases.

Since I began with an old saw, I'll end with another, albeit modified, one: "Mighty Cub packs from little Cub packs grow."



39th JAMBOREE ON THE AIR

The International Event for Fall

by Lena Wong

Once again it's time to remind you of Jamboree on the Air (JOTA). The event takes place on October 19-20. We expect that large numbers of Canadians will participate.

This year's JOTA theme is "the outdoors." The World JOTA Organizer challenges all participating groups to set up their stations outdoors in unusual locations. Where? You might set yours up on top of a high rise building, in the middle of a public market place, on a ferry, on a bridge, at a camp site, or any other fun place that strikes your fancy. Just make sure your location is safe and accessible for all participants.

Power-hungry?

One condition built into the challenge: all stations should use their own power sources. Scouts or Venturers might use a small generator, a windmill, a treadmill driven by a horse (or Scouts), or simply batteries. So... all you aspiring engineers, get out there and start building your dreams.

Are you thinking of participating on the Internet? The World Organizer suggests finding a computer that uses as little power as possible — perhaps your trusty home computer. Internet can be accessed via a radio link by those who live in remote areas. Consult your local radio amateur for information.

Details about Internet participation will be made available at a later date, so call or write to be placed on our JOTA mailing list. If you routinely "surf the net" you'll also find details on Scout bulletin boards.

It's definitely not too late to start preparing your youth for participation now. Write or call for your copy of *Jamboree on the Air — How Canadians Can Participate*. We also have a number of JOTA graphics available for use with WordPerfect. We'll gladly forward these to you if you provide us with a 3 1/2" high density diskette. Our mailing address is: Scouts Canada, P.O. Box 5151, Stn. LCD-Merivale, Ottawa, Ontario K2C 3G7; or call (613) 224-5131 (ext. 249).

Have a great 39th JOTA. Send your report no later than November 30, 1996 so it can be included in the national report we send to the World Scout Bureau.

Monitor these frequencies during JOTA if you are not able to visit or set up an amateur radio station. Use 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 X

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	"
Brazil	Saturday	18:00 GMT	14.140 Mhz	PY2EUB
	Saturday	16:30 GMT	7.090 Mhz	PY2GMR
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
Italy	Saturday, Sunday	14:00 local	7.090 Mhz	
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
United States	Sunday	20:30 GMT	14.290 Mhz	K2BSA
West Africa	Sunday	07:00 local	7.070 Mhz	9L1AM

The Best Program Resource Going

by Ben Kruser

Many of you have sat through the familiar Woodbadge session called "Resources". Its objective is to teach leaders about various community resources available to help them develop, plan and run a quality program. In all the Woodbadge courses I have experienced, never has anyone (trainers or leaders) mentioned the local Scout Shop.

For the most part, Scouting has lapsed into what can be called the "Hospital Gift Shop" mentality. Many people think of Scout Shops as backroom operations — a mere add-on to the administrative machinery that generates enough funds to pay for the coffee (perhaps). This view ignores the true value of Scout Shops and their knowledgeable staff; both can help raise the quality of your weekly program. Here are some ideas for incorporating Scout Shops into council activities.

Tell Them

If your new leaders don't know about the full value of Scout Shops, tell them. They may have visited the local Scout Shop to get their uniform, but beyond first impressions have never had anyone tell them about the products and services found inside. If you're a trainer, why not work with Shop managers to create an interesting and interactive session demonstrating the role of Scout Shops as a program resource? Some Shop staff may even be available to attend trainer conferences and courses to update key volunteers on new products. Use Scout Shop catalogues to the fullest extent possible. Hand them out at every training event in your council and discuss how to apply various products to your programs.

Include information about the Scout Shop during,

- Registration displays at malls
- Scout-Guide Week events
- Advertising and Promotion campaigns.

Portable display units can show pictures of the Shop. Set out sample products and maps showing the location of the store. Get volunteers trained and trusted by store staff to answer questions about products and services at the displays. Be sure to show people

how the products can improve their programs.

Don't Forget

This fall, tap into the knowledge and expertise found in the staff at your local Scout Shop. Each day they deal with

leader concerns, and can pass on insightful information to both new and experienced Scouters. By working with them you can make sure members really know what a Scout Shop can offer them. It's sure to improve your fall program! \

Relating the Program

by Paul Mozsar

How do we relate the proposed Rover program to present day Roving?

