

the leader

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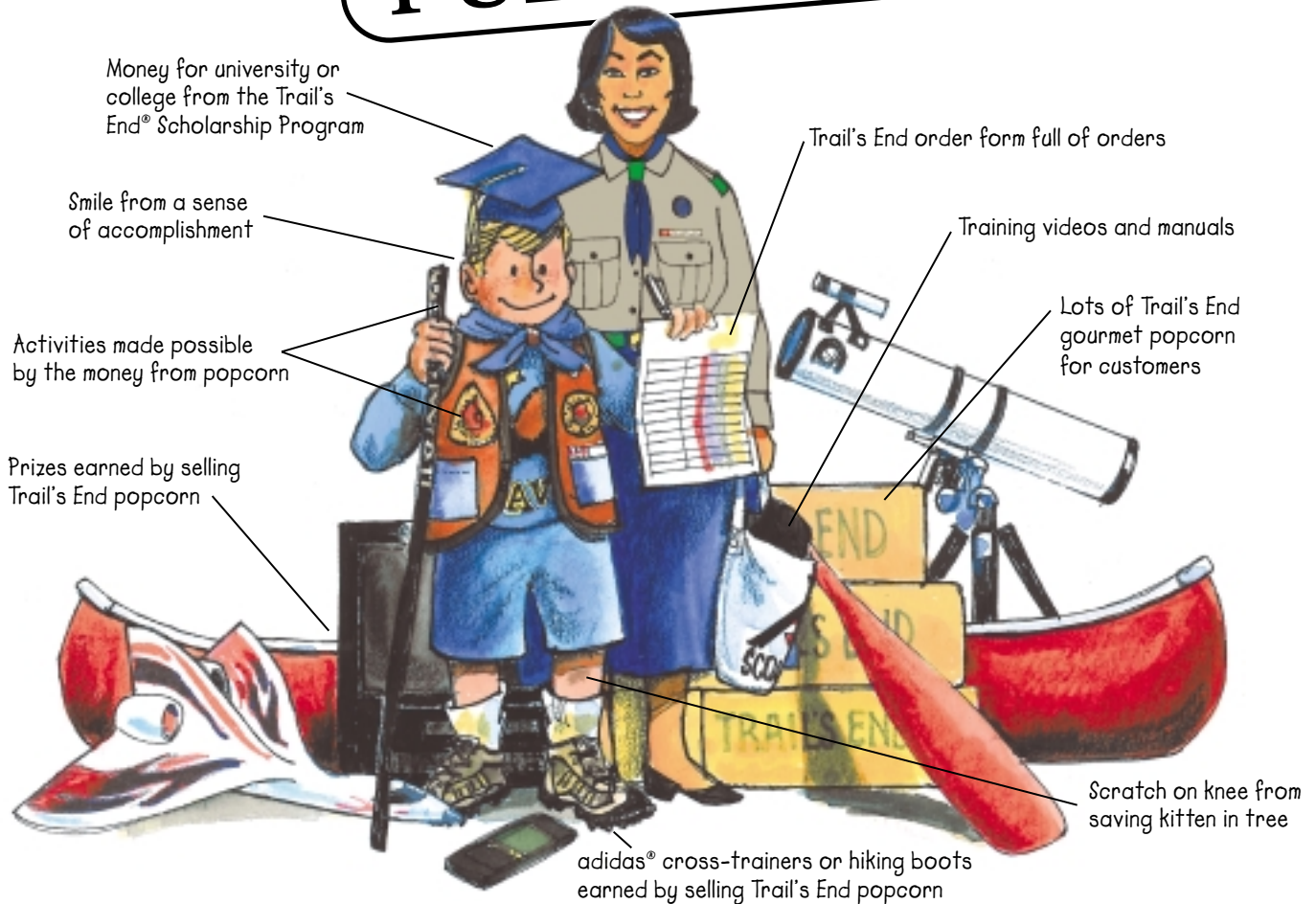


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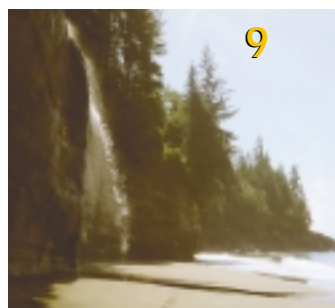
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Frightful Ghouls, and Grunt

from Charlie McPhee, Queenie Monk, and Earl Smith

Halloween is the scariest night of the year for Beavers and Cubs. It's also a time when excitement bubbles over as imaginations cut loose.

Here are some Halloween party ideas that will start the creative juices flowing in your group. Start by decorating your meeting area, lowering the lights and dressing in fun (not too frightening) costumes. Invite a Cub pack to your colony to help out, or a Scout troop to your pack. Let the guests run some activities.

Stick the Wart on the Witch

Sketch a witch on a large piece of paper and colour it in contrasting bright and dark hues. Tape the picture to the wall at eye level for Beavers and Cubs. (See diagram)

Blindfold each child in turn, give each a wart (a pressure-sensitive sticker), and point the child in the direction of the witch.

For added enjoyment, make the wart bumpy by gluing on salt or pepper.

Batty over Cupcakes

Help Beavers and Cubs make up a cupcake recipe. Ice the tops with orange, black and yellow frosting letting the children design their own frightening cupcake faces.

Show youth members how to cut out bat wings from black construction paper (see illustration). Glue on toothpicks so the wings can be easily stuck onto the cupcakes. Use chocolate chips for eyes and ears.

Your group might choose to make cookies. If they do, use chocolate chips to form funny faces. Orange frosting can transform a cookie into a jack o' lantern look-alike.

"Is it Trick or Treat?"

Before your party, write down directions for silly actions or camping skills on slips of paper. These are the tricks. Some might include:

- ☞ Balance an orange on your nose for five seconds.
- ☞ Tie a reef knot.
- ☞ Say your Promise as fast as you can. Race with the person standing closest to you.
- ☞ Recite a nursery rhyme while hopping up and down on one leg.
- ☞ Light a teepee fire.

On several slips of paper write "Treat." Fold all the papers and put them in a trick-or-treat bag. At party time, get everyone to take turns drawing out slips. Those who draw out "Trick" must do it; those who draw "Treat" get a bag of Halloween candy to pass around to everyone.

Two-Headed Race

Stories abound of two-headed ghosts haunting village country lanes and old houses.

For this game, inflate clear or orange balloons, and paint a bony face on them with a permanent marker. Divide into groups of two. Put a ghostly balloon head between the foreheads of team members. While one child walks forward and the other walks backward, your Beavers or Cubs must carry the balloon from start to finish without touching it with hands, dropping it or breaking it.



Photo: Joe Smith

Make your Halloween party exciting, but not too scary.

Goblins ts in the Night

Jack o' Lantern Lantern

Buy enough plaster of Paris or modelling clay from a craft store for all youth members. Give each child a nice big lump of it to make a hollow jack o' lantern. Jack o' lantern sides should be fairly thin. Make a small hole inside to act as a base for a miniature birthday candle.

Let youth members make a Halloween face in their lanterns. Be sure to have orange, black and yellow paint available for colouring the lanterns when they are complete.

Feel that Monster Mush

Sit your Beavers in a circle. (This will also work with young Cubs.) Ask everyone to close their eyes. As you tell a story, pass the following objects around: two dried or canned apricots; two skinned grapes; one long carrot; a piece of cooked cabbage or lettuce leaf; cooked, wet spaghetti; popcorn kernels; a banana cut in half, then cut lengthwise.

Begin your story with this introduction: "There was a monster who lived in a rotting, crumbling, haunted house. He ate frogs for breakfast, lunch and



Prepare pumpkins beforehand so youth can get right into the creative part.

dinner. One Halloween, he was out at a monster party. On his way home, he was crossing a swamp when a huge storm swept through the area. The monster drowned. Since then, parts of the monster's body have floated to the surface of the swamp each eerie Halloween. Over the years we've been collecting them. We're now going to pass

them to you. Please do **not** open your eyes."

This huge monster once could hear,
Now he no longer has an ear. (*Pass apricots*)

All the frogs had a surprise,
When they bobbed they touched the monster's eyes. (*Pass grapes*)

None of the frogs dared to linger,
When they saw the monster's finger. (*Pass carrot*)

Through the swamp without a care,
Drifted the monster's slimy hair. (*Pass cabbage/lettuce*)

The swamp was filled with the monster's veins.
They rise to the surface when it rains. (*Pass spaghetti*)

The frog-eating monster never smiled,
Until he had his teeth all filed. (*Pass popcorn kernels*)

When into the swamp the monster was flung,
His teeth clamped down and he bit off his tongue. (*Pass banana*)

PUMPKIN CARVING SECRETS

The 1st Scotchtown Scouting Group (New Waterford, NS) organizes a pumpkin carving contest each year. It's perfect for Cubs and Scouts. Beavers could use black markers on orange construction paper, or draw ghoulish faces directly on pumpkins.

Steps to making your pumpkin carving event a success:

1. A week before carving, get each child to design the face she wants to cut into her pumpkin. Some may want to make a stencil so the next week they just have to trace it directly on the pumpkin, then start cutting.
2. Leaders should clean out the pumpkins before Cubs arrive

at the meeting — especially for very young Cubs. This will save time and allow plenty of opportunity for other games and crafts.

3. If you want to make safe pumpkin carving tools, cut coping saw blades in half and wrap one end with black electrical tape as a handle.
4. Save some pumpkin seeds for planting next spring as a colony or pack project. You might even want to roast seeds in the oven. Pioneers did this. After you take the seeds from the oven, sprinkle them with salt. It makes a great hiking snack!

Witch's Ghastly Brew

Beaver leaders from North Hatley, QC, adapt the above activity by preparing a table with various objects in bowls. They call it the "Witch's Ghastly Brew." Rainbow blindfolds Beavers and lets them guess what they feel. Usually Rainbow just identifies the objects in the bowls as unknown "things" found in a witch's brew, but Cubs might appreciate more hideously grotesque names.

Here are some you might try: scrambled lizard brains (half-set Jell-O™); witch's eyes (wet and slimy peeled grapes); chopped ghoulish stomach (soft, oiled pastas). What other creative dishes can you think up?

"The kids just love this hands-on guessing game!" says Scouter Queenie Monk.

Ghostly Pencil Holder

Last Halloween Beavers from the 45th Brant Colony (Brantford, ON) made ghost pencil holders. You'll need frozen juice concentrate cans (341 mL); white, short, fur-like cloth (get it at a fabric store); white felt; wiggly eyes.



Cut a piece of white cloth (22 cm x 12 cm), then wrap and glue it around the can. (See diagram) For best results, coat the can with glue, let it set until it becomes sticky, then roll the fabric on. Cut out white feet for the ghost and a white felt nose. Glue them on, as well as the wiggly eyes.

Simple Masks from 'Shades'

Do your Beavers, Cubs or Scouts have old sunglasses or regular eyeglasses at home? Here's a great way to give these new life.

You need sunglasses, coloured construction paper, scissors, and glitter.

Start by tracing around the glasses. Then, draw your mask idea — try a rabbit, fish, bird or skull. (See diagram) Cut the mask shape from paper, and glue the cutout onto your shades.

Use glitters, stickers, feathers, ribbon and coloured yarn to "jazz" up the mask. Let dry.

Warning! Masks reduce visibility and are only suitable for indoor parties.

White Makeup Paint Recipe

If your Halloween party involves face painting, here's a recipe for white makeup. It makes any face deathly pale.

Mix 25 mL cornstarch with 15 mL shortening until smooth. Apply the mixture to the face avoiding eye areas.

Diagrams



Stick the wart on the witch



'Batty' cupcakes

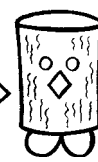


Scary faces

Pencil holder

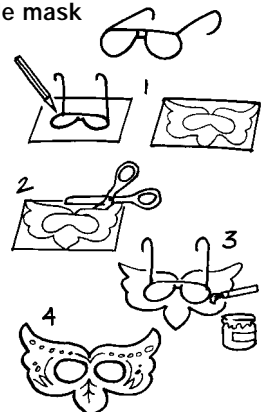


Feet



Juice can

Simple mask



After it has dried, apply and smudge grey eye shadow around the eyes to give them a deeper, sunken appearance. Dust face with cornstarch.

How gruesome!

