

the leader

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VOLUME 29 NO. 3

AMORY ADVENTURE AWARD

heritage

railway

bike trek

FIRE SAFETY • SCOUTING TRIVIAL PURSUIT • CRAFT IDEAS

Executive Editor
Andy McLaughlin

Editor
Allen Macartney

Art Director
Richard Petsche

Advertising/Circulation
Laureen Duquette

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PO Box 5112, Stn LCD-Merivale,
Ottawa ON K2C 3H4
Phone: (613) 224-5131.
Fax: (613) 224-5982.
E-mail: leader@scouts.ca
Web Site: <http://www.scouts.ca/leader.htm>

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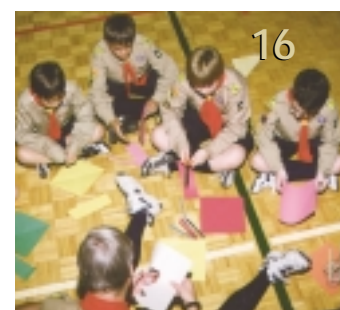
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Heritage Railway Bike Trek



from 144th Lake Bonavista Sea Venturers

L leave no trace. Recycle whenever possible — even if it involves an old railway.”

This was just one of many lessons Venturers from the 144th Lake Bonavista Sea Venturer Company (Calgary, AB) learned when they mounted up for a nine-day wilderness bike trek along the abandoned

Kettle Valley Railway line in southern British Columbia. The expedition won them first prize in the 1997 Amory Adventure Award.

Venturers Trevor Brophy, James Reid, Scott Slen and Chris Branton, were helped by their advisors, Chuck Brophy and Jeff Reid.

Follow the Silver Road

“There’s silver in them thar hills!”

These words sparked a rush of Americans and fortune seekers into the Kootenay region of British Columbia in the 1880s. To keep the United States from annexing the area, Canadian Pacific Railway (CPR) built a line connecting the mines to Canadian sea-ports. It wasn’t an easy task.

The rugged mountains of the Kootenays posed severe problems. Railway builders used hundreds of tons of dynamite to blast a corridor flat enough for steam engines to navigate. Finished in 1915, the rail line operated until 1959 when a series of major wash-outs made repair unrealistic. Three years later the last spike and railroad tie were removed from the line. In the

decades since, wilderness trekkers and mountain bikers have called the trail paradise.

Paradise Found

What does this paradise look like?

Our trail climbed through Rocky Mountain canyons, passed ghost towns shattered by time, rattled over scenic wooden trestle bridges, and snaked through many swamps. Railway tunnels, carved through solid rock almost a century ago, offered natural air conditioning on hot days. The spectacular scenery helped our imaginations take wing.

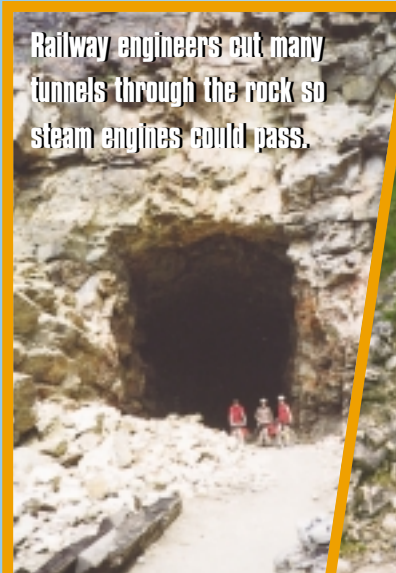
Only several hours into the biking adventure, our rugged mountain steads — some people might call them bikes — brought us to a beautiful wooden trestle bridge that leaped over Bull Creek Canyon.

“Whoa!” echoed around the canyon. “Lunch time.”

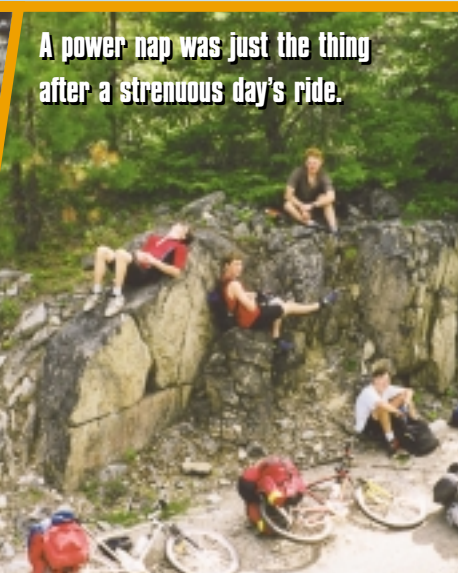
Sitting beside the bridge with the swollen Kettle River racing below, we pulled pita sandwiches, cheese and water from our saddle bags. For half an hour we soaked up the beauty.

“After we cross the trestle, we’ll follow the rail bed to Beavercreek (a small

Railway engineers cut many tunnels through the rock so steam engines could pass.



A power nap was just the thing after a strenuous day’s ride.





"Sometimes we crossed short, log bridges; other times we biked over long, soaring spans that seemed to hang in the sky."

town). Nearby there's supposed to be an old iron structure for turning around railway snowplows. Let's look for it."

Mounting up, we knew the road ahead was going to turn from relatively smooth to very bumpy. (Loggers were using part of the rail line near a cutting area.) The rest of the day went from great to utterly outstanding.

By evening, settled around a crackling campfire with spaghetti bubbling in the pot, we spread out our maps and unleashed our imaginations.

Next day, after gulping down a quick (but hearty) breakfast, we packed up and set out. For the first several hours the rail bed stretched ahead flat and smooth. We raced over it, excited about reaching our first ghost town — Carmi. Here, old buildings and weathered signs told of past glory when tired miners stumbled down dirt streets seized with the passion of striking it rich.

Planning for Success

Before leaving home, we made sure few difficulties would take us by sur-

prise. Extensive planning almost guaranteed success. Though our historic path followed a rugged, mountain railway route, we passed by a handful of towns where we could call for help in an emergency. These also offered ice cream and hot showers when long days sapped our strength and enthusiasm.

In a number of places the trail was broken because of missing bridges, overgrown rail beds, or private property. Here we had to find short alternative routes around obstacles. Many times we slogged through streams, carrying our bikes and packs above our shoulders through icy mud.

You can't have a great adventure without a full stomach. During our planning we tried many new menus. We then packed our own high energy meals. Where we weren't able to replenish our water bottles at a town, we depended on water filters to supply our needs. Unfortunately, the filters clogged repeatedly.

Our route crossed through bear country. This meant we had to hang our food each night in trees and practise

bear attack scenarios. Only foolhardy travellers take risks in the mountains.

Shake, Rattle and Roll

"I really pity Scouter Chuck." Scott shook his head trying to imagine the pounding his advisor's bike was taking. "Without shocks, he must really know what 'shake, rattle and roll' means!"

After days of pounding over rocks, gravel and sand, the mountain trail began to take its toll on our bikes. Able to fix anything short of a bent frame or a snapped hub, we carried all necessary tools and knew how to repair almost any mechanical difficulty. But this didn't prevent a constant stream of flat tires and broken racks. (Duct tape and tent pegs helped repair the racks.)

Downward Stretch

On the last day of the trip, we awoke to a spectacular view of Thrisk Lake. After packing up, we headed for our first stopping point: Osprey Lake. Late in the afternoon, coasting down the grasslands en route to Princeton where our trailer waited, James and Trevor both experienced popped tires. Repairing these slowed our arrival

What did we learn from the trip?

Next time we'll all carry front panniers. These will distribute weight better and might prevent some flat tires. We'll also drive with stronger tires and thicker tubes. More filters for our water pumps would prevent dehydration, and possibly a dangerous first aid emergency in hot weather, though dehydration was never a problem with us.

"The bike trip was awesome," said Trevor as he pulled up beside the trailer and removed his helmet. "Making a bike trail like this was the best way to recycle a railway." X

1997 AMORY ADVENTURE AWARD WINNERS

This year Venturers from the 144th Lake Bonavista Sea Venturers, Calgary, AB, won first prize for their adventure bike trip retracing the abandoned Kettle Valley Railway.

There was a three-way tie for second. Venturers from the 10th Kingston Company (ON) planned an Adirondack winter expedition; 83rd "E" Group Venturers from Calgary, AB, enjoyed a Cape Scott/Great Divide adventure; Venturers from the 1st Brooks Company, AB, travelled to Europe to experience European Scouting.

Congratulations to all Venturer companies that entered. Detailed accounts of the three second place, award-winning adventures will appear in future **Leader** issues.

Deadline for 1998 Amory Adventure Award entries: January 31, 1999.

FIRE! FIRE!

SOMEONE CALL FOR HELP!

by Carol Andrews and Allen Macartney

Fire's burning, fire's burning. Draw nearer. Draw nearer...

Fire fascinates everyone. It's warm and cheering. It cooks our food and dries our soggy clothes. It also chokes people, and causes cruel disfiguration and death.

In Canada, December especially is a dangerous time for fires. A fire safety evening may protect one or more of your members from injury. You can teach fire safety around outdoor campfires or during indoor meetings. It's easy to incorporate life-saving messages in games, crafts, stories and songs. Here are some interesting program ideas aimed at Beaver- and Cub-aged youth.

"Stop! Drop! and Roll!"

Teach everyone the Stop! Drop! and Roll! rule. If someone catches fire, running only fans flames higher. Teach kids to use this method if their clothes catch fire, and to shout it out to anyone whose clothing is ablaze.

Stop! (So flames aren't fanned by movement.) Drop! (To further reduce the spread of flames.) Roll! (On the ground to smother the fire.)

As a game, play some music. When the music stops everyone must pretend they have fire on them, and yell out "Stop! Drop! and Roll!" All players get down and roll until the music starts again. Cubs might want to combine this activity with a relay game.

Pick Your Reaction Game

Use this activity as a follow-up to the stop, drop and roll game. It will show youth how to react to different emergencies.

Read each scenario aloud. Tell Beavers to respond by either crawling low (CL) under thick smoke toward an exit, moving away (MA) from the area, or dropping and rolling on the ground as they yell, "Stop! Drop! and Roll!" (SDR)



Photo: Dave Gurney

1. Your pant leg catches fire. (SDR)
2. You see smoke and fire in a classroom. (CL)
3. Smoke comes from the kitchen oven. (MA)
4. Smoke fills a movie theatre. (CL)
5. Your shirt catches fire around a campfire. (SDR)
6. You smell smoke from a burning cigarette. (MA)
7. You wake up and find your bedroom full of smoke. (CL)
8. Flames and smoke come from burning leaves in the yard. (CL)

Splatter Game

Flames from burning grease and fats cause many serious injuries each year. Most are preventable. This game demonstrates how grease and oils can splatter if you throw water on them, trying to put them out. Put kitchen oil and grease fires out by covering the flames with a pot lid.