If this is a question you've asked, a good way to start answering it might involve looking at the 10th World Moot Mondial that took place in Sweden this summer. The program for the 3,000+ participants from over 50 countries was designed for young adults who wish to mature and gain experience to help them become better leaders.

One way Moot organizers accomplished this was by forming all youth into mixed patrols of eight — cultures and traditions permitting. Rovers worked together in these patrols throughout the Moot. Much like the "Development Phase" of the proposed Rover program, the Moot emphasized developing and learning new skills (related to outdoor, social and cultural interests) while taking part in challenging outdoor activities.

The day after opening ceremonies, each Moot patrol embarked on a four-day hiking expedition. Patrols formed part of a hiking group composed of five patrols. The hike was not too strenuous — more of an intellectual expedition geared towards leadership training and knowledge sharing. Four one-day activities based on four different themes (handicrafts, travelling, culture, and forum discussion) were planned for the rest of the Moot. The variety of these activities gave all participants an opportunity to develop and/or explore new areas of their lives. (Again, it resembles the new "Development Phase".)

More Similarities

The Moot's theme ("Spirit into Action") also resembles our newly-proposed motto of "Development Through Action". The theme gave participants a chance to think about and discuss, in concrete terms, Scouting's meaning. This theme was intended to give par-

ticipants wider perspectives so they could develop into better leaders. Our "Development Through Action" motto is intended to achieve much the same.

Bridge building: that was the aim of the 10th World Moot Mondial. Those who wish to become leaders need help and support from each other throughout the learning process. The Moot sought to build these bridges by putting "Spirit into Action". In our proposed Rover program, crew members need to support each other while working through the phases.

The program that was used at the Moot resembles our proposed Rover program in almost every way. The proposed changes are nothing new or unusual; they closely parallel Rover/young adult section programs in other parts of the world.∧

— Paul Mozsar is the National Program Committee volunteer for Rovers.

SCOUTER'S 5

The Meaning of Respect

- At our camp we all share one important rule; it involves *respect*. Here's how we do it.

Respect for God

- We will thank our God for what he has provided to us. Before starting to eat our meals, we'll say grace. Afterwards, we'll think about all the good things God has given us to enjoy, such as friends, trees, animals and nature.

- We'll respect the natural things around us, using only what we need.

Respect for Others

We'll respect each other's opinions and respect each other's property. We'll listen to our leaders and other adults; they're here to help us.

We'll respect other people's needs for privacy and sleep. If someone asks us to stop doing something because it annoys him, we'll stop.

Respect for Ourselves

We'll rest when we're tired and we'll do our best. We'll develop ourselves to our fullest potential.

- From Dan Wiwchar, Winnipeg, MB.

Native Etiquette

- In ancient times, Native people observed many rules of etiquette. Use these to generate discussion among your Cubs, Scouts and Venturers about our responsibilities to others. How can we apply these on camping trips or during weekly meetings?

- Never look into another person's lodge when passing by; respect everyone's privacy.
• Never touch another's belongings without permission — not even a child's possessions.

Scouter's 5 Minutes, p.765

Aug./Sept. '96

SKITS

- Skits are popular with any group. Use these around a campfire or to plan a skit night. Start with the examples below, then personalize them for added fun.

Baseball Shadows

- You need a rope, sheet, flashlight and baseball bat for this skit. Look at the diagram below to see how the skit is 'played.'

An announcer standing to one side provides a running commentary during the skit stressing the actions of "Crazy Ball Johnson" (the pitcher). The batter and catcher mime suitable actions.

The person standing behind the sheet holding the flashlight against the curtain must watch the pitcher and then simulate the erratic path taken by the ball.

The skit is guaranteed to bring lots of laughs for 2-3 minutes.

— Thanks to Brenda Beckett, Owen Sound, ON.



Lost Quarter

1st child: (*Groping around on the ground on hands and knees.*)

2nd child: (*Enters*) "What are you looking for?"

1st child: "I lost a quarter." (*Continues looking*)

2nd child: (*Kneels down and looks too.*)
(*Repeat this for 3-4 more youth.*)

Last child: (*Walks up*) "What are you guys looking for?"