Witch Tag

Select one child as the witch. Give the Beaver or young Cub a broom. The witch must ride the broom and touch someone else who is then "frozen dead" and must sit on the floor without moving. As soon as the witch has touched and frozen three people, the game starts over. The last person touched becomes the new witch.

Young people are not only excited, but also sometimes frightened by Halloween. Seek to make your party fun, not overly shocking. Parents will appreciate your thoughtfulness. ^

— *Charlie McPhee chases young spooks in New Waterford, NS; Queenie Monk is a wonderful witch from North Hatley, QC; Earl Smith organizes crafty activities in Brantford, ON.*

Halloween Safety Tips

Halloween is a time of great excitement. Here are some tips to ensure terrific memories.

- ☞ Avoid costumes with throat strings that keep capes or hats in position. These may cause choking.
- ☞ Never eat anything that has been opened.
- ☞ Every child should carry a small flashlight. Stick to well lit streets and walkways. Avoid dark alleys and laneways.
- ☞ Never cut across a busy street. Always use traffic lights or a crosswalk.
- ☞ If older youth want to go out on their own, tell them to travel in groups. Set perimeters in your neighbourhood and set a return curfew. Give each youth a telephone number to call in case of emergency, and money to make the call.
- ☞ Watch what people put into your bag.

Beware Sugar Hangovers

Children who eat too much sugar at Halloween may suffer from sugar hangovers. The symptoms include headaches, listlessness, and aches.

Help those in your groups avoid this by limiting the amount of candy they eat at your party. Think up inventive ways to include fruit and vegetables in your snacks. (What about making eatable potato heads or veggie monsters?) Also, watch out for those children with allergies.

Photo: Paul Ritchie

Come Celebrate Peace at REMEMBRANCE DAY

by Hazel Hallgren, Brian Kirk, Loretta Oates and Rick Smith

Pace. It's a popular theme with Canadian Scouting groups. Here is a grab bag mix of ideas that leaders from all over the country have shared.

Six hundred Beavers, Cubs, Scouts and leaders from the Trinity-Conception Bay area of Newfoundland gathered together and enjoyed a Peace Day program last year. Part of their activities involved making a yellow, blue, white and green peace chain. Each ribbon was 5 cm wide by 30 cm long. Children signed their names to individual chain links, then joined them all together. The chain was later presented to the Minister of Defence who then took it to Holland with him when he attended Dutch Remembrance Day ceremonies.

Much of the Peace Day emphasized bringing peace through individual action. Gathering in small groups, the Beavers, Cubs and Scouts sang "Let there Be Peace on Earth and Let it Begin with Me" (words available in many church hymn books), then discussed how to make these words true in their community.

Brainstorm with your members, and make a list. Ask each child for a least one peace-generating idea, then plan how to carry several out. Start this activity by learning the following song called, "Get Acquainted" (tune: "It's a Long Way to Tipperary").

It's a good time to get acquainted,
It's a good time to know,
Who is sitting close beside you,
And to smile and say, "Hello!"
Goodbye, chilly feeling,
Farewell glassy stare,
If we all join hands and pull together,
We'll soon be there.

Posters, Puppets, Parades, Mime
Beavers from Trinity-Conception Bay also made peace posters. Older Beavers might make puppets and or-



Photo: Paul Ritchi

Learning how to fold a flag makes an interesting six or patrol activity.

ganize a puppet show, helped by older youths. Cubs and Scouts could make a peace play or act out the words of John McCrae's poem, "In Flander's Field."

You could even make a parade and sing songs with a peace theme. Before this activity, hand out small white doves (signifying peace) and Canadian flags to each participant.

Flag Etiquette

Flags are part of Scouting tradition. We raise and lower flags, and parade with them, particularly during Scout-Guide Week. Here are some tips to make sure your members follow correct flag etiquette. (You'll find directions on how to fold a flag in the new *Patrol Leader's Handbook*.)

1. Take your flag down every night.
2. Never store a wet or damp flag. Spread it out until dry.
3. If soiled, a flag may be safely hand-washed using any domestic soap or detergent which does not contain bleach.
4. If slightly frayed or torn, a flag should be repaired at once. It could save the cost of a new flag.
5. When two or more than three flags are flown together, the Canadian flag should be on the left, as seen by spectators. Whenever three flags are flown, the Canadian flag should be in the middle.
6. When your flag is in such condition that it's no longer a fitting emblem for display, destroy it in a dignified manner.



Visit a local air base or war museum. There's lots to see and talk about after.

Photo: Paul Ritchi

Make a Poppy

Poppies are popular crafts for all ages. Make them big or small from red construction paper and green pipe cleaners. Use a brass coloured paper fastener or staple to tie all parts together. (See diagram)

Family History

Remembrance Day is a good time to explore your family history. Ask Scouting members to find out if any of their relatives served in wartime or peacekeeping missions. Can they relate any interesting stories to make the experience more real to others?

Award Winning Poem

Last year Brian Kirk, a Scout with the 1st Palgrave Troop from Bolton, ON, won 1st prize in a Royal Canadian Legion literary contest for the following poem. Why not include it in your Remembrance Day ceremony? Your Cubs or Scouts might even want to write their own poems.

Joining Hands

Peace would come
To all the land
If each child could hold
Another's hand.

And laugh and smile
And play a game
And learn to say
Each other's name.

Then none would face
The loneliness
That comes with hatred
And bitterness.

And all the world
Could finally say
That peace on earth
Is here to stay.

Traditional Ceremony

Rick Smith's colony in New Maryland, New Brunswick, likes following traditional themes and programs for Remembrance Day. Before attending a formal, outdoor community service, Beavers make poppies and Canadian flags from construction paper and pipe cleaners. Cubs and Scouts help coordinate the activity.

If your group is permitted to take part in a community Remembrance Day service, get local Scouts to make a cross. One or more could carry it, while Beavers and Cubs come behind with individual poppies to pin onto the

cross. In Rick Smith's colony, a Beaver from each tail section also follows the poppies and cross holding a candle — signifying life and hope.

Scouting groups may wish to plan their own traditional ceremonies. Make it public and large enough for all Scouting sections to attend. Beavers could contribute poppies and flags; Cubs could make large cloth flags and banners; Scouts and Venturers might wish to plan the service, sing a song, or recite a poem they penned.

Remembrance Day is a great time to stop and think how we can spread Scouting peace and brotherhood. Peace starts with one person making an effort to swim against the tide. Begin with a single idea or project, then build on it. X

— *Loretta Oates Scouts in the Trinity Conception Bay area of Newfoundland; Rick Smith lives in New Maryland, NB; Brian Kirk is a Scout from Bolton, ON; Hazel Hallgren lives in Red Deer, Alberta.*

WHERE DO YOU WEAR A POPPY?

from Greybeard

On Remembrance Day you'll see people wearing poppies all over their clothes and hats. Sometimes it presents a rather cluttered appearance with them appearing on hats, collars, shirts, ties, lapels, and pants.

Most people wear their poppy over the heart, where it signifies respect and love for those who have defended them in past wars and peacekeeping efforts. But many cadets and veterans wear poppies on their headgear, following military tradition.

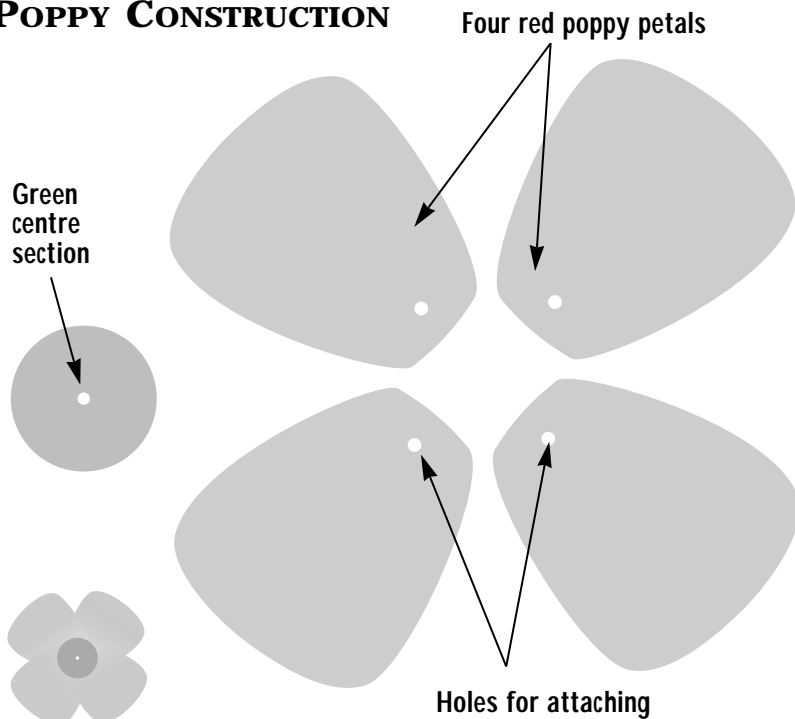
Before taking part in a Remembrance Day ceremony, members of our group decided to pick one place to pin our poppies. After some dis-

cussion, we chose to pin them on our headgear. Not only would our poppies be visible to everyone, but they would be away from probing fingers of younger members, and our group would have a neat, consistent appearance.

Where does your group wear its poppies? Discuss it as a group. Use the conversation as a jumping-off point to talk about effective ways to genuinely show appreciation for veterans and peacekeepers.

— *Greybeard is a long-time Scouter with the First Thorsby Group, AB.*

POPPY CONSTRUCTION



Juan de Fuca

MARINE TRAIL HIKE

by Debi Watts

Fresh air. Adventure. Endurance.

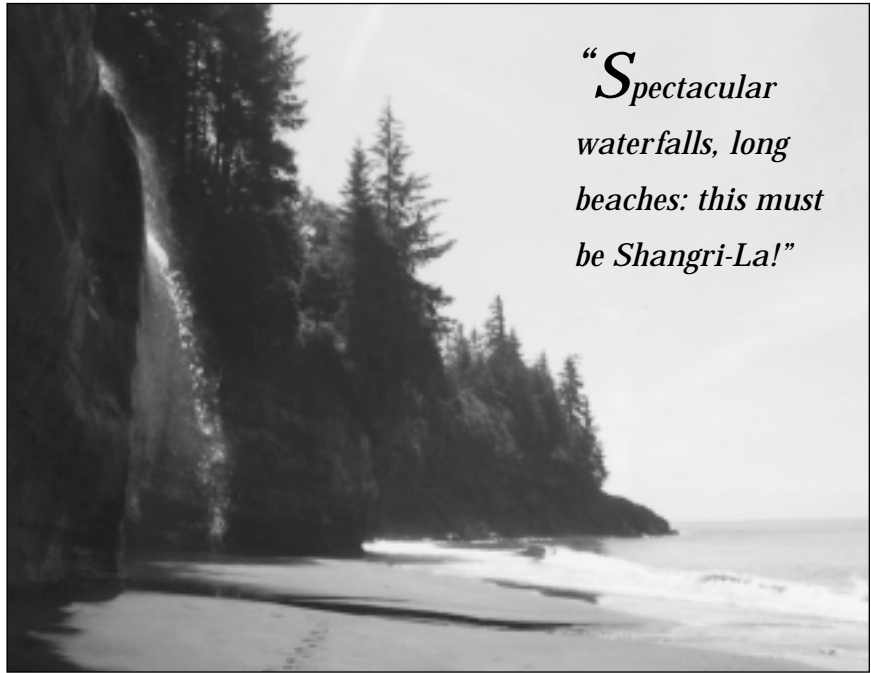
Last summer, ten members of the 8th and 11th Richmond Bogside Troops in British Columbia experienced these when we hiked the spectacular Juan de Fuca Marine Trail for one week. The trail follows Vancouver Island's west coast from Port Renfrew to China Beach, about 30 kilometres northwest of Victoria. The trip earned us the Provincial Commissioner's Adventure Award.

The Juan de Fuca Marine Trail is only about three years old, and covers 47 kilometres of coastline. Much of the trail clings to high cliffs overlooking the rocky shore, and offers spectacular views of the Strait of Juan de Fuca and the Olympic Peninsula in Washington State. Hiking through mostly second growth forest, we were faced with the task of scaling rocky ridge after ridge. The entire rolling coastline is scored by creek beds, making travel difficult.