The game requires a leader with a sense of humour — someone who doesn't mind getting wet. Dress the leader in a raincoat, and put several pots and pans filled with water beside him. (The leader may even want to hold a frying pan with water in the bottom of it.) Put several ounces of water in small balloons. Beavers or Cubs must toss these balloons into the pots and frying pans, and watch how

water in the containers splatter. (Balloons shouldn't burst.)

If someone tries putting out a hot oil or grease fire with water, the flaming liquid will splatter in a similar way, possibly causing severe burns to those standing nearby.

Firefighter Guest Evening

Invite firefighters or Fire Venturers to visit your colony or pack. Your visitors might explain how to put out different types of fires (e.g. grease, wood, electrical, chemical).

Ask the firefighters to discuss burns from hot tap water. Many people are seriously burned each year by scalding water. Beavers and Cubs should turn taps on slowly, and mix cold and hot water together when preparing bath water.

Ask your visitors to demonstrate first aid procedures for burns and scalds. Let the kids practise running cold water over a simulated burn area.

Set up an unplugged stove and let younger members practise turning pot handles inward to protect passers-by. On a side table, show them how to position hot pans and liquids near the centre to reduce risk. Stress that children shouldn't cook or use a stove without adults present, and then only in an age-appropriate manner.

Make sure group members know that they should *never* try to fight

a house fire. Instead, youth should stay low and leave the building immediately. Firefighters can explain various methods and explain how to call emergency numbers.

from the flames. These dull the senses of sleepers, or disorient and confuse those who are awake until they may not even realize their lives are in danger.

If your *home* has a *smoke detector*, your chance of surviving a *fire* increases greatly. The *detector* will stand on guard "sniffing" the air constantly, just waiting for *smoke* and a chance to scream its alarm. Check the *detector's* batteries every year.

Unusual *smoky* smells or odours may be the first sign of a *fire* in a *home*. Report these smells to adults. If a *smoke detector* starts screaming its alarm, call out a warning to others and move toward the nearest exit. Never try to put out a *fire* yourself. Let a parent decide if the emergency is small enough to handle without *firefighters*.

All *fires* need fuel, oxygen and heat. If you take any one of these away, the flames will either go out or slowly starve.

Safe Home Inspection

Ask each six to make up a list of potential fire-causing dangers around the home. After they've exhausted their imaginations, gather the entire pack together and make a complete list including everyone's thoughts. Ask a Cub to type the list up on a computer and print a copy for all pack members.

MAKE SURE GROUP MEMBERS KNOW THAT THEY SHOULD **NEVER** FIGHT A HOUSE FIRE.

Fire Facts to Make You Think

Read the following narrative slowly to your Beavers and Cubs. When they hear specific words (in italics below) they must respond in an appropriate way.

Fire: Jump to your feet (then sit down).

Home: Hold your hands over your heart.

Burn: Yell out, "Stop! Drop! and Roll!"

Smoke: Make coughing sound, get down and crawl on knees.

Detectors: Yell out, "We've got them!"

Firefighters: "Our heroes!"

Fire can spread through a *home* in minutes. Most *fires* that kill occur at night when people are asleep. Usually it isn't the flames that kill people, but the *smoke* and toxic gases that come

Being prepared can make the difference between life and death.



Photo: Dave Gurney

RED HOT WEB SITE

Get with the program! Refresh your knowledge of fire safety at the address below:

FDNY Fire Safety Tips:
www.firesafety.com/safety.html



During the week, Cubs must use the list to inspect their homes with one or more family members. At the next meeting, your Cubs will discuss their home inspection and what measures they are taking to make their homes safer.

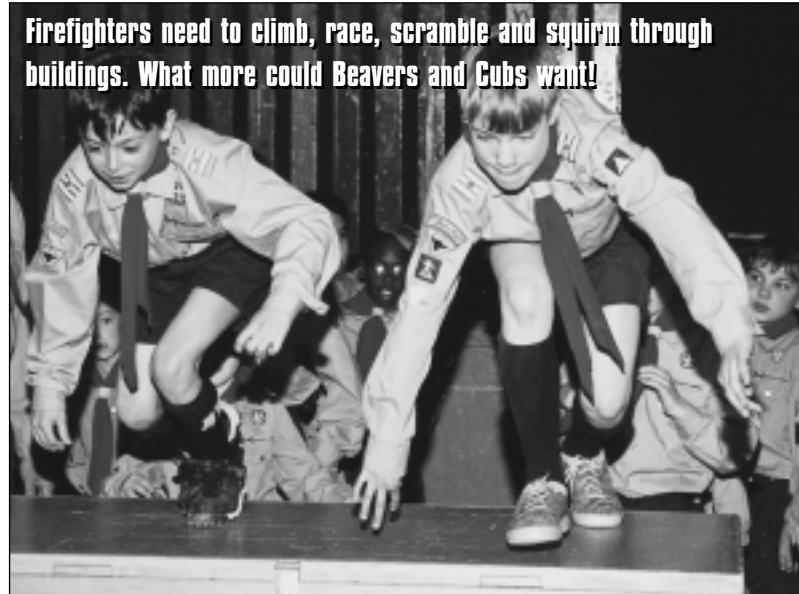
Here are some items that might appear on inspection lists:

- Check smoke detector operation and batteries.
- No overloaded wall plugs. One plug per outlet.
- Are papers stored too close to the fireplace?
- No fuel or oily rags in basement or garage.
- Fire extinguisher in kitchen and on every floor.
- Working smoke detector on every floor.
- No old, worn wiring or broken electrical fittings. (Show Cubs and Beavers examples of worn wires.)
- Propane tanks not stored in the house during winter.

Firefighter's Carry Relay

Firefighters have to learn to carry victims using various methods. Set up a relay for Beavers (non-competitive) where a group of them have to

transport a victim from a fire area to safety. The method of transport could involve putting the person in a wagon and pulling them to a marked off area, or pulling the person on a carpet.



Cubs should have to carry their victims using one or more rescue carries. They could lock hands, make an improvised stretcher, or carry the person on a small tarpaulin. This would make a great six challenge.

Make Fire Posters

Colonies could make a giant poster, or Cub sixes could compete to see which one can make the most interesting and compelling poster. Use bright coloured markers. Creative Cubs might even want to include pull-out windows in their poster (like a giant pop-out card).

After completing the project, see if you can display the posters at a local

shopping centre or library. Use it as a recruiting tool.

Avoid the Smoke!

This relay race teaches how to crawl under smoke in a room or hallway.

Start by explaining that in a burning building smoke rises. If you want to escape you might have to crawl on the floor to avoid the choking fumes.

Stretch a tarpaulin (representing smoke) 45 cm above the floor. Team members must race individually under the 'smoke' through an obstacle course and back. Obstacles might include rolled carpets, chairs, or toys. (Make the course more difficult for Cubs.) Anyone touching the smoke

(tarp) must return to the start and begin again.

After the relay race talk about the dangers smoke poses in a fire.

"Is there danger here?"

Sometimes kids don't recognize dangerous situations around them. This craft and game will build awareness.

Bring magazines and newspapers to your meeting, and distribute them among your members. Ask Beavers and Cubs to cut out pictures that show things that are safe to play with (e.g. blocks, fire truck toys, dolls) and unsafe (e.g. matches, lighters, candles). Glue the pictures onto stiff cardboard.

TRUE AND FALSE QUIZ

Expand this quiz so it fits into your fire safety program.

- T F In a burning building with lots of smoke, go to the exit on your knees. Smoke rises. (T)
- T F Children should know at least one way to escape from every floor in their home. (F. Two ways)
- T F It's okay to put butter on a burn. (F. Put cold water on it to cool the burn area.)
- T F Smoke kills more people during fires than actual burns. Smoke is deadly. (T)



Photos: Paul Ritchie

Now place all the pictures in a box. Each child gets to draw a picture out of the box and say whether the object or activity illustrated is safe or unsafe, and why.

It's important to instill a proper respect for smoke and fire early in life. Your theme program might include making up words for a fire safety song and singing it to the tune of *Frère Jacques*. Beavers and Cubs might want to make a fire safety puppet show or mime a safety message. Don't scare

young members, but give them a proper respect for fire and hot liquids. X

Program Links

Cubs: Blue Star, Family Safety Badge, Canadian Family Care Award
 Scouts: Voyageur Leadership Badge, Pathfinder Leadership Badge, Safety Badge.

— Carol Andrews is a fire-wise Scouter from Tlell, BC.

NATIONAL HOME FIRE SAFETY WEEK

Tie your fire safety program into National Home Fire Safety Week (November 24-30). Who knows? Your program may save someone's life.

GHOSTS FROM FIRE LAND

From Linda Kish Lethbridge, AB

This skit will work well into almost any fire prevention program. (It was developed at a Cub leader's conference at Philmont Scout Ranch, U.S.A.) Use it to launch a safety discussion.

You'll need seven Cubs dressed as ghosts. For a set, dim the lights and drape sheets over boxes and chairs to produce a graveyard effect.

First "I smoked and smoked
Ghost: And smoked in bed.
 And now you see
 That I am dead."

Second "My dad said 'frayed wires
Ghost: Were okay.'
 I became a ghost
 Without delay."

Third "I saved oily rags
Ghost: To use again.
 No telling what
 I might have been."

Fourth "We thought the campfire
Ghost: Was under control.
 I just climbed out
 Of my six foot hole."

Fifth "While in a hurry
Ghost: The hot grease splattered.
 I didn't know
 It really mattered."

Sixth "I played with matches,
Ghost: It was such fun.
 'Til I caught fire
 And began to burn."

Seventh "I filled with gas
Ghost: The lawnmower hot.
 So, like the others,
 Now, I'm not!"

— Linda Kish comes from Lethbridge, AB.

DID YOU KNOW...?

- ☛ Some children hide from fire-fighters during emergencies. Their clothes can look scary.
- ☛ Because the kitchen is the most lived-in room in a house, kitchens are where most household injuries and fires occur.
- ☛ Hot tap water is the second most common cause of serious burn injuries in all age groups.
- ☛ Children under five years old are *twice* as likely to die in a fire as older people.

SAVE-A-LIFE WORD SEARCH

Can your Cubs or final year Beavers find the hidden words?