Skits, p.169

Aug./Sept. '96

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the **leader**

1st child: "I lost a quarter."
 Last child: "Where did you lose it?"
 1st child: "Over there." (*Points*)
 Last child: "Why is everyone looking over here?"
 1st child: "Because the light is better here."
 (*Everyone starts grumbling at 1st child and chases him out.*)

At the Movies

This skit takes place at a movie theatre.

He: "Can you see well?"
 She: "Yes. Thanks."
 He: "Is there a draft on you?"
 She: "No."
 He: "Is your seat comfortable?"
 She: "Yes. Thanks for asking."
 He: "Do you mind changing places?"



Painting the Fence

1st Scout: "I see that you have to paint the fence this fine Saturday morning."
 2nd Scout: "Yes." (*The Scout is very enthusiastic about painting.*) "Not everyone gets a chance to paint a fence like I do."
 1st Scout: "Why are you wearing so many clothes on a hot sunny day like this?"
 2nd Scout: "Oh..." (looking at the coats) "Because the directions on the paint can said to put on two coats."

Skits, p.170

- Never let those who are weakest in the group go without special care and attention.
- Never withdraw your friendship from someone else, especially in times of need.
- Never do anything that would hurt children, elders or weaker people in the group.
- Never offer advice unless it is asked for by another. Unwanted assistance can defeat that person's purpose and determination to do for himself.
- Always ask what is needed and then *really listen* to the answer. Give of yourself and be generous with your material gifts. When giving, always be mindful of the recipient's dignity and ability to receive.

A wise person is always kind, honest, willing to help and respectful.

— *From Earth Medicine* by Jamie Sams; submitted by Guy Mandeville, Kingston, ON.

Take the Time

Take time to play;
 It is the secret of staying young.
 Take time to be quiet;
 It is an opportunity to seek God.
 Take time to "be aware";
 It is a chance to help others.
 Take time to love and be loved;
 It is God's greatest gift.
 Take time to laugh;
 It is the music of the soul.
 Take time to be friendly;
 It is the road to happiness.
 Take time to dream;
 It is what the future is made of.
 Take time to pray;
 It unleashes the greatest power on earth.
 There is time for everything important.
 Be sure to take the time.

Scouter's 5 Minutes, p.766

Food Allergy Alert!

by Rob Stewart

The night started with the type of enthusiasm only parents with two young children could appreciate. My wife and I had gotten a babysitter and were heading to a Christmas party. Shortly after leaving our house my wife began to notice that her sinuses were feeling “clogged.” By the time we arrived at our friend’s home, she was experiencing pains in her chest and arms.

We decided to drive to a drug store for an antihistamine. On the way, her tongue started to swell. Quickly we headed for the closest hospital. Within seconds after entering the emergency ward, my wife was hooked up to a series of tubes and machines, and receiving an injection of adrenaline. After reviewing the past hour with us, the doctor concluded that my wife was experiencing an allergic reaction. A piece of licorice candy which she had popped into her mouth as we ran out the door “triggered” it. The doctor informed us that these reactions tend to increase in severity with each exposure to the offending food product.

We were lucky. My wife was an adult who had had a previous (although somewhat milder) reaction several months earlier. She knew what was happening and why. But what if it had been our son? Would we have been as quick to recognize the symptoms?

Growing Problem

Canadians hear more about food allergies and their potentially tragic consequences everyday. Section leaders need to know something about the problem when preparing for fall registration.

Don’t depend on your Beavers to tell you about their food allergies. If a registration form indicates potential difficulty, find out *everything* you must know *immediately*.

Although most people talk about the hazards of nuts, many other products also cause problems, e.g. food containing dairy ingredients.

Watch for these general signs that might indicate an allergic reaction:

- a rash, hives, eczema or swelling on the body
- complaint of cramps or nausea
- diarrhea or vomiting
- trouble with breathing, tightness in the chest or a stuffy nose that happens quite suddenly
- dramatic increase in heart rate
- a sudden loss of consciousness.

Know What to Do

Don’t let food allergies alarm you. Knowing they exist will help you avoid potential hazards.

Do you have experience dealing with kids troubled by allergies in your colony, pack or troop? Why not share your knowledge? Take a moment and send us your story. X

ADVICE ON FOOD ALLERGIES

John Rietveld (Scouts Canada’s Executive Director of Communications and Revenue Development) has a daughter who is allergic to peanuts. John offers some common sense advice.