Wilderness campsites are identified and located at intervals along the route. With three access points along its length, this trail seemed to meet our need of a challenging, yet relatively safe, adventure.

Pre-Trip Planning

Three months before our trip we held a meeting to "sell" the hiking adventure to our Scouts and their parents. Gear lists were distributed and discussed. After drawing up a list of potential participants, we made plans for several pre-trip warm-up hikes. (As many activities as possible tied into badge work.)



"Spectacular waterfalls, long beaches: this must be Shangri-La!"

On our first tune-up hike, we loaded our packs with everything but the food we would be carrying, and set out on a 10 km day hike over rolling territory. It was a real test of our ability to travel once loaded up.

A menu preparation day, shopping day and food packing day quickly followed. Three days before we left, all packs were brought to the home of one of the leaders. The contents of each pack was checked, and many things were taken out to reduce weight. Only the essentials were to be taken along. Each pack weighed between 14-18 kg. (Be sure Scouts don't carry packs weighing more than one third of their body weight.)

Other pre-trip activities involved getting as much information about the trail as possible. Topographical maps of the area were available, but the scale made it difficult to get a real feel for the degree of difficulty we would encounter. Our maps also didn't show how muddy the route would be, but we spoke to others who had hiked the trail and knew what to expect. This research saved our trip.

How?

Every day we had to hike in mud up to our knees. At one point, a member sunk into a mud puddle up to her hips! It took three others to pull her free. We were prepared for "excitement" like this just because we had stressed pre-trip planning.

Mudmania on the Trail

Humility and exhaustion. These are what all of us felt after our first day on the trail. Even with all of our preparation and research we were unprepared for the physical difficulties facing us.

Despite pre-trip training hikes, the loaded packs seemed to grow incredibly heavy on our shoulders as the day wore on. This was hard as we scaled steep hills, slipped over rocks and balanced precariously as we crossed muddy sections of the trail. Six hours and seven kilometres later we arrived at our Payzant Creek campsite. Here, a large fresh bear paw print greeted us! Our muscles were aching; we didn't want to do anything else but collapse into our sleeping bags and sleep, but we forced ourselves to search the area for the bear (a safety measure),

Photos: 8th and 11th Richmond Bogside Troop

then make a wholesome supper, clean up the site, and hang our food in a tree before turning in.

Adventure Means Work

More mud blocked our path next day, but after a 14 km hike we reached Sombrio Beach. As the tide was just coming in, we had to move quickly to cross an area of beach to reach a suitable camping spot. Scrambling over rocks, we reached a beautiful high-water site. Here, we “crashed” for three days spending the time beachcombing, swimming, hiking and just enjoying the spectacular scenery.

The next portion of our trail (between Sombrio and Mystic Beaches) was very difficult. Once more, we were expecting many mud barriers, elevation changes, and slick rocks. After a troop meeting, we agreed *not* to continue with our original plans, but to take a shortcut around the most dangerous section of the trail. The first part of the hike had pushed us to our limit. We were on the hike to enjoy ourselves, not to make some silly (and dangerous) macho statement. This turned out to be a very wise decision.

Our troop spent the last days of the hike at Mystic Beach. The beach is

smooth and sandy, but offered only a thin sliver of area to pitch our tents. For safety, we kept a close eye on the tide during the night, and worked out an escape route in case the water came in too far. Camping here under a full moon and clear sky was an experience to warm any camper's heart. A nearby waterfall offered plenty of cool water. Shangri-La!

Valuable Lessons

We learned plenty during this trip, including these pearls of wisdom:

- Carry as little personal gear as possible.
- Don't take pancakes. The mixture weighs too much and takes too long to cook.
- Prepare oatmeal for breakfast. It's quick to make and light to carry.
- Take plenty of pasta and dried sauces.
- Carry lots of dehydrated hamburger.
- Take an accurate topographical map. Its scale should be 1:50,000 to show details.
- Use tarps instead of tents. If you think you'll be bothered by mosquitoes or other bugs, you might have to bring tents.

- Plan many preparation hikes. These will help identify faulty equipment, and areas you need to improve.
- Elect a patrol leader and assistant patrol leader before the hike, and make out a duty roster.
- Ensure that members are not only committed to the trip, but want to go along *and* carry their fair share.

There's nothing like an outdoor hike lasting several days to knit your patrol or troop together. It can be the catalyst to make everyone work as a team. Start planning a late fall trip today. X

— *Debi Watts is a Scouter with the 11th Richmond Bogside Troop, BC.*

Tips for Planning Your Outdoor Adventure

If you're looking for tips to help your next outdoor hike or camping trip turn out wonderful, watch for the soon-to-be-published *Fieldbook for Canadian Scouting*. This completely re-written and improved book is packed full of ideas, hints, tips and advice from world experts. Don't miss it.

Time to Raise Your “Squeak Factor”

Or... *the Squeaky Voice Gets the Air*

by John Rietveld

National Communications Service distributed a 30-second public service announcement (PSA) across Canada this fall. It was produced in both official languages: one for radio and one for television. These PSAs are designed to raise public awareness of Scouting, and indirectly support local recruitment efforts. Each spot includes the 1-888-ScoutsNow toll-free number.

In past years we asked stations to mail back a postcard indicating how often they aired our PSAs. Recently we began a phone poll which told us that over 60 percent of stations ran our material. Some stations take the time to send affidavits — dummy invoices which report how often, and at what time, the spots were run. (We've had some great affidavits in the past year.) Many stations air our PSAs hundreds of times each year, while others run them on a rotational basis with PSAs from other charities. These placements are *worth thousands of dollars* if we had to pay regular advertising rates.

Often or Rare?

When was the last time you heard or saw a Scouting PSA?

We strive to produce high quality materials and distribute them in a format that meets the needs of both individual stations and our members. But, despite our best efforts many stations don't use Scouting announcements in a productive way.

The number of times I've actually seen or heard a Scouting PSA is rare. When I glance over affidavits received

in response to our Scoutrees radio PSA, it's disconcerting to see that many radio stations play our PSAs in poor time slots. A popular Western Canada radio station reported running our spot 26 times at no charge. That sounds great, but two-thirds of the spots aired between 1:30 a.m. and 4:41 a.m. — not exactly prime time for recruiting adults or youth. A few spots

must air the spots. PSAs run when a station hasn't sold any advertising time, or late at night when the number of listeners is low and thus advertisers don't want to waste their money on ads.

More Valuable PSAs

What are *we* doing, and what can *you* do to get Scouting PSAs more prime air time?

When a station reports using our material, we write a thank you letter to the station manager. This is good PR. It helps keep our spots on the station's PSA rotation. We also send the nearest regional Scout office a copy of the affidavit so staff know about the publicity. We encourage those at the regional level to also write, or better yet make a courtesy call, to the station to say thanks.

Of 'Chorus' You Can Add Your Voice

Scouting isn't the only organization asking for air time. You've probably heard PSAs from the Girl Guides, the United Way, Big Brothers and Big Sisters, and many others. Station managers know that each of these organizations deserves their support. However, remember the old adage, "the squeaky wheel gets the oil." It's well known because it's true.

Yes, the National Office does write to stations, and Scouters in regional offices often call stations to say thanks, but why don't you add your voice to the chorus?

Next time you hear a Scouting PSA — no matter when it airs — call the station and say thanks. It only takes a moment. Ask for the PSA manager or the station manager.

If Scouting members say thanks more often, our PSAs will air more frequently and in better time slots. Recruiting will then become easier. Perfect!^

**“Come on!
Let's wave our flag and
sing Scouting's praises
more effectively.”**



were aired at 10:30 a.m. or 9:40 p.m., but those were the exception.

Can you blame the stations for these time slots?

Not at all. After all, media make money from advertising, and PSAs are "revenue neutral." They don't really cost anything to run, but then they don't make any money for the stations either. Unlike radio stations which run PSAs as a community service, television stations must air some in their daily programming schedule as a condition of licensing. But the CRTC (the federal agency that regulates television), does not specify when stations

Lightning:

Nature's Sound and Light Show

by Ross Francis

Have you ever been lucky enough to watch a thunderstorm build up and move down a river valley? I've seen this amazing "sound and light show" twice. During both events I was camped near the water's edge with some friends as the storms unleashed brilliant flashes of lightning, and bounced huge raindrops off the river's surface.

Our well protected site offered an excellent view up the river valley. Without the glare of city lights and the rumble of traffic and urban sounds, everything was perfectly clear. We watched as the cumulonimbus clouds (thunderheads or thunder clouds) formed and blackened the sky. Next, we could see the lightning illuminate the river valley, followed closely by the rumble of thunder. As the storm drew closer we could see the streak of raindrops backlit by lightning. The rush of the wind and rain raced through the trees as the storm pushed towards us.

We were fortunate. On both occasions we had plenty of warning. We had time to gather up gear, tie down canoes and tents, and put on our rain gear. When the spectacular "show" started, we were gathered under a tarp, ready to enjoy it.

Thunder and lightning storms are not always so enjoyable. Each year they start thousands of fires, damage property, and kill people.

Lightning

Scientists still don't fully understand lightning. They do know that a massive release of energy travels from:

- One cloud to another
- One cloud into the air
- Within one cloud
- One cloud to the ground, or vice versa.



"Time to head into shore. That thunderstorm is approaching."

Scientists also know that lightning is caused when negatively and positively charged regions form within a cloud. But they don't know how these regions are created.

We're Positive About This

Here's something fascinating. Did you know that the negatively charged bottom of a cloud causes the ground below to become positively charged? As clouds move, the positively charged area on the ground follows!

Opposites attract. The cloud releases its energy in the form of lightning, and the show begins. As the positive area moves along the ground following the cloud, positive regions form at the top of tall objects (e.g. trees and buildings). These are closer to the cloud than smaller objects at ground level so they actually work like magnets, and attract lightning.

When lightning is released, it heats the air around it instantly to

temperatures that sometimes exceed 30,000°C! It also generates an electrical charge of up to 100 million volts! When lightning strikes a tree, in some cases, it may generate enough heat within the tree to produce steam. The pressure from the steam build-up may be sufficient actually to blow the tree apart!

Lightning bolts may be as long as several kilometres and travel at over 100,000 kilometres per second. These flashes of light only last 1/1000th of a second.

Thunder

What is thunder and where does it come from?

Thunder results from lightning's massive energy release. Thunder is the sound produced when lightning heats up air molecules and produces an explosive expansion of air.

When a storm is near, thunder sounds like a sharp crack. Distant thunder produces a rumbling or growling sound. Because light travels much faster than sound (about one million times faster!) we see the lightning first, then have to wait several seconds before hearing the thunder.

How can you estimate the distance between you and the lightning?

It's easy. Just count the number of seconds between the lightning flash and the sound of the thunder. Divide this number by three, and you will calculate how far away the lightning is. (E.g. If you see the lightning and then hear the thunder six seconds later, the lightning is two kilometres away.) Three is the magic number because sound travels about one-third of a kilometre per second.

Be careful! Just because you estimate that a storm is a couple of kilometres away doesn't mean you're out of its range. Some lightning bolts are several kilometres long!

Safety Rules

Before heading out on a trip, check the weather forecast and keep an eye on the sky.

Photos: Paul Ritchie

If a thunderstorm develops, find shelter inside a home, building or an all-metal car. Stay inside this shelter until the storm passes. If buildings and cars are not available, seek shelter in a low area under a thick growth of small trees. If you're caught in an open area, go to a low place, such as a dry ravine or valley. Crouch down. Don't lie on the ground.

Avoid gullies and depressions with water flowing through them, hilltops, tall trees, telephone poles and anything else that stands higher than the surrounding landscape. Stay away from caves and overhangs unless they're clearly dry and roomy. These usually form part of a system of cracks, which provide a good path for ground currents.

If you're in a group, spread out several metres apart. If you're on the water, seek shelter on shore quickly.

If you're caught in a fairly open area, the safest place may be at the outer edge of the "Safety Shadow" created by a potential target (e.g. tall tree). This means that you should be far enough away to avoid a direct strike and ground currents, yet not far enough away to become a target yourself. Imagine a right angle triangle with you at the bottom outside point, and the sheltering object as the other two points. (See diagram) Your distance from the base of the potential target should be approximately one half of the height of the object. It's best if the potential target is 5-10 times your height. Crouch down with your hands on your knees. If you have your pack with you, use your rolled up sleeping bag and mattress for insulation between you and the ground.