Break Cubs into sixes, and give them up to five minutes to find the words. Let Beavers complete the search as a group. Words may appear vertically or horizontally. When finished, discuss why each word was included in the list.

Look for these words: carbon monoxide, choke, fire, alert, stop, drop, roll, exit, crawl, firefighter, grease, extinguisher, flammable, alarm, drill, inspections, fuel, explosion, toxic, and smoke.

C	A	R	B	O	N	M	O	N	O	X	I	D	E
H	E	X	P	L	O	S	I	O	N	A	F	R	M
O	J	I	H	G	D	F	E	D	C	B	I	O	E
K	K	F	S	G	R	E	A	S	E	U	R	P	R
E	X	I	T	N	I	O	L	P	C	V	E	A	G
L	M	R	O	L	L	R	E	Q	R	W	F	B	E
T	O	E	P	A	L	A	R	M	A	X	I	F	N
O	U	A	E	I	T	S	T	Z	W	Y	G	U	C
X	A	S	M	O	K	E	D	C	L	B	H	E	Y
I	N	S	P	E	C	T	I	O	N	S	T	L	E
C	F	L	A	M	M	A	B	L	E	A	E	O	I
E	X	T	I	N	G	U	I	S	H	E	R	U	A

TRIVIAL PURSUIT

"Battle of the Brains"

by Paul Ritchi

Guessing games, true and false challenges, puzzles, mazes. Cubs and Scouts love them. By pitting one six or patrol against another, you can teach safety, test for first aid, or find out which members learned how to tie their knots correctly. A Trivial Pursuit "battle of the brains" could even introduce new members to Scouting themes or outdoor adventure skills. It's easily adaptable for all sections.

Here's how we issue a friendly challenge to our Cubs. Walking into the centre of the floor, one of our leaders says: "I've heard Wolf Cubs are pretty smart. Let's just test the theory with a little game of Wolf Cub Trivial Pursuit."

Our Cubs always respond with enthusiastic howls of approval.

To encourage teamwork, Cubs head off to their lairs and work together. Keeping their voices low, they discuss possible answers. Then, they write answers down on a piece of paper.

Let the Head Scratching Begin!

Questions could cover almost any subject: general interest, heritage, Scouting trivia, or badge work requirements. Following are some examples.

1. What type of an animal is Kaa (*python*), Bagheera (*black panther*), a Banderlog (*monkey*)?
2. What does "DYB" mean? (*Do your best*)
3. How many degrees do you find on a compass? (*360*)
4. Who is Mowgli? (*The man Cub*)
5. If a room fills with smoke and you need to get out, will it be more dif-



Photo: Paul Ritchi

icult to breathe standing up or crawling along the floor? What should you do? (*Standing up is more difficult because smoke rises. Scramble along the floor to an exit.*)

6. If your nose is bleeding, do you pinch your nose and tilt your head back, or pinch your nose and tilt your head down? (*Tilt your head down*)
7. From the Cub Promise, what does it mean to "do a good turn" every day?
8. Who is Batman's partner? (*Robin*)
9. What is the one substance that can hurt Superman? (*Kryptonite*)
10. Name a local bird that is completely red. (*Cardinal*)
11. If it's an emergency and you need help right away, what number do you call? (*911*)
12. What should you do if your clothing catches fire? (*Immediately stop, drop to the ground and roll*)
13. Which Cub badge has a vacuum on it? (*Family helper*)
14. What should you do if a stranger tries to force you to go somewhere against your will? (*Scream for help, ask someone to call the police, do anything you can to get away.*)
15. What is our phone area code? (*Your area code here: _____*)
16. What is the red flower in *The Jungle Book*? (*Fire*)
17. Finish this sentence: Learn to do by _____. (*Doing*)

True and False Quiz

You might want to include a true and false section to your quiz. Tie it in to street-proofing, safety themes, knot tying, and more. Here are several questions to get you started.

- T F Never rub snow on frost-bitten skin. (T)
- T F It's okay to breathe into your sleeping bag when winter camping. (F)
- T F Never tell strangers on the phone that you're at home alone. (T)
- T F Igloos and quinzhees are both winter snow shelters. (T)

Design Your Own Game

Scouting Trivial Pursuit can take any form you want. It can last five minutes or 20, and is a great quieting activity.

Next time you're looking for an engaging way to quiz your members, make up a Scouting Trivial Pursuit. It's sure to sharpen the competitive edge on your Cubs or Scouts, and teach valuable lessons. \

— Akela Paul Ritchi, from the 7th Thornhill Pack, ON, has both a keen brain and a sharp eye.

Program Links

Cubs: First Aider Badge, Blue Star A #3, 4, Black Star B #2

How to Fund Scouting Activities

by John Rietveld

Do any sections or groups have too much money for their programs?

Of course not.

Raising enough funds for Scouting programs is a concern leaders share at all levels—from local to national. Whether you are a section leader working directly with youth, or a provincial committee member, “money” (membership fees, camp registrations, weekly dues, and special fundraising projects) is an inevitable topic that drives activities and shapes programs.

National Council adopted a set of funding principles two years ago after extensive input from regional and provincial Scout leaders. (See the fall 1998 edition of *B.P. & P.* for details.) These principles describe how Scouts Canada views funding. Two of the most important principles say:

- “Scouting provides a significant service... and is therefore justified in seeking charitable financial support from the community.”
- “All fundraising activities will be performed in a collaborative and cooperative manner, without competition among councils and various levels of the organization.”

Keep Talking

How do you live up to these principles?

Start by keeping communication lines wide open. Section and group leaders need to inform district or regional Scouters about their fundraising activities, while provincial and national councils need to work out effective and efficient fundraising strategies at their levels.

During the first half of 1998, Larry Fox (Chair of the National Revenue Development Committee) and John Rietveld (National Office) visited most provincial and regional councils to discuss cooperative ways to raise funds.



Whether you're building lean-to shelters in the forest, or going on a wilderness hike, all activities require funds.

What resulted?

We all have a better understanding how various levels fund Scouting programs and activities. During discussions, we developed a matrix to help us identify various fundraising activities currently managed by councils. This matrix will be updated as new ideas are tried, or as councils managing particular techniques change.

Direct Mail

Direct mail has proved a very successful fundraising method for Scouting since we launched our program in 1994. Many charities (ranging from the Canadian Cancer Society and the Red Cross to TV Ontario and hospitals) raise significant funds through direct mail campaigns.

How does our program work?

Scouts Canada sends direct mail

letters to thousands of Canadians. We ask them to support our programs with a donation, thereby becoming members of the Northern Lights Society — Scouting's main direct mail project. We get their names by exchanging

donor lists with other nonprofits. In a few instances, councils have permitted the Northern Lights Society to solicit their adult members and parents for funds directly.

In previous years, funds raised through direct mail helped offset the national portion of membership fees. Now that we've recovered initial start-up costs, provincial councils will also reap financial benefits from direct mail.

Matching Grants

Recently, many corporations have started to take part in a fundraising activity known as “matching grant programs.” If a person works for one of these corporations and makes a donation to Scouting, the

parent or leader can ask their company to match the donation. What a great way to double your donation to your group, district, region or province! The program also applies if you donate to Scouting at the national level. Potentially, this exciting program may significantly increase corporate donations to Scouting in just about all communities.

Visit our website (www.scouts.ca) or contact your company's personnel or finance office to find out which corporations offer matching grant programs.

Working Together for Youth

Raising funds concerns all Scouting members. Let's work together so Canadian youth continue to enjoy the outstanding programs our organization has to offer. ^

Risk Management

Planning Ahead Saves Big Headaches Later

by Bob Hallett

Have you ever considered how many risks Scouts Canada faces?

It's overwhelming! We have members in over 12,000 sections. They enjoy program activities ranging from cooperative games to high risk sports, like white-water rafting and rock climbing.

But Scouts Canada faces other risks, including:

- 57,000 adults work with over 170,000 youth.
- Scouting owns and leases property.
- Commercial operations take part on Scout property.
- External vendors provide challenging (sometimes high risk) activities.
- Year round, Scouting members travel to and from meetings, camps or jamborees.
- Scouting groups sign legal agreements daily.
- Scouts Canada employs staff.
- Members raise funds in many different ways.
- Scouting operates retail stores.



Supervise or demonstrate potentially unsafe activities. Then, let them "learn by doing," but in a safe environment.

Let's Understand Risk

So, what is risk and why is it so critical to manage?

An activity is risky if it involves any uncertainty about a future event that threatens our ability to accomplish Scouting's Mission. (The word "risk" comes from an Italian word, "riscare", meaning "to dare.")

All organizations (whether public, private or not-for-profit) deal with some level of risk. It's an inherent part of existence. For example, in Scouting, we attract youth members by offering age-appropriate, fun and challenging activities. These all involve a degree of risk.

Risk is unavoidable. It cannot be eliminated. However, risk management practised at all levels of the organization and by all members will minimize our exposure to risk — a critical component helping us achieve our Mission.

Risk Management Program

Scouts Canada has an effective risk management program that protects our members by:

- Providing a safe environment for members (youth and adult).

SCOUTING'S POLICY ON WAIVERS

" Scouts Canada as a Youth Serving Organization is entrusted with providing a safe and secure environment for the youth it serves to the best of its ability. Leaders and adults are also protected and supported through training and support provided to ensure that they operate in such a manner as to not put at risk our youth members either through injury or loss of their rights.

Scouts Canada practises risk management and provides adequate insurance coverages for all its members. It should be noted that this insurance protection applies to all

Scouting members during authorized Scouting activities.

Scouts Canada accepts responsibility for its members and its activities and expects others to do the same.

Scouts Canada is not prepared to take on the potential risk of others or jeopardize the rights of our youth through the use of waivers or hold harmless agreements. Scouts Canada is prepared to provide proof of its insurance coverage and would reasonably expect other agencies or enterprises to do the same.

Scouts Canada's alternative to waivers is the generic agreement (see page 13), and you should attempt to

negotiate its use with firms that are offering activities to local Scouting groups.

Parents who waive the rights of their child are not doing so at the request or advice of Scouts Canada and are **not** protected by Scouts Canada insurance.

All should be aware that gross negligence cannot be waived and a parent who signs a waiver for a child is only delaying responsibilities until the child reaches the age of majority. Once the child reaches the age of majority, he or she could take action against their parents, the party who requested the waiver and Scouts Canada."

Photo: Allen Macarthey

- Protecting adult volunteers, as long as they perform their duties in a reasonable manner, and in accordance with Scouting's *By-law, Policies and Procedures*.
- Protecting the assets of Scouts Canada, which include all our members, our property, our income and our goodwill.