- Food allergies affect people in different ways, from mild sneezes and sniffles to severe shock leading to death. Never take a chance if you have a child in your section with a food allergy.
- Read labels on all food you might purchase for hikes, camps or snacks. Even those items you might consider unlikely to cause problems can contain troublesome ingredients.
- Watch for unlabelled baked goods; in-store bakeries don’t always list ingredients.
- Some kids carry medication to offset an allergic reaction — the epi-pen is a common medication. (It’s also used for bee stings.) While children will likely know how to use it, leaders should become familiar with the product too, just in case the victim becomes unconscious and requires medication. Ask a nurse or a doctor to give you a quick lesson.
- Even the smell of a product can trigger an allergic reaction in some youth. (Amazingly, one child experienced a reaction after only smelling the breath of a classmate who had just consumed a peanut butter sandwich!)
- After an incident and after the medication has been administered, go to a hospital.
- If you have children in your section with food allergies, warn others (parents too), especially when they provide food for bake sales, pot luck suppers or outing snacks.

BRIDGING THE GAP:

Understanding Today's Youth

by Steven Kent

Get with the program!

Scouts Canada is changing and for leaders it can be a struggle to keep up. In recent years we've realized the desperate need to involve youth in both planning and decision-making. This involvement has allowed adult volunteers to stay a little more tuned into the issues con-

cerning Scouting's youth members. Some past articles in **the Leader** have focused on getting input from youth.

So... what's the input?

Here are some of the messages that young people have been sending to their leaders and to the National Youth Committee.

Challenge Us!

Most importantly, young people want to be challenged. We're in Scouting to have fun and to spend time with friends. It's a great feeling for children and even older youth to belong to a group and to feel that they are accepted. By providing a challenging program for youth, you can help us discover new things about the world and about ourselves. We want to be a part of something great; Scouting *is* great!

Kids want heroes and role models that they can trust and depend on. *You* — our Scouting leaders — are some of those heroes; that's a big responsibility and a big honour. We rely on you to provide a safe place for us to make mistakes. We'll learn from them. Don't be afraid to coach us when necessary and to let go when activities are safe.

Today, youth want to make their mark on the world. We need to feel like we matter and that we are contributing something valuable. Let us express ourselves. Pay close attention to what we have to say. LET US LEAD!

Does this Help?

Having identified some of the starting points for youth, why don't you really try to understand how youth members in your group think? How do they see the world? It might surprise some people (young and old) that we all view life from different perspectives. That's why getting youth involved in decision-making is so important. Take the challenge! Talk with us more often.

Scouting leaders have a unique opportunity to develop young people physically, mentally, socially and spiritually through your adult patience,

coaching, understanding, friendship, example and encouragement. Don't become discouraged. It takes time and commitment to achieve great results when working with children and youth. Sometimes the feedback is immediate; sometimes it never comes. Successful leaders continue to contribute even when they see no results, knowing that in the long run they *are* making a difference — sometimes a profound difference.

Challenging Work

Creating and delivering a quality program takes real effort. Leaders must forget themselves long enough to meet the needs of youth members (though the program should also meet many of your adult needs too). For example, pen and paper exercises are easy to administer, but are unlikely to interest a child who spends all day in school. Dodgeball may be a great game for the most vocal and active members of your group (and will test them physically), but how can you meet other program goals?

Talk to your members when planning your program. Have chats around the campfire. Think up leader activities that get kids talking about what's on their minds. By better understanding youth today, you'll definitely be able to provide a more exciting and relevant program.

It's not easy growing up these days. The world can be a very confusing place for young people.

A 1962 **Leader** article said, "Our greatest obligation to our children is to prepare them to understand and deal effectively with the world in

which they will live and not the world we have known or the world we would prefer to have."

This understanding holds true today. Keep in touch. Help to prepare for the challenges that face us in the years ahead. After all, preparing for life is what Scouting is all about. Good luck.

— Steven Kent is a Venturer and Chair of the National Youth Committee.

Correction

In the May *For Service to Scouting* we erroneously identified the following people as recipients of the Certificate for Meritorious Conduct. In fact, they earned the Award for Fortitude. Our apologies.

AWARD FOR FORTITUDE

(for perseverance despite physical or mental impediments)

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