First Aid

Someone who has been struck by lightning receives a severe electrical shock and may also be burned. Once the strike has ended, it's safe to touch the person — no residual electrical charge will be present.

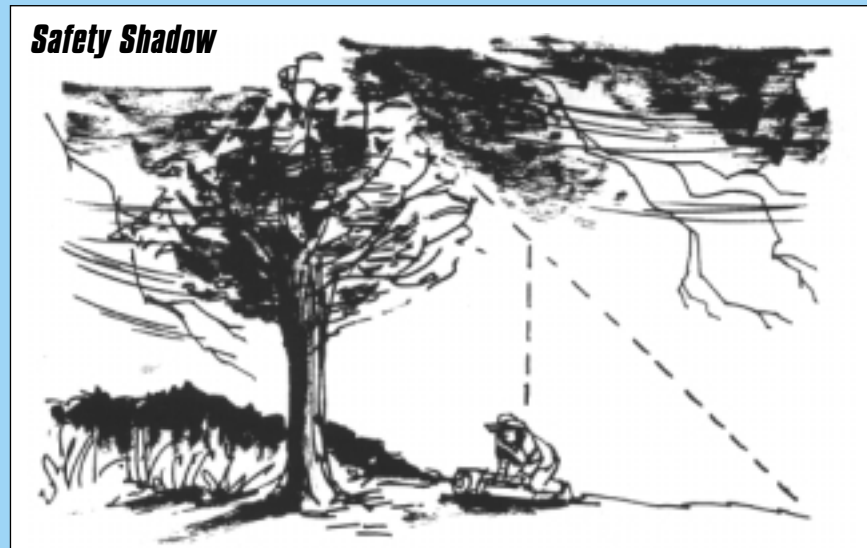
Prompt action may revive someone who appears to be dead after a light-

ning strike. If the person is not breathing, begin mouth-to-mouth resuscitation. Do this once every five seconds, and continue until medical help arrives.

If the victim has no pulse or is not breathing, begin CPR (Cardiopulmonary Resuscitation). Only a properly trained person should administer CPR.

If a person has been hit, but appears only to have suffered slight or no ill affects, the victim should still be checked. Look for burns, particularly fingers and toes or anywhere metal objects have been close to the skin. Watch for symptoms of shock, and treat appropriately. Stay with the person and get him to medical help for assessment.

Most thunder and lightning, sound and light shows are pleasant and memorable. Very few hurt people. When you see dark clouds approaching, take the necessary safety measures, then sit back and enjoy the excitement! ^





Book Talk

by Dave Jenkinson



Do you find it hard to express in age-appropriate words your section's Promise dealing with "loving God"?

All God's Children: A Book of Prayers is a collection of 22 prayers that would be especially appropriate for Beaver colonies and perhaps Cub packs. Some prayers are well-known; others are new. Anonymous — that best known of all authors — has penned some of these prayers and poems, while others have been created by children's writers such as Myra Cohen Livingston and Madeleine L'Engle. Since each short prayer appears on a single page with a facing picture, the book could be shared in the intimate setting of a lodge or six. Alternately, various youth mem-

bers could read aloud a different prayer at each meeting over a number of months. (Be certain to give your "reader" opportunities to practise in advance.) In most instances, because the poems/prayers are not obviously connected to a particular religious faith, the book's contents can be used in mixed-faith sections.

For Cubs and beginning Scouts, Linda White's *Sleeping in A Sack: Camping Activities for Kids* is a wonderfully enticing introduction to the fun of short-term camping. From selecting personal gear to choosing a campsite and planning menus, the book provides adequate practical information, while whetting appetites for sleeping under the stars. The book even goes beyond the necessities of living in the woods to include suggestions for games, nature and campfire activities. In your next newsletter to parents, suggest that they include *Sleeping in A Sack* as a gift for their son's or daughter's next birthday! **(Cubs: Camping Badge 2,3,4,5; Cooking Badge 2,8,9,10,12)**

While Mother's Day is past for this year, it's not too early to start thinking about next year. Perhaps your Cubs could present Mom with a candle they've made using the ideas from Judy Sadler's *Making Candles*. Basically, Sadler presents two types of candles: those constructed from sheets of beeswax, and those made from melted bars of candle wax where the candle is the result of either pouring or dipping. Step-by-step instructions are accompanied by coloured illustrations and a photograph of the finished candle. Because the book presents more than a dozen candle ideas at various levels of difficulty, *Making Candles* should offer something for every Cub in your pack. **(Cubs: Handicraft Badge 5)**

According to tradition, children are expected to make breakfast on Mother's and Father's Day. If you want a different tradition, Cubs could supply the day's desserts using recipes found in Marilyn Linton's *Just Desserts*. Actually the book goes beyond that "sweet"

course to include various drinks and other food ideas such as "fruit soup," snacks like "nutty popcorn," and muffins and breads. To practise, leaders could take sixes to their homes and try out the recipes. Each recipe lists both ingredients and utensils, and the appropriate mixing steps. The book provides directions for those using either a microwave or traditional oven. **(Cubs: Cooking Badge 8; Family Helper Badge 1,2)**

Part of a series of craft books which reuse items from around the home, *Look What You Can Make with Boxes* offers 90 craft ideas. Though these projects best fit the Cub program, Beaver leaders should skim through the book's contents to see what could be adapted for their program. Each craft idea is accompanied by a list of materials plus clear directions and a photo of the finished product. Empty cereal and detergent boxes can be turned into such things as "Marble Mazes," "Puppet Theatres," "Piggy Banks" and "Book Ends." As part of a Carnival Night for a Beaver colony, Cubs could create various "Box Games" and run relay games in which the Beavers must wear various "Wacky Feet." **(Cubs: Tawny Star A2, A6, B4; Recycling Badge B1, B5; Entertainer Badge 1; Handicraft Badge 1, 2, 3, 7)**

Look through some interesting books this fall. It will make your program planning much easier. ^

Book Details

L. B. Hopkins (comp.), *All God's Children: A Book of Prayers*, Harcourt, Brace, 1998: \$21.

M. Linton, *Just Desserts and Other Treats for Kids to Make*, Kids Can, 1998: \$5.95.

Judy Ann Sadler, *Making Candles*, Kids Can, 1998: \$5.95.

L. Siamades, *Look What You Can Make with Boxes*, Boyds Mills (Distributed in Canada by McClelland & Stewart), 1998: \$7.99.

L. White, *Sleeping in A Sack: Camping Activities for Kids*, Gibbs-Smith (Distributed in Canada by McGraw-Hill Ryerson), 1998: \$14.95.

Jam-des-Neiges

Come to our snow jamboree! by Bob Sagers

Looking for something completely different? How about a 10-day activity that offers challenge, excitement and an experience that you and your senior Scouts or Venturers will never forget?

Thousands of Scouting youth from around the world are planning to attend Quebec City's Jam-des-Neiges in just over one year — December 27, 1999 to January 5, 2000.

This is the only way to ring in the new millennium!

When the clock strikes midnight on December 31, 1999, picture yourself with 10,000 other Scouting youths camping on the Plains of Abraham! We'll all be celebrating the arrival of the new millennium. It's going to be spectacularly exciting!

Why Attend?

Be there for Jam-des-Neiges' uniqueness, audacity, promise and challenge. Here are other reasons:

- ✓ Make history by being part of the first-ever international jamboree to be held in the snow.
- ✓ Showcase Scouting as a vibrant, relevant and progressive Movement.
- ✓ Celebrate our heritage, revel in our present diversity, and help leave a legacy for future generations.
- ✓ Rekindle B.-P.'s spirit in each of us.
- ✓ Re-energize everyone to reach out and help more young people through Scouting.
- ✓ Discover the fun and beauty of winter camping, and learn the skills needed to meet nature's challenges.

Who Can Attend?

All registered members of national associations of the World Organization of the Scouting Movement or World Association of Girl Guides and Girl Scouts may attend Jam-des-Neiges, as long as they are between 14-18 years of age as of January 1, 2000. Their leaders are also invited. Rovers and Scouters can also attend as Offers of Service.

Like a National Jamboree

Expect the same facilities as a regular national or international jamboree, but with many "extras" to account for the cold weather.

Personal equipment and winter clothing will be available for purchase/rental by international units. Food will be supplied and served cafeteria style under canvas.

Tenting will be provided for all participants (20 people per tent in 3.5 m x 10 m heated tents). Off-site accommodations, if required, will be available for Offers of Service and emergency contingencies.

10 Awesome Days of Festivities

More than 50 young people have developed a varied, meaningful and exciting program that includes cultural, sporting, social and spiritual activities. It will include on- and off-site program activities, sub-camp events and special ceremonies. Here's a quick glimpse of what to expect:

- Lightweight winter camping
- Visits to historical sites and museums around Quebec City
- Scouting Olympics
- Special performance by Cirque de Soleil
- World village exhibit and area for contingents to showcase native music/dances
- IMAX
- Winter sports (snowshoeing, cross-country and downhill skiing, skating, curling, dog sled racing, broom-ball, hockey, snowboarding, tobogganing, snowrafting, canoe-ice races, etc.)
- Indoor sports (aerobic workouts, handball, racquetball, squash, basketball, volleyball, swimming, and more).



*"Snow, skiing and campfires.
What a terrific jamboree!"*

How Much?

The registration fee is CA\$450, but discounts apply for early registrations (\$50.00 discount if you register *before* October 31, 1998, \$25.00 if you register between November 1 and December 31, 1998).

This fee is all-inclusive. It covers heated tenting, meals, snacks, program, transportation, and "giveaways" (jamboree jacket, tuque, neckerchief and crest). Groups may pay in increments to help ease the financial burden.

Offers of Service from Quebec will not have to pay the registration fee; those from outside the province will only have to pay 50 percent.

How to Get Involved?

Provincial Scouting offices have promotional materials, including a video. For the latest information, check out the Jam-des-Neiges web site: <http://www.jamneiges.org>.

See you there! \

—Bob Sagers is a former president of the Quebec Provincial Council.

Photos: Paul Ritchie



Scouting Is...

You Could Win One of
45
Prizes

The Leader is pleased to announce our sixth photo contest. The theme: Scouting Is...!

Send us your best Scouting pictures. All members (youth and adults) may enter as many photographs as they wish.

What does Scouting mean to you? Is it fun? Does it mean exploring Canada's great outdoors? Is it games and crafts? Is it unexpected thrills?

Does Scouting bring images to your mind of good friends gathered around a campfire sipping hot chocolate? Tell us... through pictures.

"How do I enter?" you ask?

It's simple. Read the contest rules. Pick out your best shots. Label each with your name and address, as well as a brief description of the photo. Mail your entries to **the Leader** no later than *January 29, 1999*. Winners will be announced in a late spring issue.

Even if you don't win, you might find your photo illustrating a future **Leader** article on Beaverees, sleepovers, magic shows, detective theme nights, or pirate camps.

Share, share, share your photos!

Help us celebrate the fun, adventure and spirit of Scouting. Send us your outstanding photos now.

Shoot for these
Great Prizes!

First Prize

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

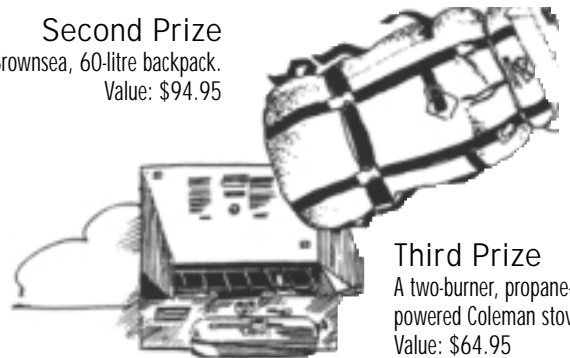
Value: \$160.00



Second Prize

A spacious Brownsea, 60-litre backpack.

Value: \$94.95

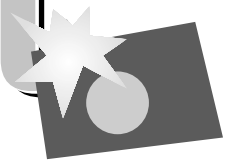


Third Prize

A two-burner, propane-powered Coleman stove.