Not-for-profit organizations like Scouts Canada aren't immune to lawsuits. However, an effective and thoughtful risk management program will both protect our members from unnecessary perils, and help us prevail in litigation.

Our risk management process is quite simple. Apply it to everything you do involving Scouts, whether it is a program activity (e.g. an active game), using other people's property, transporting youth to camp, or signing a contract to use a school as a meeting place or a mall for display purposes.

Plan for Safety

Here are some ways to manage unavoidable risks in your program.

1. *Identify the Risks.* Ask yourself what injuries might occur in a game, then try to lessen the likelihood of the problem occurring. Set up some hypothetical scenarios like this one: You're signing an agreement to use a school as a meeting place (or mall as a display area). What additional liabilities are you exposed to by accepting that "hold harmless or indemnification" clause in the written agreement?

2. *Evaluate the Risk.* Before playing active games, for example, determine the frequency and severity of injuries that might occur. Small bumps and bruises are acceptable, but not broken bones or serious eye injury.

Always ask the question: Is the activity worth the risk? If it isn't, *stop* and look for alternatives, then begin the process again.

If you must sign an agreement which requires assuming additional risk, get approval from National Business Operations. What if a person falls down the stairs at the opposite end of the mall because the stairs are wet? Find out who is legally responsible.

3. *Risk Control.* It might be quite easy to minimize risks by modifying the activity. For example, if you're playing Dodge Ball you could substitute a nerf ball for a volleyball. Or, make a rule that you can't run, only walk. If you sign an agreement, make sure you don't accept any liability that isn't rightfully Scouts Canada's, and the other party accepts its fair share ("neutral liability").

Again, if you aren't satisfied that the risk is worth it, stop and again seek alternatives.

4. *Risk Financing.* This area involves insurance. With the current exception of property, fire and theft coverage, National Council handles risk financing.

In addition to insurance, another factor relating to risk financing involves transferring risk from

INSURANCE COST CORRECTION

An announcement in the August/September **Leader National News** column should have read, "The insurance portion of our membership fee will increase by 50¢ to \$2.50, effective September 1, 1998."

Scouts Canada to another party. This is where waivers, indemnification agreements and "hold harmless" agreements come into play. *Beware!* Transfer of risks can swing both ways. Vendors, commercial operations, and property owners may try to transfer their risk by asking you to sign waivers, as well as hold harmless and indemnification agreements.

Scouts Canada has generic agreements which are acceptable for use. Contact your local Scout office for copies. (See sidebar for Scouts Canada's policy on waivers.)

Facts and Advice

Here are some risk management thoughts to consider to ensure a healthy, safe program.

1. If you exceed insurance limits, all assets of Scouts Canada are at

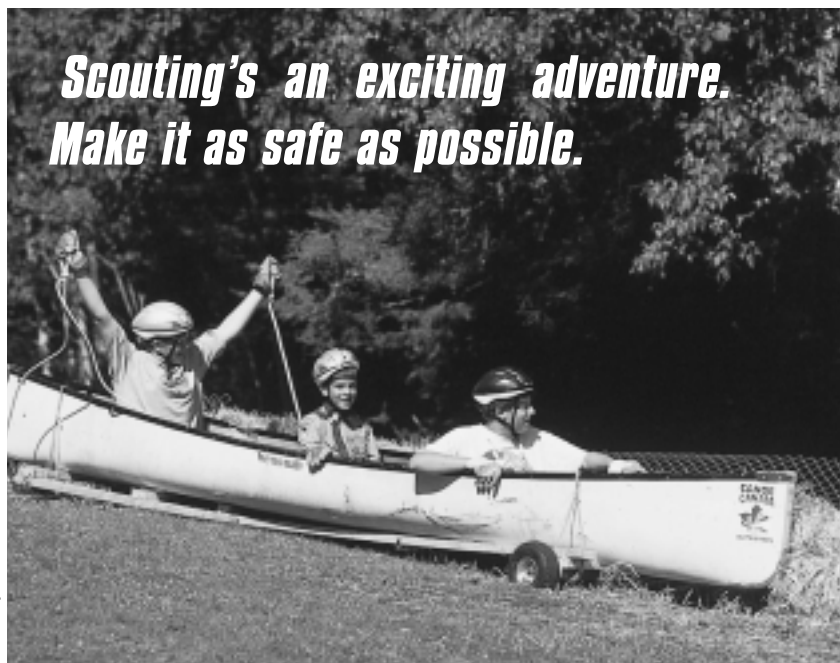


Photo: Wayne Barrett

WATCH THESE DANGEROUS PERIODS

Most serious youth injuries happen just *before* or just *after* regular meetings.

If you strictly monitor these times, Scouting will be considerably safer for those in your program.



risk; this includes anything owned or controlled by Scouts Canada. (An example might be group-owned tents.)

2. Insurance coverage does *not* protect anyone charged with a criminal offence.
3. You may be held personally liable if you operate outside Scouts Canada policy or if you don't comply with your fiduciary responsibilities (those held in trust).
4. Our insurers base their coverage on the premise that we are Scouting members, doing Scouting activities and on Scouting-approved properties.
5. Our insurance is also based on the assumption that our facilities and properties are being used by Scouting members doing Scouting things.
6. You are negligent if you create a policy, then don't follow it.
7. A policy created at any level of the organization can affect the organization as a whole.
8. When attempting to prove negligence, the law considers the most strict or restrictive policy.

**Risk Management:
The National Level**

How is risk management handled at the national level?

RISK MANAGEMENT IS WORKING!

Scouting's current focus on risk management is impressing our insurers. We have just renewed our insurance coverage for the current Scouting year at a substantial cost savings to the Movement — largely due to our Volunteer Screening process.

So please, *do not let your guard down*. Continue focusing on screening and other efforts to eliminate, manage or control risks.

1. A National Task Group on Risk has been organized. Its first task is to identify real risks to Scouts Canada and our members.

Most serious accidents happen just before or after regular meetings.

2. Our mandatory volunteer screening policy is now operating.

3. Program Services is developing risk assessment procedures. Other services are developing procedures focusing on risk management.

4. Youth and adult application forms have been revised which inform members of the potential risk of membership.

5. In late fall, all youth will receive a copy of a parent's guide entitled, *How to Protect your Children from Child Abuse*. (See the October **Leader** for your copy.)

We're Covered

Scouts Canada has good, solid insurance coverage. Effective risk management practised at all levels will ensure that our coverage remains affordable; this will keep membership costs down.

Good Scouting! \

— Bob Hallett is the Executive Director of National Business Operations at the National Office.



Photo: Allen Macartney



Photo: Allen Macartney

Safety goggles, marked off areas, instruction: these all help ensure safe Scouting activities. Never cut corners.

Jamborees Everywhere!

Take your pick

by Andy McLaughlin

Looking for a great jamboree experience, but can't wait for 2001? Or, wanting a warm-up event for CJ'01?

Soak up that incredible jamboree excitement at a provincial or regional jamboree. Over 650 Scouts, Venturers and leaders did just that last July 11-18 at Prince Edward Island's Provincial Jamboree (PJ'98).

Participants and volunteers came from all over the Atlantic Provinces, Massachusetts, Quebec, and Ontario. They crossed the Confederation Bridge and headed straight for Camp Buchan at Point Prim, PEI. Here, they enjoyed a fantastic week of friendships, fun, and exciting program activities. After a rainy arrival and set-up day, the sun broke through the overcast and shone warm and bright for the rest of the week.

"The mountain biking course was our favourite PJ'98 activity," said Dana Murch of Fredericton, NB, and David Carver of Spring Park, PEI.

David Krystal of the Montreal West Scouts didn't have an activity he liked best. "I liked everything!" he exclaimed. Fellow Montreal Scout Alex Murray said, "The staff were nice — everyone was. They were great."

Plenty of Program Activities

PJ'98 volunteers worked around the clock to provide a top-notch program. Participants enjoyed adventurous activities like:

- ✓ Obstacle courses
- ✓ A commando bridge
- ✓ "Swamp crossings on stilts" challenge
- ✓ Archery
- ✓ Slingshot galleries.

Photo, bottom right: John Pettifer

"If you've never been to a jamboree, you're missing out **BIG TIME!**"



Photo: Barrett and Mackay

Of course, the jamboree took advantage of its location on the Atlantic Ocean. Participants went swimming and canoeing during the sunny, hot afternoons.

Some Scouts ventured off-site to enjoy deep-sea fishing, tours and souvenir shopping in Charlottetown. Many lounged on the sandy shore of Cabot Beach Provincial Park (site of CJ'01).

Humming with Enthusiasm

At night, subcamps became beehives of activity. Campers shared meals, traded badges, organized football, baseball and soccer games, and made new friends. Campfires and mug-ups ended each jamboree day, leaving a warm, comfortable glow deep inside everyone.

The week rocketed by. Participants and volunteers left Camp Buchan with incredible memories of a wonderful week, and a thirst for their next jamboree adventure.

Upcoming Jamborees

How about you? Are you thirsting for a jamboree?

Here's a list of some upcoming ones. Surf to www.scouts.ca or check with your council office for more information.

8th Newfoundland and Labrador Jamboree, Camp Nor'Wes, July 3-10, 1999
BC Provincial Jamboree, Camp Byng, Sunshine Coast, July 10-17, 1999

1st Maritime Jamboree, Kouchibouguac National Park, New Brunswick, July 10-17, 1999

Samajam '99, Echo Valley Provincial Park, Saskatchewan, July 18-24, 1999

Alberta Celebration Jamboree,

Camp Impessa, July 11-18, 1999

Quebec Winter Jamboree, Quebec City, December 27, 1999-January 5, 2000
(see the October **Leader** for details)

Greater Toronto Region's 3rd Jamboree, Niagara-on-the-lake, July 8-15, 2000

And the big one...



*CJ'01, Cabot Beach Provincial Park, Prince Edward Island, July, 2001 (Watch the **Leader** for more details).* ^

CRAFTY IDEAS JUST RIGHT FOR YOUR PARTY!

by Laureen Duquette

IS THE NIP IN NOVEMBER'S AIR drawing your thoughts toward December and its seasonal par-

ties? These crafts are excellent for camp outings or regular weekly meetings.

Scentsational Christmas Ball

Children always enjoy giving and receiving gifts. This very practical scent ball activity would make a terrific gift — perfect for hanging in a bedroom.