Value: \$64.95

Photo Contest



Scouting Is... Photo Contest Rules

1. All Scouts Canada members may submit photographs. Judges will award only one prize per person.
2. **The Leader** will keep all entries submitted. Some may be added to our photo files and appear in future issues of the magazine. Photographers of all published photos will receive appropriate credit. Those wanting photos returned should include a stamped, self-addressed envelope with their submission.
3. Judges will award **one** first prize, **one** second prize, **one** third prize, **ten** fourth prizes, **twenty** fifth prizes and **fifteen** honourable mentions. Judges' decisions are final.
4. Photo subjects must be dressed in either proper and correct uniform, or appropriate activity wear. Judges will also look for safety equipment (e.g. lifejackets, helmets) and clothing suited to the activity shown.

5. The contest accepts black and white or colour prints, or slides.
6. On the back of each print write the photographer's name and address, as well as a brief description of the photograph. This should include the group name and location. For slides, include this information on an accompanying piece of paper.
7. **The contest closes on January 29, 1999.** All entries must be postmarked by this date. Mail entries to: *Leader Photo Contest, Box 5112, Stn LCD-Merivale, Ottawa, ON, K2C 3H4.*
8. **The Leader** assumes no responsibility for lost or damaged submissions. Please package entries carefully. When your photos arrive, **the Leader** will send you a letter verifying receipt. X

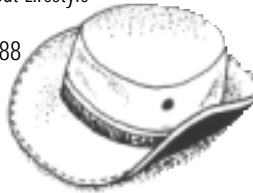
Fourth Prizes

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



Fifth Prizes

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



Honourable Mentions

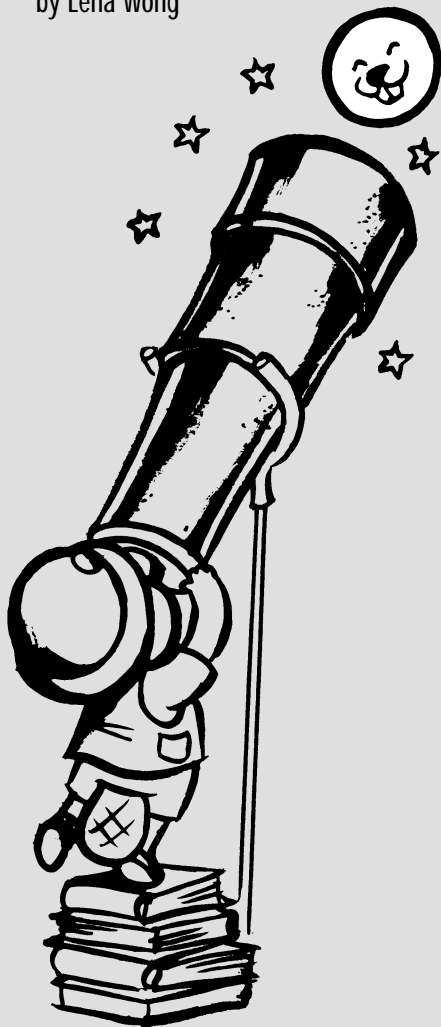
Fifteen Scouts Canada winter tuques.
Value: \$8.95

Picture Taking Tips

1. Avoid stiff, posed pictures.
2. *Get as close to your subjects as possible.*
Fill the frame with faces.
3. Keep the background uncluttered.
4. Action photos of youth doing things (outdoor activities, crafts, games) are always excellent.

Fun at the Pond

by Lena Wong



Fall is in the air again.

Besides Halloween and Thanksgiving activities, October offers many opportunities to explore our natural world. Though we often “look down” at nature, try looking UP in the night sky.

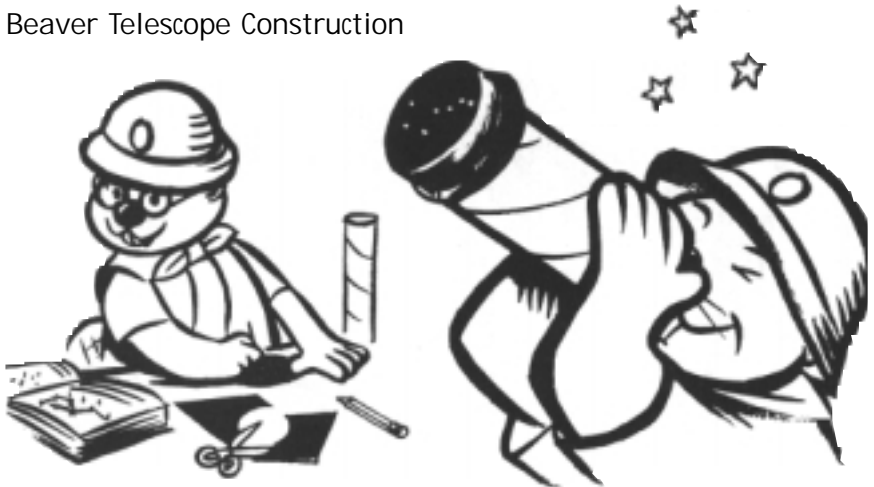
STAR-STRUCK

Clear, cool October nights are perfect for star-gazing. Earlier this year, Parkvale Area Beavers (Ottawa) invited me to an astronomy evening featuring guest speaker, Brian McCulloch, of “Astronomy Programs for Everyone.” The Beavers really enjoyed learning about stars and constellations. They even were able to inspect the night sky through telescopes.

During the evening, the Beavers made ‘telescopes’ with constellations built right into them. Here’s how to make yours. Each child needs a toilet paper tube, a piece of construction paper, and a rubber band. Your group also needs access to a constellation chart.

Draw a circle on the construction paper about 5 cm in diameter *wider* than the toilet paper tube. (Use the tube as a guide.) Cut out the paper circle and place it on a piece of corrugated cardboard. Using a pin, punch holes in the construction paper to resemble a star constellation (e.g. Big Dipper). Place the construction paper (with the punched constellation) over the end of the cardboard tube and attach firmly with the rubber band. To

Beaver Telescope Construction



see the constellation, Beavers just have to hold the tube up to the light.

ASTRONOMY MURAL

Part of your star theme might involve making an astronomy mural. For this, you need a long piece of paper — preferably dark blue or black — or several sheets of bristol board taped together. Cut out star shapes in different sizes (or buy packages of star stickers). Using a constellation chart, assign a star formation to each lodge in your colony. Beavers and leaders should work as teams on their constellations, placing them on the mural. Draw or paint stars and moons on the rest of the mural. Drop in space stations and shuttles for extra interest. Fun, not accuracy, is the point of this activity.

If you have access to a telescope, bring it to the meeting and set up an outdoors star-gazing station. Ask a knowledgeable parent to point out constellations. Your Scout Shop sells a selection of excellent astronomy resources, *Peterson’s First Guide to Astronomy* and the *Luminous Star Finder*.

ASTRONOMY JUMPSTART

An astronomy meeting is a perfect way to launch an outer space theme program. Check out the JUMPSTART space theme package available in Scout Shops. Here are several ideas from it.

Space Flight

Divide the colony into lodges and assign each lodge a space name: satellite, meteorite, space shuttle, two stage rocket, etc. Lodges form small circles to practise the appropriate sounds and movements for their names. (For example, satellites circle

the room making a “Beep, Beep” sound; meteorites swoop around calling out, “Swoosh, Swoosh.”) When players know the sounds and movements they’re supposed to make, form the colony into one large circle. As you call out each space name, the players ‘fly’ around the circle imitating the space body they represent. At the call “Space train!”, Beavers turn left, grab the waist of the person in front, and run around the circle together. At the end of the game, call out “Touchdown!” This is a signal for everyone to collapse. An interesting space story might fit here nicely.

ASTRONAUT TRAINING

Explain to the Beavers that astronauts need to be really fit before going into space. They also must practise manual dexterity using bare hands and heavy space gloves.

Balance Training

Beavers walk along a narrow plank placed on the floor putting one foot directly in front of the other.

Speed Training

Measure off a distance across the meeting room (or an outside area). Beavers run as far and as fast as they can across the area within a set time. Build excitement by establishing a “colony speed record”; just add up all the individual times taken to complete the run.

Manual Dexterity Training

Each Beaver needs several marbles and a small box. Children must pick up their marbles as quickly as possible (one at a time) and drop them into the box. Time them for more excitement. Do this exercise a second time, but with Beavers wearing gloves. Compare the times with and without gloves.

Sight Deprivation

Blindfold your Beavers and form them into a single line, each player holding the shoulder of a person in front. A Scouter leads the line through an obstacle course going around, through, over and under various items on the way.



HALLOWEEN

No October would be complete without celebrating Halloween; dressing up naturally generates the fun. While masks that restrict vision may not be safe for door-to-door use, they are fun for inside parties. Here are several your Beavers will love making. Remind them never to wear masks outside that limit their vision.

Beavers can make a really simple bearded face mask from one side of a brown grocery bag. Cut the side off the grocery bag and fold it in half lengthwise. Measure and cut the holes for the eyes. (Leaders will have to help their Beavers.) Draw half a nose and half a mouth. With the paper still folded, cut out the mouth and along the length of the nose so it remains a flap. Open up the mask and form the beard by cutting strips from the bottom to just below the mouth. Curl the strips by holding each in one hand and running the handle of a spoon down and away from yourself with the other hand. Colour or decorate the face. Punch holes on the sides near the top, and thread elastic or string through them so the mask can be tied around the head.

To make a paper plate mask, each Beaver needs a large paper plate and strips of coloured construction paper. Draw a face on the mask and cut out eye holes. Cut a flap for the nose similar to the bearded mask. Use strips of construction paper as the



hair or beard. Glue it on. Encourage your Beavers to make their masks as fearsome or colourful as possible for maximum impact.

Complete the masks either by gluing them to sturdy sticks or by threading elastic or string through holes at the sides for tying. Stick masks are safest if Beavers want to use them on the street.

Enjoy October. It’s a great month that offers many exciting themes. ^

Goodbye

This is the last *Fun at the Pond* column I will be writing on a regular basis. After nine years it’s time for someone else to take over and suggest fresh ideas and activities for Beavers. I’ve thoroughly enjoyed writing *Fun at the Pond*, and I hope you have found the activities helpful.

Have fun, and enjoy your Beavers and the fellowship of other leaders.

Want to Hear a Beaver Success Story?

by Ross Francis

Is it too hard keeping third-year Beavers interested?

No way! That's what leaders from the 1st United Beaver Colony in Bathurst, New Brunswick say. Their colony:

- Has a leadership team with over 80 years service
- Never repeats programs
- Uses the tail levels
- Provides lots of fun, outdoor challenges.

The colony also enjoys a tremendous retention record. In the past 24 years it has lost only *one* third-year Beaver.

Not So Secret Formula

What makes this group so incredibly successful?

"If you follow the program as it was designed, your success is almost guaranteed." That's what Helen Knowles (APC, Beavers for NB and former leader of this group), Mae Branch (an original Beaver leader still involved), and Lela Branch (another original leader) say about their high achievements.

Beyond this simple advice, they highlight communication, leaders and program as important elements.

Communication

The 1st United Beaver Colony maintains excellent communication with parents. This begins at registration time. Leaders send a note to all parents and invite them to attend the first meeting. It makes an excellent opportunity to (a) meet the leaders, (b) find out what Beavers is all about, and (c) learn what is expected of them.



Photo: Allen Macatney

On registration night each parent fills out a form indicating personal interests, hobbies, etc., and what they are willing to do to help the colony. Then the leaders and the group committee create opportunities for parents to get involved doing the activities they enjoy most. Rarely is this a problem; when parents see how much fun their children are having, they naturally want to join in and offer their services.

How would you like to have *that* as a problem? A fun program and well-informed parents help build Beaver and adult enthusiasm. Notes and phone calls all contribute to making contented parents.

No Leadership Problems

Finding leaders has never been a problem.

The 1st United Beaver Colony has seven regular Scouters. In addition, parents are always willing to help out when required; several adult "keeners" are usually always on the sidelines waiting to join.

And the training? All leaders have completed Woodbadge Part 1 and some have finished their Part 2s, as well as various other courses. Several leaders have helped as trainers on

numerous Woodbadge courses, and regional Scouting events.

As a team, colony Scouters work together extremely well. They meet throughout the year to plan the next few months' program, and divide the work evenly among them by assigning different responsibilities and tasks to each member. When the meeting is finished they have their program planned, and each person knows exactly what responsibilities they will have over the next few months.