You'll need plenty of spice-scented potpourri in Christmas colours (red, green and white), styrofoam balls, craft glue, a paintbrush (to apply the glue), floral wire or an ornament hanger with narrow velvet ribbon (red or white), and a straight pin.

Paint the foam ball with glue. While it's still wet, cover the entire ball with potpourri. Press firmly, and let dry. Tie a bow with ribbon, and glue or pin it to the top of the ball. (See diagram) Younger children may need help.

Use a decoration hanger or make one by bending a short piece of floral wire into a loop. Insert the ends into the ball's top, and hang on a wall. Your friend's room will always smell fresh.

Tie-Dying: Abstract Wonders

Tie-dying offers a creative outlet for those Beavers and Cubs wanting to make wearable or useable art. This activity requires close supervision; make sure everyone wears old clothes.

Ask your members to bring in a piece of white or pastel coloured fabric to decorate (e.g. T-shirt, tea towel or pillow case). A kitchen with two large sinks is a perfect place to work. You'll also need:



What craft can your Cubs or Beavers make from colourful paper, glue and markers? Challenge them to make an interesting gift.

- Cold water dye
- A package of fixative for each package of colour
- Table salt
- A measuring cup
- Lots of sturdy elastic bands
- Detergent
- Plastic gloves to protect hands
- A large metal spoon.

First wash, rinse and ring excess water from the fabric you want dyed. You'll only have time to use one festive colour of dye in an evening, but set up several tubs of dye so half the children can dye their T-shirt in one colour and half in another. Put out a rinse tub nearby so the children can rinse in assembly-line fashion. Prepare the dye baths by following package instructions.

Now ask the children to fold, twist and bunch the material in any way they choose. Secure it with elastic

bands. The fabric will retain its original colour in those areas which, by being folded or twisted, remain untouched by the dye.

Immerse the cloth in the dye bath. Stir for fifteen minutes with a long spoon, then let sit for at least 20 minutes more.

Finally, remove the articles from the dye, take off the elastics, wash in soap and hot water, and rinse. Leaders should dry the cloth before the next meeting.

For multi-coloured cloth, just repeat the dyeing process after the cloth has dried.

Snow Storm in a Jar

Snow globes are guaranteed to excite any young mind. To make one you'll need a small plastic ornament or toy, a glass baby food or jam jar (the lid should be wide enough to prevent the jar from tipping over when it's turned upside down), white glue or rubber cement, craft paint, a paintbrush and a scrap of felt.

Paint the top and underside of the lid with a cheerful colour. Once dry, glue a small plastic figure or ornament to the *inside* of the lid. The small figure must have a flat base to allow it to stand. You might choose a fir tree, Santa Claus, Judah Maccabee or something else. Cubs might even decide to create an entire winter scene. Put aside until the glue is completely dry.

Photo: Paul Ritchie

Place a generous amount of white glitter into the bottom of the jar and fill with water. Apply glue to the jar's rim and screw it on. Glue felt to the bottom of the jar lid to protect furniture.

Finally, turn the jar upside down. The snow globe's lid becomes a magical stage covered by a snow-filled dome.

Wrapping Paper

Christmas gift-giving is a centuries-old tradition in Canada. Why not box and wrap them at your meeting so your group will have them ready for family or friends?

Beavers and Cubs can make exciting wrapping paper using colourful tissue paper, small sponges cut in interesting holiday shapes, and brilliant coloured paint. Put paint in tinfoil pie plates, then dip sponges into the colours and dab it onto the tissue paper. Add contrasting colours for excitement.

You can achieve a dramatic effect by using the tie-dying technique described in Pamela Westlan's *Celebrating Christmas*. Gather together tissue paper and a can of spray paint, as well as lots of old newspapers to protect your work area. Scrunch up bits of tissue paper and spray it with gold paint. When dry, open the paper up and enjoy the unexpected patterns.

Cards with Flare

Everyone likes to exchange greetings during the holiday season; custom-made cards are real treasures.

If you choose to make religious cards, why not make one with a glittering angel or menorah? Fold a piece of dark blue construction paper in half. Draw an angel or menorah using large simple shapes. Fold a second, slightly smaller piece of white or pastel coloured construction paper. Lightly draw an interesting seasonal shape using the fold as a centre — perhaps a Christmas bell or a temple for Hanukkah celebrations. Cut it out. Open the card and write a personalized greeting with a fine-tipped marker. Dab glue along the outside of the fold and along the edges; press into place on the in-

side of the card, remembering to ensure that the top corresponds to the top of the card's front. (See diagram)

Close the card and apply a light coat of glue to one section of the picture at a time, then sprinkle generously with glitter. Repeat with each section using various colours of glitter for different sections. Use gold and silver to add a celestial touch. The angel might have gold wings and the menorah itself might be gold or silver, with yellow or red flames. Finish by adding large and small stars to the night sky. Accent with

Scentsational Christmas Ball Construction



markers if desired. Protect the card between two pieces of cardboard backing, and place in a large envelope until ready to give.

Encourage young members to create their own designs. Let their imaginations run wild!

Simple Crafts for Young or Challenged Kids

Young children or those lacking motor skills will enjoy these crafts.

Pine Cone Decorations

Children have made pine cone tree decorations for generations; even pio-

neers could afford them. Paint a pine cone with gold or white paint, and sprinkle with glitter. Slip a piece of red or green ribbon beneath the top cone sections, and tie a bow. Leave a long loop for hanging.

Straw Painting

Give each child some coloured markers, red and green paint, a straw and paper. Spoon a small puddle of paint onto the paper, then let the children blow air through the straw onto the paint, creating interesting shapes.

When the paint dries, what do they see? Use markers to finish the picture. You might want to glue the paper onto backing to decorate your meeting room.

Finger Painting

Provide red and green colours for finger paintings. If possible, use special finger painting paper which has a shiny surface on one side. When dry, draw a seasonal pattern on the other side, and cut out. If the artwork is large, why not use it to decorate your hall for a Christmas party?

String Painting

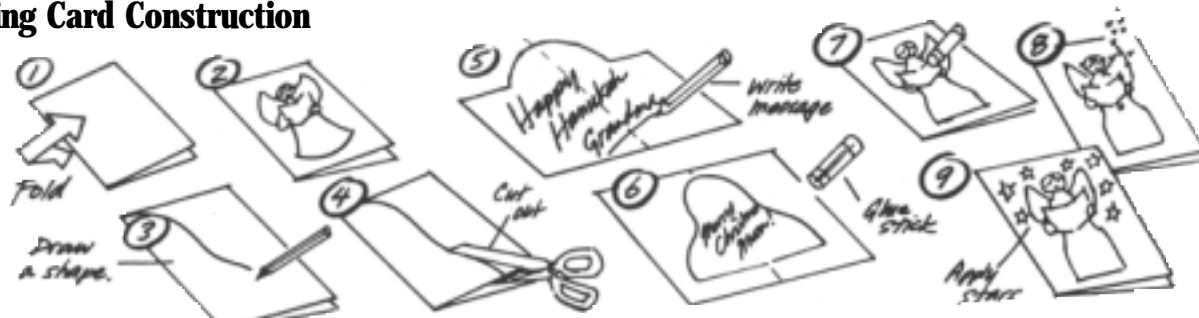
Even the youngest child can enjoy string painting. Just provide coloured paints, brushes, at least two pieces of paper, and string in various lengths.

Let your Beavers paint their strings in different colours and arrange them as they like on a bottom sheet of paper. Then, lay a second sheet over the first, and press. Separate the sheets, and what do you have? Creative beauty. Picasso couldn't have done better! Mount the finished prints on construction paper for viewing or make them into greeting cards. Artists may want to print a message on the card.

November and December offer a panorama of exciting program themes for your group. Crafts are a terrific way to channel some of the bubbling energy in your colony or pack. ^

— *Laureen Duquette is the Leader's advertising and circulation specialist.*

Greeting Card Construction



Fun at the Pond

by Leslie Forward

Beavers Celebrate

Children and adults alike celebrate Christmas around the world in many different ways. Let's explore how others salute the Christ Child's birthday. We'll visit other lands, listen to stories, play games, eat treats, and expand our cultural horizons.

Pretend our journey will be by sea. It might be fun to decorate one part of the pond with a sail for the trip. Our first destination... Columbia, South America.

COLUMBIA'S TASTY RELAY

Children in Columbia, play a game called *Aguinaldo*, which means "Christmas gift." Here's a variation of that game. Organize your colony into three or four relay teams. The first child in each team runs to a leader and says, "Aguinaldo!" The Beaver gets a treat, then runs back to the team, puts the treat in a container, and tags the next player who races off. This continues until all have a turn. The team to finish first sits down. When all players have completed their relay runs, the colony shares the treats.

AUSTRALIA'S DECEMBER BEACH PARTY

Because Australia is "down under," the seasons are backwards from Canada's. Christmas Day (December 25) falls in the middle of summer. Australians frequently enjoy their Christmas dinner as a picnic at the beach or in a park. Organize a "Down Under" Christmas beach party. Make sure Beavers and leaders wear shorts, sandals, sunglasses and other beach wear. Spread out the blankets and have lunch (Christmas dinner) at the beach. (See "South Pacific Beach Parties," in the January '96 *Leader* for more ideas.)

THE PHILIPPINES' UNUSUAL STAR

In the Philippines the Christmas Star plays an important role. Filipinos hang stars everywhere, and make them in every imaginable size.

Here's a star game based on this custom. Divide your colony into lodges. Give each lodge several stars of varying sizes, with instructions written on the backs telling where to pin them (e.g. front window, door, chair, Malak's knee).

On a signal and in relays, Beavers race to put the stars where indicated. (Older Beavers can help younger ones read the instructions.) Leave the stars up around your hall to give a festive feeling. (You might want to prepare for this game by getting Beavers to make the stars from construction paper, colourful markers and glitter.)



Ho ho ho! Cha cha cha!

"Shake it up baby!"

A little music will brighten any party.

Photo: Paul Ritchi

e Christmas Internationally

ITALY'S SPECIAL LADY

In Italy, "La Befana" brings gifts to good children. Tell your Beavers that Santa has many helpers in different countries. Then relate the following story of "La Befana."

"Many, many years ago, when the Wise Men were searching for baby Jesus (God's Son), they met an old lady dressed all in black. Her name was La Befana. The Wise Men asked her to help them find the Christ Child.

Befana replied, "Oh, I'm too busy right now, but when I finish all my work, I will follow you and help you search." At that, Befana continued her work, and the Wise Men left.

As soon as Befana completed her chores, she collected some gifts and set off in search of the holy child; but she got lost. Italian legend says she's still searching for the Christ Child.