Each year the colony selects a Keeo, and includes the youth as a full member of the leadership team. Colony Scouters take special care when selecting this Cub, and clearly outline his or her responsibilities so all leaders understand the expectations.

Adults leaders who have stuck with the program year after year naturally have great experience, knowledge, skill and enthusiasm. They have provided continuity. Their presence has created a comfortable atmosphere that encourages new leaders to join.

Leaders take turns attending group committee meetings. Everyone works hard to maintain happy relations with the group committee and sponsor.

No Re-Run Programs

1st United Beaver Colony leaders are constantly on the lookout for new program ideas and events. They know Beavers are always thirsting for more adventure. Recently, adult leaders found information on the Internet about Jamboree On The Trail (JOTT). "Sounds like a great idea," everyone agreed, so the colony participated in it, and twinned with another Beaver colony from Nova Scotia.

When leaders are preparing their programs, they follow one cardinal rule: never repeat any previous programs.

"It's okay to use the same theme," says Mae Branch, "but change the program. For example, if the theme is Transportation you could do something with trains one year and planes the next year." This simple rule works well and keeps everyone interested.

Also, when planning programs take special care to include each program element, as outlined in *The Beaver Leader's Handbook*.

Get your Beavers outside as much as possible. That's important! In spring, Beavers are especially restless and excited to get back outside into the fresh, clear air.

The group also provides lots of opportunities for family involvement. Invite families to participate during investiture and other special events and outings.

Special Hints

Here are some hints to make your program more vital and exciting.

- Ask the Beavers what they would like to do, and encourage them to participate in the planning.
- Use the tail levels to allow the Beavers to participate in age-appropriate activities. When the younger Beavers see older children doing more advanced activities, it gives them something to anticipate.
- Choose one White Tail each week to help with the gathering exercise. Give this child opportunities to help (e.g. collecting dues, wood chips, stamping attendance charts, etc.). Throughout the year, give "senior" (third-year) Beavers lots of opportunities to help the leaders, and especially younger Beavers. This builds up their confidence and self-esteem, and provides a positive role model for younger youth.
- Introduce White Tails to the Cub pack, and help them attend a meet-

ing or outing to keep their interest high.

- Provide other linking opportunities that will make Beavers look forward to Cubs.

Now Eye See!

Special program activities especially excite Beavers. One neat event that generated considerable energy involved collecting eye glasses for Third World countries. Beavers made several colourful boxes for their church and asked people from around the community to drop off used glasses. Then, colony members picked them up regularly and wrapped them for shipping. One particularly excited Beaver raced home after a packaging meeting and asked his mother to take off her glasses so he could send them to someone in need!

Simple Rules

This New Brunswick colony is so successful because it follows some simple rules.

1. Stick to the Beaver program as laid out in *The Beaver Leader's Handbook*.
2. Use the tail levels.
3. Consult with and involve the Beavers when planning the program.
4. Recruit trained, enthusiastic leaders.
5. Don't repeat the program.
6. Communicate with and involve parents and families when possible.

Who Says It's Rocket Science?

Planning and delivering a successful program is not complex. It just requires enthusiastic leaders willing to take a few minutes to find out what interests their youth members, then match those interests to the Scouting program.

Does your group have its own "success story"? We'd like to hear about it and perhaps feature it in a future **Leader Magazine** article. Simply write, phone, fax or e-mail me, Ross Francis, at: Scouts Canada, 1345 Baseline Road, P.O. Box 5151, Station LCD-Merivale, Ottawa, ON, K2C 3G7. Phone: (613) 224-5131; fax: (613) 224-3571; e-mail: rfrancis@scouts.ca.

Congratulations to the 1st United Beaver Colony and its leaders: Mae Branch, Lela Branch, Gary Branch, Fannie Lindsay, Ted Shannon, Ashley Jagoe and Boyd Jagoe! \

Let The Jungle Into Your Pack!

by Ross Francis

“For the strength of the pack is the wolf, and the strength of the wolf is the pack.”

—KIPLING, *THE JUNGLE BOOK*

The entire Wolf Cub program is carefully wrapped in a jungle theme for good reason. Let's explore these reasons, play some new games, sing some songs, and learn more about Mowgli's adventures. New Cubs and leaders will find these ideas especially helpful.

A mysterious, adventuresome and dramatic atmosphere captivates Cubs. B.-P. knew this. Taking Kipling's *The Jungle Book* (the story of Mowgli and the wolves) as the theme and rallying point for his Cub program was one of B.-P.'s wisest decisions. Animal members of a wolf pack make great role models for Cubs: they are playful, loyal to their leader and each other, cooperative, protective and patient teachers of young wolves, able to work together

to gain success in the “hunt” and willing to share the feast afterward.

The Cub Book outlines Mowgli's acceptance into the pack, but to catch the flavour of the story you'll have to go to *The Jungle Book* and *The Wolf Cub's Handbook*. You'll find these, as well as JUMPSTART packages and other program materials, at your local Scout Shop.

Using the Jungle Theme

Use the jungle theme in your pack to accomplish a number of things:

- Wolves and other animals in the stories provide super examples to help deepen your Cubs' understanding of the Law of the wolf pack.
- Cub ceremonies take on a new meaning when they are conducted “jungle style.”
- The jungle theme provides a reason to learn about real wolves and their place in Canada's ecology. Youth and adults may be surprised to find out how different they are from the legendary “big bad wolf.”
- Best of all, the jungle is *fun!*

Jungle Names: A Primer

Cub leaders usually choose the names of one of three main *Jungle Book* characters: Akela, Baloo, and Bagheera. Akela (pronounced Ah-Kay'-lah) is the pack leader. Strong and silent, Akela maintains the Law and stands on Council Rock, surrounded by pack members who greet him with a howl. Baloo (Bah-loo') is a stout, dignified brown bear. He's a bit pompous. Baloo teaches the Law to young wolves. Bagheera (Bak-ghee'-rah) is a black panther. Strong, swift, graceful, Bagheera teaches young wolves to hunt.

But there are other good names for leaders. Raksha (Rack'-shaw), the mother wolf who adopted Mowgli as a baby, is popular. She was ready to fight the pack for his life until Baloo and Bagheera intervened for him. Raksha raised Mowgli as a member of the pack and is always ready to protect him from danger. Chil (Cheel) the kite flies high and sees everything. Chil brought the news to Baloo and Bagheera of Mowgli's capture by the monkey people. Kaa (Kaw) the python is old and wise. Kaa rescued Mowgli from the monkeys with help from Baloo and Bagheera. Hathi (Har'-tee is correct, but Haa'-tee is common) is king of the elephants and master of the jungle. Hathi knows legends that tell of the jungle's earliest days. Other animals stand in awe of him.

There are three characters that few leaders choose to adopt as their jungle name: Tabaqui, Banderlog and Shere Khan. Shere Khan (Share-can') the tiger is a bully and a coward. He attacked Mowgli's village when Mowgli was a baby and forced him into the jungle. Raksha protected Mowgli from Shere Khan. Tabaqui (Taa-bar'-kee) is a jackal, a tale teller, and a cheat. Tabaqui follows in Shere Khan's

wake, and is content to eat what other animals leave behind. The Banderlog (Bun-der-log) are the monkey people. They have no Law. They have grandiose plans for great deeds but always get distracted. Mowgli once thought it would be fun to live like the Banderlog, but he learned better after they captured him.

JUNGLE SONGS

You can adapt many traditional Cub songs to the jungle theme. Here are several to start your program. Sing them early in the year.

Tune: Auld Lang Syne

Now Chil the Kite brings home the night
That Mang the Bat sets free.
The herds are shut in byre and hut
For loosed 'till dawn are we.
This is the hour of pride and power,
Of talon, tusk and claw
Oh hear the call, "Good Hunting all
Who keep the Jungle Law."

Tune: If You're Happy and You Know It

If you're a wolf and you know it, give a howl...
If you're a monkey and you know it, give a scratch...
If you're a snake and you know it, give a wiggle...
If you're for jungle and you know it, do all three.

JUNGLE GAMES

Look Well, O Wolves

A new Cub coming to the pack should be recognized thereafter by all members. This means that everyone must pay close attention to the youth.

"Look Well, O Wolves" is an observation game. Pack members must scrutinize three or four Cubs or leaders individually, trying to remember every little detail of their clothing and appearance. When all pack members have looked at them for one minute, ask the three or four Cubs to leave the room. One at a time they return, with several changes to their clothing or appearance. Your Cubs must correctly identify the changes. Do this as a six challenge.

Teachings of Bagheera (Observation game)

1. *Observe Animals and Birds:* Have your Cubs follow a trail where animal or bird cutouts have been placed in their natural surroundings. Give Cubs a point for each animal or bird they notice and identify.
2. *Observe Flowers:* Place plastic or crêpe flowers along a trail. Cubs get a point for each one they see and identify.
3. *Marked Trees:* Tag trees along the trail. Give your Cubs a point for each tagged tree they can identify.

Shere Khan's Mistake (First aid game)

As Shere Khan crawled up to the woodcutter's fire to spring on a human, he burned his foot on a coal because he wasn't being careful. Set up an emergency scenario involving a man (leader) who wasn't careful in the woods. Like Shere Khan, he gets hurt. Would the Cubs know what to do for him?

Ask your Cubs how they would react if faced with the following emergencies in the woods. A six gets one point

for responding to each of the following scenarios correctly. See if they:

- Send for adult help.
- Know how to bandage a simple cut.
- Know how to stop a nosebleed.
- Know how to apply direct pressure on a cut.
- Know what to do if the victim's clothes are on fire.
- Know how to treat the victim for shock (not electric).



Bagheera's Bones (Stalking game)

You'll need a number of items to represent old bones from animals that Bagheera has caught (e.g. thread spools, match boxes, or plastic straws, cut into 8 or 15 cm pieces). Each Cub should get at least two or three items. Scatter items representing bones over the floor.

Read aloud this description of how Bagheera moved: "He could keep so still, no one could see him in the shadow of the jungle."

Starting at one end of the room, Bagheera moves slowly toward the opposite wall with the pack following behind him. Each Cub tries to pick up a bone without Bagheera catching him. Bagheera looks around frequently; any Cub whom he sees must return to the starting point. The six collecting the most bones wins.

Kim's Game (Memory game)

You'll need this equipment:

- Tray
- Cover for the tray
- Various small items (button, pencil, pin, etc.)
- Pencil and paper for each Cub or six.

Arrange 10 to 15 items on the tray, and cover it up. (Use only 8-10 items for the first several times playing the game.)

Give each Cub or six a piece of paper and pencil. Explain that you will uncover the tray and give them one minute to look at it. Once you cover it up again, they must write down all the items they can remember. Give the Cubs five minutes to recall and write down the names of items. If Cubs can't spell a word, they can draw a likeness of the object.

Shere Khan Goes Hunting

You'll need pieces of paper or cloth tails for all Cubs but one. Choose one Cub to be Shere Khan. The other Cubs go to one end of the hall. Give each Cub a tail to tuck into the waist of his or her pants or belt. Now tell this story: "Shere Khan really likes to eat Wolf Cubs for dinner. Right now he is out hunting and plans to catch as many Cubs as possible. So, little Cubs you must run swiftly and sure-footedly through the jungle to the other side."

Designate a safe area at each end of the hall. On the word "Go!" Cubs with tails run to the other side of the hall. As this happens Shere Khan tries to capture Cubs by grabbing their tails. If a Cub's tail is caught, then he or she joins Shere Khan in the hunt. The game ends when only one Cub remains with a tail.

Be Flexible and Wild!

Like the rest of the Cub program, the jungle theme is flexible. Use as much of it as you wish. While all packs probably do the Grand Howl and give their leaders jungle names, some do little more than pay lip service to the jungle. Others perform elaborate jungle openings and closings, and regularly experiment with the jungle theme.

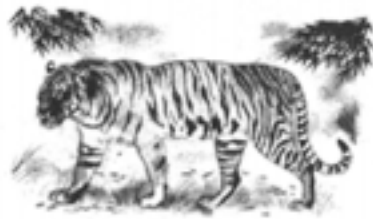
Go wild! Get the most from your jungle lore! Let the theme fit the needs of your Cubs.

The Jungle Story

Here's an abbreviated version of *The Jungle Story*. Though older Cubs might

want more details, younger Cubs and even third year Beavers will find it fascinating.

A loud purr filled the night. It seemed to beat in from every side of the fire-lit clearing in the Indian jungle. Frightened woodcutters and their families huddled together, wondering from which direction the tiger would spring. Suddenly, with a shattering roar, a huge black and yellow form hurtled from the undergrowth towards the terrified group. With a scream they scattered, and with a yelp of agony the tiger — his leap misjudged — lurched into the fire. All was confusion. Some woodcutters dashed into hiding, while others seized axes and spears to attack the tiger as it thrashed around on his burned feet.



Not very far away a family of wolves listened attentively. Their wisdom and experience told them what was happening. At last the noise died down and silence fell on the jungle. Suddenly, the mother wolf heard a rustle in the undergrowth. Father wolf sprang at the noise and just as he was about to pounce, he saw his target. It was a small brown baby just able to walk. With a convulsive wriggle he checked his leap in mid-air and landed short of the laughing child.

Struck by the child's lack of fear and his helplessness, the wolves gently carried him to their lair and fed him with their family of cubs.

Shere Khan, the lame tiger, who had unsuccessfully attacked the woodcutter's camp, appeared soon after. He had been guided to the lair by Tabaqui, the jackal. Thrusting his great head into the mouth of the cave, he ordered the wolves to return his prey, the man-cub. Raksha, the mother wolf, stormed at Shere Khan, claiming the child as her own. He would run with the pack, she declared, and become one of the Free People. Knowing he was beaten, Shere Khan backed away snarling and vowing vengeance.

So it was that Mowgli (as the wolves called the child) came to the pack and the jungle. He had much to learn of the ways of the pack and the ways of the jungle animals. Over the next days he learned from Akela (leader of the pack), and Raksha (the mother wolf). Others taught him as well.

■ Bagheera, the black panther, taught him to hunt and stalk.

■ Baloo, the brown bear, taught him the Law.

■ Kaa, the great rock python, told him the ways of the jungle.

Mowgli also learned from his jungle adventures, as well as from things he did, saw and heard.

First, he learned to live and hunt as a member of a pack where each helped the other; selfish members soon fell by the wayside. At pack meetings around the Council Rock, he learned to express loyalty to the pack and its oneness. Then Old Baloo took him in hand and drummed the Law into him. Why? Without instinctive obedience to the Law, no wolf would last long with the pack, or in the jungle.

It was Kaa who taught him to wrestle. Another lesson he learned from Kaa was to respect other people's feelings. Kaa would change his skin from time to time and was apt to be short tempered and irritable at those times, despite his liking for Mowgli. Once, when Kaa led him to the deserted city, they found the King's Ankus. Following Kaa, Mowgli entered the underground treasure chamber and saw a great white cobra, guardian of the treasure. Even there Mowgli, who carried his manners with his knife, remembered to greet him with the cry "Good hunting!"

Bagheera taught Mowgli how to hunt, and helped rescue Mowgli from the Banderlog. Although Bagheera was probably as great a hunter as any in the jungle, occasionally something would go wrong and his wounded prey would escape. Then Bagheera, like any true hunter, would follow the trail to catch and kill the wounded beast, to spare it further suffering.

This is how Mowgli grew up in the jungle. Through his adventures and the help of his friends, he became strong and able to help those who needed it. In due course, his jungle friends and Mowgli himself, realized that he could not remain forever in the jungle. As he grew older he understood that he would have to take his place among human civilization; so he left the jungle and returned to the world of men. X

Help The New Program Blast Off!

by Ian Mitchell

T minus 5... 4... 3... 2... 1

It's program launch time! The revised Scout (and Venturer) program is now officially airborne. It features new badges, updated requirements, outdoor emphasis, and youth-driven programs. What a great combination to excite even the most experienced Scouts. For the most part, Scouts should now be working towards earning badges in the new system.



What About a Party?

So why not start off the year with a "Get to Know the Program" party? Here are a few ideas to spark further creativity. Organize each activity as a station outdoors, and rotate patrols through. You may need parental help. Why not encourage Scouts to bring a friend?

1. *Award Puzzle.* Enlarge pictures of the Voyager and Pathfinder badges on cardstock, and cut them into

puzzle piece shapes. Patrols must try to assemble them. Time the event to add competitive excitement. Try positioning the patrol leader (PL) behind everyone else. The PL must stay back and describe the badge so others can assemble it (i.e. canoe in top left corner).

2. *Knot-Tying Relay.* Scouts run to where three lanyards (brown, green and white) are lying. The youths tie a certain knot in them *after* describ-

ing what they must do to earn the particular lanyard. Be sure to have the information on hand for those who need to look it up. Repeat with all members, and time each patrol.

3. *Category Cascade.* With the seven different Challenge badge categories in front of them to help, Scouts must name a badge (have samples if possible) and tell which category it belongs to. If a Scout is wrong, "cascade" them (squirt them) with a water gun.

4. *Orienteering.* Set up a short orienteering course using the six requirements for the Chief Scout's Award as the marker identification. A reward (small snack) for those who find them all will increase the excitement.

After taking about one hour on the party (10 minutes to do each activity and 20 minutes to rotate and explain what to do), spend time doing future planning in patrols. Use the revised program requirements as a guide.

New Program Questions and Answers

Many people have queries about the new program. The following are answers to frequently asked questions.

Q: How long will we be able to get the old badges?

A: Those few Scouts who continue working on old badges (only those youths who are well into earning their Chief Scout's Award) may purchase the old badges *until stocks run out*. Scout Shops will *NOT* be able to re-order old badges. If a youth earns one of these badges, ensure recognition by getting the badge early or asking your Scout Shop to contact other local Shops to get the badge if it has already exhausted its supply. In some cases you might have to award a Specialty Badge (Troop or Individual).

Q: How many Challenge badges are needed for each award?

A: The Challenge system is linked to the core program in a "progressive" manner. We hope Scouts will explore areas (categories) which they might not have otherwise chosen. There are now seven Challenge categories.

For the Voyageur Award: 4 Challenge badges from two categories.

For the Pathfinder Award: 6 additional Challenge badges (10 in total) from at least two new categories (at least four categories in total).

For the Chief Scout's Award: at least one Challenge badge from each Challenge category (includes all previous badges).



Q: The Internet has a number of conversion charts. Which one should I use?

A: All conversion charts we've seen to date are fine to use. Some are very detailed, while others are general. Because the Scout program content is very similar (i.e. old vs. new), converting can be as simple or as complex as you wish. Why don't you keep it simple? Be sure no youth removes any old badges, but individuals may choose to wear the new equivalents also; it's the Scout's choice. We suggest the entire troop follows the same pattern — a good decision for the Court of Honour.

Q: Link badge requirements are now in place for all sections. What's my role in this?

A: We've put in place these Link badge requirements for all sections to ensure that youths moving up to the next section don't get thrown in "cold turkey." If you've met with other leaders to discuss opportunities to participate in activities for those coming up, great! Nothing will have changed for you. Link requirements are pretty basic; they ask that a youth "be prepared" for the next section. They also help the youth feel more comfortable with the move. The pack, patrol leaders, or the Court of Honour should be able to look after these requirements for you. Let senior Venturers look after the troop. (See sidebar for requirements.)

Tell Us Your Thoughts

The new program is up and running. Send us your feedback, and that of your Scouts. Here's our address: program@scouts.ca, or write to the National Program Committee (Scouts), 1345 Baseline Road, P.O. Box 5151, Stn. LCD-Merivale, Ottawa, Ontario, K2C 3G7. ^

CUBS TO SCOUTS LINK BADGE REQUIREMENTS

To earn a Link badge, Cubs must:

- Have been a registered Cub
- Know and understand the Scout Promise, Law and Motto
- Have taken part in at least three Scout activities (may be completed after joining the Troop).

CHALLENGE AWARDS

Here are the requirements for the Challenge Awards.

Lanyards

For the Brown: 6 Challenge badges from two categories.

For the Green: 10 Challenge badges (in total) from at least four categories.

For the White: 14 Challenge badges (in total) from at least six categories.

Get More from Your Meetings

by Ian Mitchell

It's Thursday night again. Ugh!

Thoughts of last Thursday bring back awful memories of two hours filled with almost complete confusion. It was a waste of time — yours and theirs. But then, it was your first company meeting as an advisor. Perhaps things will improve.

All week you reflected on what went wrong. No order and no real conclusions or action plan. Discussions drifted off into unrelated areas. Chaos. The company will have to explore the same issues again. Is this what Venturing is all about?

Productive meetings don't just happen by chance. Venturers will experience good and bad meetings during the year. Make sure you teach them the fundamentals of running effective gatherings, then allow the youth to practise. The following play makes an interesting starting point. It will drive home some key points and highlight a number of errors to avoid when running a meeting. Let some Venturers watch the play closely. They will critique it later — acting quality does not count.

Notice of Annual Meeting Boy Scouts of Canada

Saturday,
November 21, 1998
4:45 p.m.
Radisson Hotel
Ottawa Centre
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

Narrator: "Imagine you have just 'beamed down' into the middle of a company meeting. Not everything happening is helpful for the discussion. Can you identify these elements? The president and treasurer have speaking roles in the meeting, but two other Venturers are also taking part."

President: "What's next? I think our treasurer has something to bring up. Well Phil?"

Treasurer: "Ya. I've been looking around for something new as a fundraiser. This one has been successful in other places and I feel we should do it. It involves selling chocolate bars — the same ones that our school sells. I've made arrangements for 2,000 bars to be dropped off at my place tomorrow. If everyone in the company shows up on Saturday, we should be able to sell most of them in one day."

"Also, while I have the floor, I'm very pleased to advise you that I have just bought four sets of boxing gloves! They were on sale for next to nothing. We can have a ball with them... I know I will."

President: "Thanks Phil. Okay, the next item. We need to find a new secretary for the company. Nancy just moved away, so would someone step forward and help? We really need someone now."

Treasurer: "Well, my Dad works at the bank so I have access to a computer. It would be simple for me to use it for

record-keeping and for running off the minutes of the meetings."

President: "Great. Well, if no one disagrees, it sounds good to me. I'll make sure you get the files she left behind."

"Moving right along, Ken had asked a couple of weeks ago if we could go to the Rod and Gun Club this Saturday. His Dad is a qualified instructor and has made arrangements to give us instructions on gun handling. Unfortunately, I won't be going. My parents think that someone is likely to get hurt. Besides, Phil just told us that the chocolate bar sale is this Saturday, and we need everyone for that. The company is out of money, and we don't want the bars lying around in the heat." *(Pause. Silence.)* "Well, in that case, Ken, I guess it's a no-go."

"I can't think of anything else to discuss. I'll call you to let you know when we'll meet again. Maybe next time the six people who are not here will show up. I can't understand why everyone doesn't show up for meetings. It's important to hear everyone's opinion."

At the end of the play discuss what errors the executive members made. Write these down on a flipchart. How can you avoid the problems? If executive members ran a meeting like this, what misunderstandings could occur?

Attending Other Meetings

Another good way to learn how to run meetings is by attending those organized by someone else. Why not attend meetings (after asking permission first) of a local council, service group, or group committee. Watch and listen closely. Make notes of good and bad actions. Wait until you're well away from the meeting before critiquing it; you wouldn't want to offend anyone.

Venturers need to learn how to conduct meetings. Help them through this process in as entertaining and creative way as possible. Not only will Venturers use this skill throughout their lives, but their Scouting experience will be more enjoyable. ^

Safe Programs: The Service Scouter's Role

by Rob Stewart

“Are we in the right place at the right time with the right people and the right equipment?”

Ask yourself this question often. It might prevent many unfortunate accidents.

As Scouting continues to provide safe, exciting, fun, and challenging programs to youth, keep in mind several factors that may affect the program:

- Limitations of our expertise and equipment
- Suddenly changing weather conditions and unforeseen incidents that can cause injury or property loss.

Service Scouters have a good opportunity to observe programs that take place during regular meetings. They can see and discuss plans related to camps or excursions being undertaken by section Scouters. Service Scouters can be valuable players in our quest for a safe environment.