Because La Befana cannot find baby Jesus, she flies through the sky and visits other children. Very quietly, she enters their homes through the window or chimney. Children who are kind and generous receive gifts; those who care more for themselves get ashes.

UKRAINE'S SPINNING SPIDERS

An old Ukrainian fable describes how a poor, kindly old woman couldn't buy any decorations for her family's

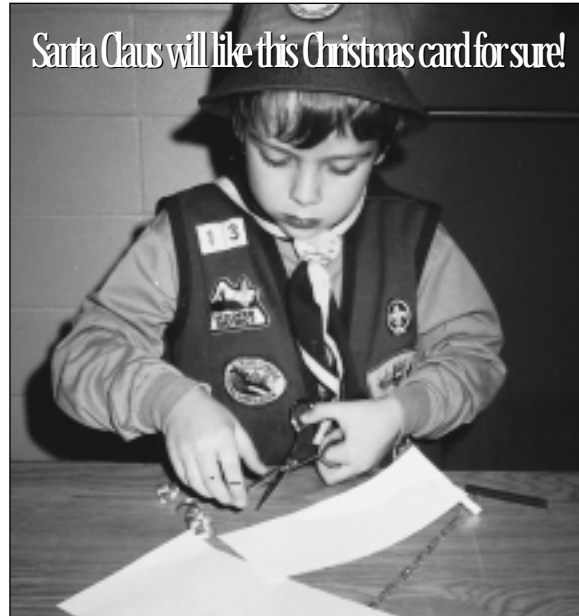
Christmas tree. The tree stood sad and undecorated in the house. When the family rose on Christmas morning they discovered that spiders had spun webs all around the tree. As the sun

AUSTRIA'S SILENT MICE

An Austrian composer, Joseph Mohr, penned that famous Christmas carol, "Silent Night." Your Beavers will be delighted to find out that several small mice inspired the hymn!

When the organist went to church to practise for a Christmas Eve service, he discovered that mice had chewed a hole through the organ's bellows. (Without the bellows, an organ won't work.) The organist went to a friend, who composed the carol for guitar accompaniment. And that's how Austrian worshippers first sung the carol.

Why don't you invite a guest to play guitar while your Beavers sing "Silent Night"? Everyone knows at least the first verse. (Tie this activity into the songs and musical crafts described below "Festive Songs for Busy Beavers.")



climbed in the sky and shone in the window, the tree glistened silver. What a spectacular sight!

Ukrainians remember that wondrous day by hanging spider web decorations on Christmas trees. Here's how to make yours. You'll need black paper, scissors, yarn, white glue, white crayons, and glitter.

Draw the spider web on black paper with a white crayon. Put a thin line of glue on each web line. Sprinkle with glitter. (See diagram) When dry, trim along the outside edge. Attach a yarn hanger.

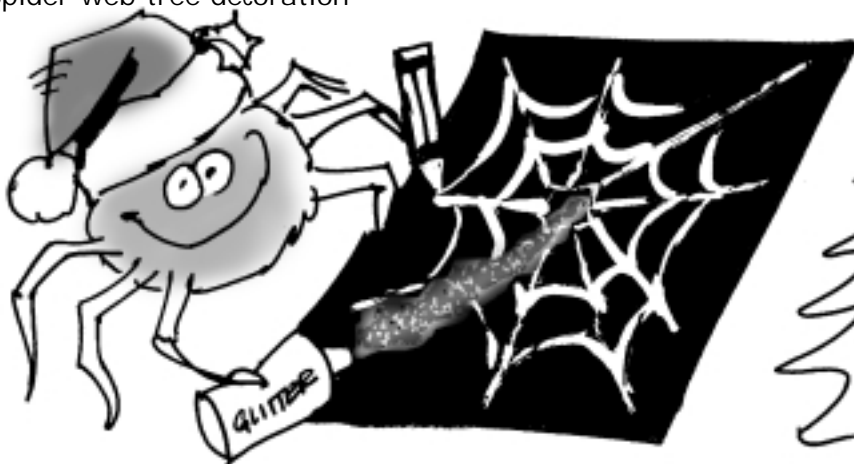
Delicious Marzipan

Making and eating marzipan is another favourite Christmas tradition in Austria. Get everyone in the colony involved. (Even White Tails can measure ingredients.)

You will need 120 grams (g) almond paste, 125 mL powdered sugar, 15 mL light corn syrup, and food colouring.

Knead the paste, sugar and corn syrup until it is free of lumps. Add food colouring and knead again. Shape using moulds or cutters. Let dry slightly.

Spider web tree decoration



GREAT BRITAIN/ GREAT CARDS

Christmas cards originated in Great Britain. It's even possible that children started the tradition. Encourage your Beavers to make these peek-a-boo cards.

You will need, construction or craft paper, markers, crayons, coloured pencils, scissors, glue, glitter, and cheerful stickers. (See diagram)

Fold a sheet of paper into four sections. In the top right section, partially (or fully) cut out a seasonal shape (e.g. a tree, star, manger, shepherd). Illustrate the card and write a greeting inside.

Rather than writing a conventional "Merry Christmas," use another language to send the message. Here are several you might want to include: "Feliz Natal" (Brazil), "Buon Natale" (Italy), "Wesolych Swiat" (Poland), "Meri Kurisumasu" (Japan).

CANADA: MUMMER'S PARADISE

It's time to return home to enjoy some of our own Christmas traditions. Drop your anchor in Newfoundland so everyone can go "mumming" or "jannying."

On Boxing Night and for the twelve days of Christmas, Newfoundlanders go "mumming." It's a fun, but silly tradition.

Prepare by gathering old clothes, mittens, socks, pillow covers, blankets — anything that could cover the body and face to disguise the wearer. Let your imagination loose. Go wild! Newfoundlanders have a terrific sense of humour. Frequently, they wear underwear *outside* clothing; put boots on the wrong feet, as well as socks on hands, and mittens on feet. Cover young faces with scarves, netting, or pillow slips.

Mummers travel from door to door asking, "Any mummers 'loud in?" When they enter a home, those inside must guess the identities of the mysterious visitors. Mummers may dance and sing. After the mummers have been identified, serve "syrup" (flavoured drink), fruit cake or cookies — yet another excuse for a party!

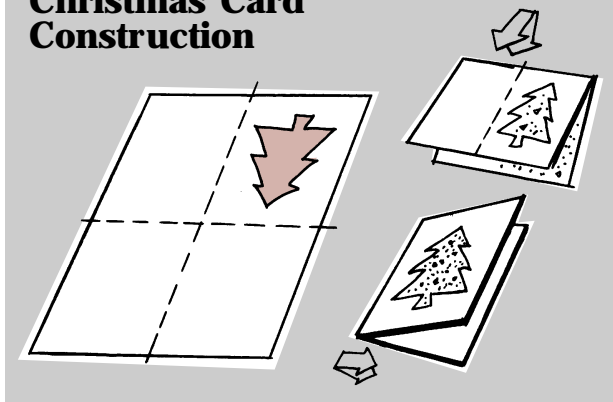
Your Beaver mummers could visit a Cub pack. Why not even plan a joint Christmas party? Before you go mumming, read the book, "Mummers' Song," by Bud Davidge.

An audio tape accompanies the book for novice mummers.

SHARE YOUR JOY

Instead of exchanging gifts among your Beavers, ask everyone to bring in an inexpensive present to donate to a charity organization, such as the Salvation Army. Perhaps your lodge or colony could work with a Cub pack

Christmas Card Construction



to make some bird feeders — a good linking project. These could be given as gifts, too. (Remember to include bird seed with the feeders.)

FESTIVE SONGS FOR BUSY BEAVERS

Tie these songs into a musical instrument-building craft. You might want to make rhythm shakers (toilet paper rolls pinched closed, with rice inside), drums (tin or plastic containers), sticks (dowels cut short to bang on each other). Decorate your noise-making instruments with bright colours and small bells.

Invite a guitar-playing parent to your meeting to lead the singing. Let everyone join in with their instruments. Here are some songs to try.

Keo the Silver Beaver
(Tune: Rudolph the Red-Nosed Reindeer)

Keo the silver Beaver,
Knew something he had to say.
So he called busy Beavers
To the middle of the pond one day.
Then he called all the Joneses,
Tic Tac, Bubbles, Rainbow, too.
He said, "Have a Merry Christmas,
And a Happy New Year too."
Then the Beavers saw a glow
In the winter night.
It was just a little sleigh,
In a blaze of light.
For Santa came to meet with Keo,

And the Beavers who would care.
They all had a Christmas party
And gave Santa gifts to share.

We Wish You A Beaver Christmas
(Tune: We Wish You A Merry Christmas)

We wish you a Beaver Christmas.
We wish you a Beaver Christmas.
We wish you a Beaver Christmas.
And a Happy New Year!

Good tidings we wish
the Joneses (3X)
And a Happy New Year!

So Keo says Merry
Christmas (3X)
And a Happy New Year!

We all share and care
together (3X)
For Beavers all are.

We help take care of
God's world (3X)

And help families too.

We wish you a Beaver Christmas (3X)
And a Happy New Year.

SHARING CHRISTMAS WITH OTHERS

Christmas is a time for giving and sharing. What an excellent opportunity to visit a seniors' residence and share your Scouting enthusiasm. (You might want to visit one *after* Christmas. Many residences are swamped with guests in December, then none in January and February.)

Visiting seniors or people who are less fortunate makes a great way to express the true meaning of the Beaver motto. Before the visit, your Beavers could make crafts (cards, bookmarks, streamers, wall hangings) and treats (muffins, candy, fruit plate) for the seniors. Let everyone join in baking the treats. Why not even do your opening and closing ceremonies at the complex?

Before going, prepare your Beavers for the experience. Some seniors may have disturbing mental or physical conditions. Include some parents (especially of younger Beavers) in the trip.

Christmas. It means celebrating the Christ Child's birthday. Fill December with songs, parties, games and gentle laughter. What a beautiful month! ^

— Leslie Forward is a jolly Newfoundlander from Carbonear, NF.

High Adventure in a Beaver Lodge

by Hazel Hallgren

“Rainbow. How do real baby beavers live in the forest? What’s it like in their homes?”

When your new Beavers ask you that question, read this story. Plan it for the end of a very active meeting; dim the lights and set a gentle mood.

Kit the beaver lay quietly beside his mother in the dimly lit lodge. He could hear his bigger brother and sister moving about, but he stayed close to his mother, and very still.

Outside he could hear a bobcat clawing at the lodge’s frozen roof. Kit was not afraid. He stayed snug and quiet. Soon the clawing stopped.

After a while his mother moved to an opening in the floor of the lodge. She went down through the “door” to the bottom of the pond where she had stored twigs and branches. In a minute she came back with tender aspen and willow twigs, and fed them to her babies.

Swimming Class

The kits were growing up fast. They were getting old enough for their first swimming lesson. The next day they followed their mother through the opening in the floor. One at a time they splashed into the icy water. Kit followed his sister. Spreading out his front and back feet, Kit moved easily through the cold water.

Cracking ice noises thundered and snapped overhead. These didn’t disturb the excited young beavers. They swam happily underwater.

A few days later their mother taught the young beavers how to dive deep. One by one they dove through the tunnel under the lodge. No water got into Kit’s eyes; special covers protected

them. Other special coverings protected his ears and nose. Very soon, Kit and his brother and sister could dive and swim underwater very comfortably.

Often, Kit and his family flipped their paddle tails like rudders in the frigid water. It was fun! They swam around for a long time. Then they went back into the tunnel and up through the opening in the lodge’s floor. Here, they rested on dry wood chips.



A quiet story will calm a child after an exciting Beaver meeting. Put lots of expression into your voice for added interest.

Neat, Tidy and Dry

All the beavers were dripping wet; in minutes the wood chips were soaked. Their mother soon fixed that; she gnawed at a piece of poplar until fresh, dry chips covered the floor. When that was done, their mother started grooming her thick fur coat. With her two front claws, she combed and combed. After watching for several moments the kits started combing their own fur until their coats were soft, shiny, sleek and dry.

Now, every day Kit heard more noises outside the lodge. Mother beaver made frequent trips through the tunnel into the pond. The young beavers grew restless in the lodge with each passing hour. They wanted out, but their mother kept them safe inside.

Sounds of Spring

Many more cracks had formed on the pond’s ice surface by next day when Kit went swimming. Mother beaver poked her head up through one of

these cracks, but dove right back under again. Too many hungry enemies were prowling around.

With each passing day the sounds of ice breaking and shifting grew louder. Everywhere things were moving. Even the water in the pond swelled and moved. New noises and smells carried through the water; these fired the adrenaline of each baby beaver. The long, dark, cold winter was coming to an end.

Late the next afternoon the beaver kits went for their usual swimming and diving lesson. Mother beaver again poked her head out of the water. She took a long, long look around. Then finally she allowed her three kits to poke their heads out.

Blinding Light

At first Kit couldn’t see a thing; the brilliant sunset was very bright. After several long seconds he saw a great golden disc — the sun. It hurt his eyes; he looked away. Trees,

trees and more trees grew all around the pond. Groves of beautiful trees. It made him want to start building.

Kit sniffed and sniffed, smelling his first springtime: lively, tingling, growing smells. Birds called enthusiastically, and little animals on land moved and hurried about. Excitement sparked in the air.

That night, Kit settled down quietly in the lodge. What a wonderful day, he thought! A whole new world surrounded the great pond. Adventure beckoned him to explore.

Soon Kit would go on to the land for the first time. With his orange chisel teeth he would gnaw at trees, float logs downstream, and help repair the dam and lodge. The days ahead would be very busy. He could hardly wait. X

— Hazel Hallgren works with the 13th Red Deer Beaver Colony, AB.

Feelings, & Tone & Good Will

by Ross Francis

Despite the rugged, carefree exterior many youth show adults, most kids are very sensitive. Their feelings can sometimes be easily hurt — even crushed — unknowingly. Beaver- and Cub-aged youths are especially sensitive about how other people view them, and what others say about (or to) them.



Photo: Eric Hakkonen

“They certainly have a funny way of showing it,” you might think.

True. Kids *can* be extremely tough on each other. Frequently, they strike out verbally with intent to wound. As leaders, we must “do our best” to curb or minimize both physical and verbal exchanges. But it’s not always easy. Here’s how you can guarantee more harmony in your group.

Focus on the Positive

Establish healthy ground rules right from the start of your Scouting year. Get youth members directly involved, too. As a colony, lodge, pack or six, discuss how members like others to treat them, and adopt an official “Code of Conduct.” (For more ideas, see “A Charter for Youth” in the October *Leader’s Scouter’s Five*.) Post it on the wall for all to see. Find ways to draw the group’s attention to it through modified games and crafts.

Define clearly the consequences youth will face for inappropriate actions, words or behaviour. Rather than focusing on negative consequences, try showing the result of positive behaviour. The entire colony or pack will benefit from the good will. For example, instead of saying, “If you don’t stop yelling and running around, you’ll not be able to play a game!”, try flashing the lights on and off to get their attention. Then, simply say in a calm voice, “When it’s quiet and everybody is standing still, we’ll be able to start our next game.”

We all respond to reason more than threats. Usually, people issue threats in the heat of the moment, then don’t follow up on them. If you do this often enough, you’ll lose credibility.

Set a Good Tone

All of us carry “baggage” (negative emotions, attitudes or thoughts) with us at times. After a rough day, a leader may have a short temper and be quick to pounce on the first person who steps out of line. Lose “the attitude” or “check the baggage” at the door before weekly gatherings.

Leaders can help set the tone of meetings by the way they treat each other and how they greet Beavers or Cubs as they arrive. Why not designate one leader or youth as the “Official Greeter”? Make up a wacky badge to add to the light-hearted fun! Your greeter can welcome each person who comes through the door. A bright, cheerful face calling you by name can help you feel terrific. A reception like this will make young members immediately feel part of the program, and can dissipate any lingering “baggage” they may be carrying into the meeting.

Picture it! A young Cub has had a rotten day. As he enters the pack meeting, a friendly face breaks into a smile and says enthusiastically, “Welcome Mike! I’m glad you made it tonight.” Such a welcome might be the spark that turns the rest of the day around.

“Attitude Adjusters”

After opening ceremonies, ask your Beavers or Cubs to describe something that happened during the day that made them happy. (Leaders should join in the sharing time, too.) This simple exercise will divert everyone’s thinking away from negative thoughts, and plant seeds of contentment and caring. As members hear good stories, they’ll focus on the day’s positive experiences. Their general frame of mind will shift to a more caring and forgiving one —

making everyone ready to enjoy a fun program.

Ask each child to describe five things (e.g. drawing, helping others, running) that they do well. This exercise will help them feel good about themselves, and build self-esteem. Your Beavers or Cubs will notice the range

will help put a smile back on the little Beaver’s face.

Why not present each youth with a smile sticker for saying or doing good things to other people? (Maximum of one sticker per child per night.) The goal is not to collect stickers, but to encourage youth to build up others.

*“We’re all so different.
We’re all special, but in
different ways.”*

of talents they and their friends have. Don’t be surprised if someone says: “We’re all so different. We’re all special, but in different ways.”

Here’s an exercise that will build respect for others, while publicly recognizing skills and abilities. Ask each member to identify two or three things that the person sitting to their right does well. It may cause some children to appreciate others more.

Log Good Memories

A “feeling good scrap book” makes a great craft project Beavers or Cubs could work on upon arrival each week. Let youth members draw, colour, write or paste in pictures of things that make them happy. If a child arrives unhappy or angry one night, simply take her aside and let her flip through the scrapbook. Perhaps looking through the pictures of things that make her happy

Creative Sidetracks

If a child has difficulty concentrating, or difficulty getting out of a bad mood, take him aside and help him “change channels” or “transform” by focusing on something that makes him happy. People who feel “down” often dwell on the issues that cause the negative feelings. Naturally, this does nothing to raise their spirits. Sometimes all they need do is refocus (“change channels”) to rise above the difficulty.

How often have you faced one or more children who claim they’re not able to do something, possibly because of poor confidence?

Ask them to use their imagination. Tell them that they can actually “talk” to various parts of their body to accomplish the task. They just have to tell their hands or feet what to do, then imagine their body floating over the obstacle, or successfully finishing the



Photo: Rena Clare

“Joking around with other Scouts; that’s what makes us happy. Let’s make a list of these good-time experiences!”



**TRY THE
‘SILENT ROAR’**

Sometimes the most effective way to quiet a small group of energetic youth is to whisper. Kids hear adults yell all the time when parents or teachers are trying to get their attention. But a well-timed whisper will occasionally quiet a group faster than any other method.

challenge. Encourage them to practise by telling their arms to flap, or their legs to jump. This may give them a sense of greater control; facing the challenge may become easier.

Occasionally, all leaders must deal with children who seem out of control. When you face this situation, gather the group around you to observe an interesting activity — something that requires quiet to hear a noise, or careful observation to see what's happening. Water works well. It has a tremendous calming effect on children. Give each youth a cup of water and a stir stick, then ask your Beavers or Cubs to stir the water into a spinning whirlpool. When the water is swirling with smooth or even frothy lines, they must sit down quietly and watch as the whirlpool slows and becomes tranquil like a pond in the early morning. Ask them to listen for the sound of the water in the cup.

Scrupulous Scrutinizing Cookie Monsters

Kids love cookies. Use this exercise to build concentration, and to calm young people. Give each child a cookie to examine, but not eat! Tell them to look for irregularities or features that would distinguish their cookie from others in the bag. Next,

ask the youths to place their cookies on a table. Mix the cookies together, and get your Beavers or Cubs to find their cookie without touching them. When everyone has located their cookie, it's snack time!

Create opportunities for young people to explore their feelings, settle their thoughts, and share their experiences.



Often it's difficult to get children to listen. When you involve their feelings, the job becomes much easier. Here's how. Make up a short story that stimulates lots of different feelings. Descriptive words will ignite images and make the story come alive in the listeners' minds. Read the story slowly and quietly so the youths have to concentrate; ask them to describe their feelings

about the story when you're finished. (A Christmas story could tie into December, a leprechaun story might fit a St. Patrick's Day party, or a nature adventure might work with a spring hike.)

Taste games will quiet a group and focus their thoughts quickly. Just gather various food items, putting them in bowls. Blindfold each participating youth. The challenge involves identifying the food by feel, smell, and taste. This requires concentration and quiet. Many leaders will throw in a few "different" items: a peeled grape, a smartie, a kernel of corn, a sugar cube. *Caution!* When playing games involving food, beware of allergies. Avoid any items that may cause problems.

Opening Up to Others

Create opportunities for young people to explore their feelings, settle their thoughts, and share their experiences. Build activities right into your program. You'll have Beavers and Cubs who are better adjusted, have more self-esteem, and know how to communicate. Young members will also soon recognize that not everyone thinks the same way or feels the same. This knowledge may result in greater respect for others.