Safe Programs — Our Aim

The National Program Committee is reinforcing policies and resources related to safe programming. It is starting by putting activities in categories; this will form the basis for a

camping/outdoor activity guide. This guide will combine all policies related to camping and outdoor activities into one resource. Also, the Committee is proposing a concept that identifies three general classifications of Scouting activities:

- Regular weekly meetings
- Activities away from the regular meeting, or of an extended nature up to and including short-term camping, as defined in *By-Law, Policies and Procedures (B.P. & P.)*
- Long-term overnight activity of four nights or longer, as defined in *B.P. & P.*

In addition, the Committee will provide guidance concerning requirements related to first aid skills, preparation of plans for activities (including an emergency plan), appropriate forms to use, and regulations related to each section.

Revised B.P. & P.

The Committee is also preparing some revisions to *B.P. & P.* In May, National Council approved two revisions that will reinforce safe programs.

The first motion dealt with *First Aid* and *Lethal Weapons*. The text of the motion reads:

“Moved that in the section First Aid, page 30 of By-Law, Policies and Procedures, the word ‘should’ be replaced with ‘must’, to read as follows:

First aid equipment appropriate to the activity must be provided, and personnel familiar with its use must be available....”

“Also moved that the section Lethal Weapons, pages 30-31, (Knives) first sentence, of By-Law, Policies & Procedures, clasp knives may be worn by all members be replaced as follows:

“Knives, including multi-purpose tools, may be used during age-appropriate program activities, by all members excluding Beavers.”

“It is also recommended to remove the category “Knives” from the “Lethal Weapons” section and create a new section “Tools/Knives”, placing the new definition of knives into this section.”

The second approved motion relates to water safety regulations. The text of this motion reads:

“Moved that the section Water Safety Regulations, page 34, #4, 5 & 6, of By-Law, Policies and Procedures be replaced as follows:

“Youth and adults participating in small craft (6 metres or less) boating activities involving powered or non-powered boats must wear Transport Canada approved, properly fitted, personal floatation devices (PFDs)/lifejackets at all times. Canoes exceeding the 6 metre standard will also be included in this policy.”

“Transport Canada/Coast Guard and Scouts Canada recommend that approved PFDs be worn at all times while participating in watercraft activities.”

Programs Must Be Safe!

Scouting already has a number of policies, procedures, guidelines and resources which support safe programs. As a Service Scouter, you can help make programs ever-safer by coaching other Scouters.

“Are we in the right place at the right time with the right people and the right equipment?”

Let this question guide your thinking. X

New Products and Delivery Methods

by Ben Kruser

Leaders take note!

Two new official Scouts Canada products are available. The first is the 25th Beaver Anniversary Crest. The National Program Committee and provincial commissioners agreed that Beavers may wear this crest on the back of their vests from January 1999 to June 2000. (No adults should wear the crest.) See it in the 1998/99 Scouts Canada catalogue or at your local Scout Shop. The crest is sure to become a collector's item.

Use the crest also to recognize "alumni" of your colony. After 25 years, many former Beavers from your colony have gone on to become successful members of the community. (Some may even be Beaver leaders.) Organize a reunion. Tie it into your colony's 25th birthday party celebrations. Past alumni can tell current Beavers what fun they had, and what things they have gone on to do as grown-ups. These guests can help reinforce the importance of the key Beaver values: sharing, cooperation and taking care of the world. This will make it easier for young Beavers to see the many links between their Scouting program and what lies ahead when they grow into adults.

The second product is the 1998/99 edition of Scouts Canada's *Bylaw, Policies and Procedures*. This book contains significant updates and policy changes since the last issue was printed. *B.P. & P.* now comes in its original pocket-sized format, which makes it easier to use during business meetings and events. All current policies are now bound in this single book. Get your copy today. It describes issues related to risk management, and lists permitted activities. All previously published versions of *B.P. & P.* are out of date, so please replace them.

Catalogue Distribution

Have you received your Scouts Canada catalogue in the mail this year? Some leaders did.

For the first time ever (in cooperation with local councils), Scouts Canada mailed out over 100,000 catalogues directly to members. In past years many catalogues that were supposed to end up in the hands of members never made it out of leaders' garages. Consequently, thousands of catalogues were thrown out.

The direct mail program ensures members receive a catalogue, and helps reduce the costs associated with wastage. As well, members who forget about Scouting over the summer may be reminded to join up, or at least continue to patronize their local Scout Shop. The purchases you make in Scout Shops support local Scouting projects, camps, events and fundraising efforts.

Check out your new 1998/99 catalogue and Scout Shop for this year's lineup of great Scouting products. X



How Do You Reward Rovers?

by Ian Mitchell

It happened at my first Scouter's Conference in Northern Region (BC-Yukon). New members were being inducted into the "Royal Order of the Moose." One at a time, five Scouters went forward to receive the coveted felt moose medallion as another leader read off the reasons why they were being inducted. One person happened to be a Rover.

How did someone earn this high recognition? What were the stringent criteria for receiving such an honour?

While several leaders were recognized for good deeds, others received it for doing goofy things. One recipient was recognized for simply being there! (It was an eight-hour drive after a six-hour ferry ride.) Everyone present wanted to receive a medallion, yet only a handful were chosen.

Driving Force

Recognition, of any kind, drives human beings — whether a pat on the back or a promotion at work. Rovers are no different. Although the type of recognition which motivates may change from area to area and person to person, recognition is definitely an important part of the Rover program.

Rovers offers formal recognition: epaulettes upon investiture, a certificate for completing the Development Stage, and the Rambler Badge. It also gives opportunity for informal recognition designed and presented by Round Tables. In fact, Scouting hopes Round Tables will develop recognition and motivate local members.

Ontario Rovers have thought up the "Quester Award." It is presented to members who actively recruit into the organization. (Recognition for the Quester Award comes in the form of a pin.) The Award has two levels:

Silver: when someone who was not in Venturers is recruited into a crew by a member.

Gold: when a Rover participates in a successful quest to develop a new Scouting section.

Not Just Whistles and Bells

Recognition doesn't need to be elaborate, or even in the form of pins or badges. During the Rover Review, many Rovers said that a simple "Thank you!" or "Well done!" was as motivational to some as tangible recognition items.

So, how will your Round Table recognize its members? Make a plan and tell us about it. We'd like to know. ^

SCOUTER'S 5

Silence

- Have you ever noticed how much more you enjoy a hike, canoe trip or camping expedition if you spend some time in total silence? Start your next weekend camp with several hours of silence. What program ideas can you work into this theme? Make sure the activities don't generate peals of laughter!

Silence gives you time to listen and really tune in nature. After your thoughts are calmed, you can experience wilderness with greater awareness.

- Use this poem (entitled *Silence*) to launch a discussion about noise pollution. Why do many teens play radios or television in the background as they do homework? Why do some people bring loud radios to the beach, rather than enjoy the quiet of nature?

Silence

Silence is the sound you hear
When you listen to the mountains talk.
This tranquil voice inside your head
That makes you want to walk.

- Up on a ridge or in a valley
Your destination unseen.
Yet by the time you get there
It's where you want to be.
- The sky speaks the sound of silence
Along with the rocks and trees.
Upon a ridge when the wind is calm
You hear all that you see.
- In times of shouts and yells and whistles
And all this 'man-made' noise.
It's nice to hear out our backdoor
The silent sound of joy.
— Paul Béland, Grande Cache, AB.

Scouter's 5 Minutes

Oct. '98

SONGS

Ballad Of B.-P.

(Tune: *Let the Sun Shine In*)



- Our leaders told us something,
 They thought that we should know.
It's all about our Movement,
And how it came to grow.
- They said 1907,
Was the year it all began,
At a camp on Brownsea Island,
With a kind and gentle man.

From then our Movement grew,
For youths like me and you,
For youths of every place,
Of every creed and race.

- And when we look ahead,
At things that yet can be,
Let's be thankful for the vision,
Of our founder called B.-P.

— Words by the 66th Cub Pack, Windsor, ON.
Special thanks to Scouter Dan Golab.

Keep the Law

(Tune: *Row your Boat*)

- Keep, keep, keep the Law
That's the way to live,
Cheerily, cheerily, cheerily, cheerily
Help to others give.
— Hazel Hallgren, Red Deer, AB.

Songs

Oct. '98

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Beaver Leader Song

(Tune: If I Were Not a Beaver)

If I were not a leader, I wonder what I'd be,
If I were not a leader, a ...
... Brown Tail I would be,
Flip my hat, play dress-up,
opening is so-o-o long.
... Blue Tail I would be,
Spin my quarter, throw my quarter,
knock Brown Beaver down.
... White Tail I would be,
Pick it, flick it, hum so good.
... Wolf Cub I would be,
Chat with friends, tease the leaders,
I know it all.
... Big Scout I would be,
Need no hat, need no vest, I'm so-o cool.
... Parent I would be,
Play with my kids, and join Scouting too.
— *Mike Dewing (Hawkeye) sings comical songs
with the 4th Cranbrook Beaver Colony in
Cranbrook, BC.*

Songs

Oct. '98

A Charter for Youth

This Charter was adapted from one developed by the British National Youth Agency.

Venturers and Rovers may appreciate it best, but it makes a good charter for all leaders to consider.

You can expect from us...

Hospitality: opportunities to meet other young people in a safe, friendly and non-threatening atmosphere.

Challenges: opportunities to question and discuss attitudes and behaviour in a positive way.

Time: to be listened to in a caring way without being judged.

Equality: to be treated equally regardless of race, religion, colour, gender or ability.

Choice: freedom to choose safe and healthy activities.

Support: to help you make informed choices and decisions.

Activities: to be offered a wide range of opportunities which are challenging, fun and affordable.

Partnership: relationships based on trust, honesty, responsibility and respect for each other.

— *Thanks to Guy Mandeville, Kingston, ON.*

Scouter's 5 Minutes

Oct. '98

Get Out!

by Andy McLaughlin

Do you get outside much? How about your Scouts?

Frequent weekend camps and hikes are part of any good Scouting program. That's obvious, but many leaders ignore the outdoors during their weekly meetings.

Last year we announced a Trail's End art contest. We asked members to illustrate what they liked most about Scouting. Not a single submission was set in a gym or church basement, or any other indoor facility. EVERY entry displayed outdoor activities, like exciting camps, hikes, bike rides, campfires and other adventurous *outdoor* activities. (Check out the 1999 Scouts Canada Calendar to see the winning entries.)

Outside — There's No Substitute

Scouts Canada's recent Angus Reid survey showed that youths and parents rated outdoor activities as key reasons for joining *and* staying.

Don't limit your group's outdoor adventure to an occasional weekend hike or game. Get your members *outside every week*, for at least part of the time. Remember, your Scouts have just spent the entire day inside a classroom, often sitting for the whole day. Don't keep them cooped

up for another hour and a half with an indoor program.

Your members will look forward to their weekly outdoor adventures if you combine them with some creative activities. Here are some ideas:

- Plan an outdoor scavenger hunt.
- Go birdwatching.
- Run a bicycle safety rodeo (and follow it up with a group ride).
- Practise camping skills. How about a tent pitching race or an orienteering relay?
- Clean up a park.
- Play games. (Try soccer-baseball. Use the same rules as baseball, except the pitcher rolls a soccer ball and the batter kicks it.)

Don't forget about winter. When Scouts dress appropriately, they can enjoy the outdoors all year round. They could build a snow fort or quinzhee, go ice-skating, star-gaze, or make snow sculptures.

A Total Outdoor Program. Perfect!

Some Scout groups face indoor facility shortages. Newer neighbourhoods lack community centres, and many school boards charge high user

fees for their facilities. The solution: a total outdoor Scout program?

You can run a program in a neighbourhood park, conservation area, or even in a leader's backyard.

Beavers Want OUT

Beavers too are eager to escape confining rooms and halls. They love getting outside as much as older youth. With the right planning and safety precautions, you can run a vibrant weekly outdoor program for any section.

Many leaders don't take Beavers camping because they think it's against the rules. It's not! Camping is a great way to keep Beavers (especially older ones) interested in the program.

Scouting has some special rules that apply to Beaver camping (e.g. minimum facility requirements, and adult-youth ratios). Check *By-law, Policy and Procedures* for guidelines. Beaver camping is a terrific way to involve parents in your program.

Can't Get Enough of It

Urban or rural, summer or winter, the outdoors offers many fun activities for youths and adult leaders. A regular, *weekly*, outdoor program in all sections will keep members (young and old) coming back for more. X



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