Remember: leaders are role models. Lead by example. If you set a positive, healthy tone, youth will follow! ^

Photo: Shaun Tamassee

"I NEED A GAME IDEA... **FAST!**"

by Ian Mitchell

IT'S happened to all of us. You've just returned to the meeting area from a field trip only to find that you're 20 minutes early. Your Scouts need something to do, but you didn't plan anything. Quick! What do you do?

These games will slow your adrenaline down, while speeding everyone else's up. The activities require little or no equipment.

Talkety-Talk

Two teams play this game. You'll also need an umpire. The umpire gives the first person of team one a topic to speak continuously (non-stop) about for one minute. The opposing team may "object" when the speaker (1) pauses for several seconds, (2) repeats a statement or fact, or (3) uses "umms and ahs."

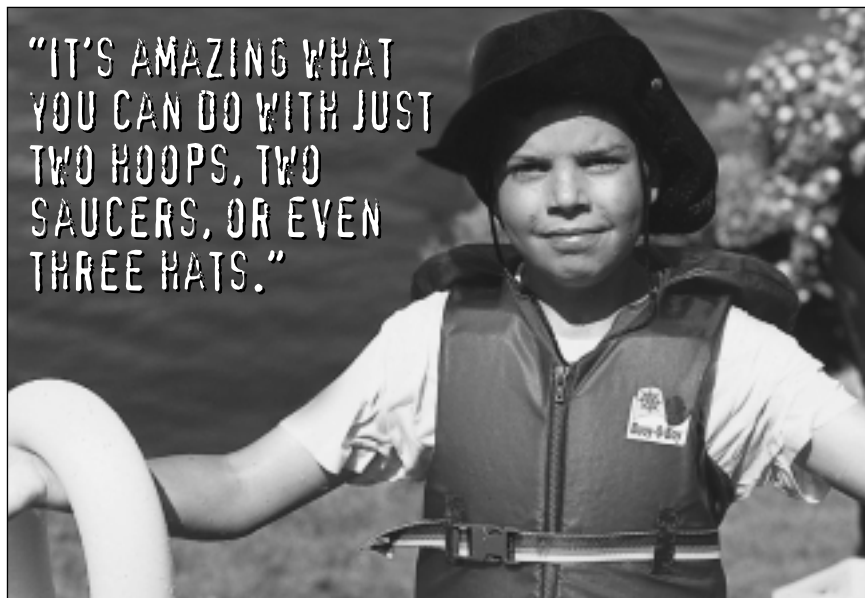


Photo: Wayne Barrett

If the umpire allows the objection, the objecting team earns a point, and the first speaker for that team (team two) takes over the talking. If the umpire doesn't allow the objection, team one earns the point. Play continues for one minute. The team speaking when time runs out earns a point. Repeat with other subjects. Topics might include Scouting

ones (e.g. living the Law or Promise) or non-Scouting ones (e.g. how to recognize peer pressure or what makes a healthy relationship).

"Sdrawkcab" Time

For a certain period of time do everything backwards. Your Scouts have to say the opposite of what they mean, and even move backwards.

Add to the excitement by trying simple games, like a backwards chase. Why not expand this idea to a whole meeting where Scouts wear clothes backwards? Do the closing at the beginning and the opening at the end. Get your Scouts to help plan games and activities. (Send **the Leader** a full description of your evening and activities for publication.)

The Human Knot

Standing in a circle, ask everyone to reach into the middle, grabbing hold of two different Scouts' hands. Now, working as a team, try to untangle the knot and return to the original circle without anyone breaking hands.

Zip-Zap-Zop

Here's a fast-action game. Everyone stands in a circle facing the centre with hands clasped together as if holding a gun. One Scout starts by pointing at someone and saying "Zip." That player must quickly respond by pointing at someone else and saying "Zap." The third player responds in the same manner saying "Zop"; the game continues starting with "Zip" again. When a player makes a mistake, the Scout leaves

the circle. The last person left wins.

Mang the Bat

All Scouts stand in a circle. Choose one (the Bat) to stand blindfolded in the middle. The Bat spins around and points at someone in the circle saying, "I am Mang the bat. Who are you?"

The Scout being pointed at must reply with a disguised voice, saying these words: "We are of one blood, you and I." If the Bat guesses the identity of the person correctly, the two switch

Touch
wood!
Touch
stone!
Touch
water!

places. If not, the Bat must try again.

How Many Claps

Each Scout collects a small object (e.g. a small rock or coin) to throw up in the air and catch. A leader throws up his own object, claps once, and catches it. All Scouts must do the same. The leader then throws up his object again, claps twice, and catches it. All Scouts must repeat the action, clapping twice, and so on. Add some difficulty by spinning around, or catching the object behind your back.

Touch and Score

Here's a good game you might tie into an environmental theme.

When a leader calls out "touch green" all Scouts (standing at a central starting point) must look for something green to touch. The first to do so earns one point. Leaders can also call out other orders, like "touch wood," "touch

stone" or "touch water."

Broomstick and Garbage Can Push

This game requires a small garbage can and a broomstick, or similar object.

Place the empty garbage can in the centre of the field or room. Put a stick across it. Scouts stand in a circle around the can, holding hands. By pushing and pulling each other, Scouts try to make *others* knock the stick off the can. The one who makes the stick fall off is out.

If the pushing and pulling causes the circle to break, both end parties are out. The last person in the circle wins. (Your Scouts will need teamwork to get older, bigger youth out.)

Smile or Giggle Tag

Scouts form two equal lines facing each other about one metre apart. One line represents "heads" while the other represents "tails." A leader tosses a coin and calls out the side that turns up. If it comes up heads, the "heads" laugh and smile trying to make the "tails" laugh. (The opposing side must try to stay solemn.) Those who do laugh must join the "heads" team.

The leader tosses the coin again, and the side that is up laughs while those on the other side try not to smile or giggle. The line finishing with the most players wins.

Anatomy

Players stand in a circle, with one Scout in the middle. The centre youth faces one player, points to (for example) his ear and says, "This is my elbow!" The player being faced must immediately point to his elbow and say, "This is my ear!" If he responds correctly, he keeps his position, and the centre player turns to someone else, points to his nose (for example) and says "This is my foot!" and so on. Any person giving an incorrect answer becomes the centre player.



Got A Favourite Game?

If you have a favourite game that your Scouts love, send it to us.

If you've collected a group of field-tested "great ones," send them. We'll share your success with others.



Scouting Has Resources Galore!

by Bryon Milliere



Need help with planning great programs? Not sure about Scouting policies?

Scouts Canada has many publications to make your program easier to run, and more exciting for everyone. You'll find all the resources at the local Scout Shop. They're also available through mail order — particularly helpful for groups in remote areas.

Leader Handbooks

Each program section (Beavers through Venturers) has a handbook for leaders that describes program elements. Each also explains how to successfully plan and deliver the program. You'll find answers to the most frequently asked questions. (Woodbadge courses use these handbooks as primary program resources.)

JUMPSTART Programs

Imagine having a month's worth of weekly programming already planned out for you! Would it be easier if these month-long programs included words to songs, instructions for crafts, and instructional notes? You bet!

JUMPSTART is a dream come true for many leaders. JUMPSTART packages provide four weeks of tested programming following a single theme. You can use them for four weeks in a row or mix them throughout the year for greater variety. JUMPSTART is a timesaving program tool that costs *less than \$1 per week*, and saves hours of planning and organizing. New leaders find JUMPSTART helps them understand the program better, and builds their confidence. Experienced leaders appreciate its new ideas, and a break from the weekly planning process. JUMPSTART is available for Beavers, Cubs, and Scouts.

JUMPSTART Videos

These 30-minute instructional videos guide you through a typical meeting and provide a quick overview of the program. What an excellent tool for orienting new leaders! The videos tie in with the written material to help leaders put the print into motion.



By-law, Policies and Procedures (B.P. & P.)

Essentially the rule book for Scouts Canada, *B.P. & P.* contains the official by-law, policies and procedures that direct Scouting activities all the way from section level to the National Council. Every volunteer should have a copy of this easy-to-read reference to ensure its programs are operating within Scouting's policies and procedures. Members who ignore these create potential liability for the entire organization. New editions of *B.P. & P.* are published every year or two.

Program Resources

Beaver leaders have a wealth of program material at their disposal. Some include publications like *Fun at the Pond*, *The First Twelve Years*, and *Scouts Canada's Beaver Song Book*. *The Keo Book* is perfect for your Keo (the Cub who helps in your Beaver colony).

Many Cub leaders rely on *The Pack Resource Book* as a source of crafts, games, songs and skits designed for Cub-aged children. For your Kim (the Scout helping in your pack), be sure to see *The Kim Book*. *The Fieldbook for Canadian Scouting* is designed to support the Scout program in particular, but Cub leaders can learn many outdoor skills described on its pages that will help youth enjoy the outdoors.

Scout leaders have their *Leader's Handbook* and the *Fieldbook for Canadian Scouting*. (Look for the exciting new *Fieldbook* in 1999.) Patrol leaders find special guidance in the *Patrol Leader's Handbook*. It's excellent!

Visit your Scout Shop or ask your council for this year's catalogue. You'll discover many other resource books available on specific topics such as songs, pioneering, crafts, cooking, games, child survival, safe boating, and knots. For those who want the music and the words for Scouting songs, you can hear the songs sung by Cubs and Scouts on our very own *Campfire Sing Along CD* or cassette tape.

Administration Aids

Keep accurate and up-to-date monetary records in your section or group with the *Financial Record Book*. Track progress (such as badge earning) through the program sections with tools like the *Colony Record Book*, the *Wolf Cub Achievement Chart*, the *Pack Annual Records*, the *Sixer Record Book*, and the *Scout Achievement Chart*.

Who Pays for All This?

Scout Shop purchases and membership fees help fund the development of these great resources. The actual price of most items does not reflect the true cost of creating these resources that support you and your programs.

Be sure to budget enough money in your group or section to cover the costs of the resources you need. Now that leaders have made a valuable commitment of time, doesn't it make sense to give them the best possible tools to be successful?

Get Online

Want to find out the latest information about Scouting? Learn everything you need by visiting our web site: www.scouts.ca.

Scouts Canada wants to make your task easier and more enjoyable. Check out these resources at your local Scout Shop. You'll be amazed how they will simplify your job. ^

Play this Risk and Consequences Game

by Ian Mitchell

How do you get Venturers to think seriously about drugs, including alcohol and tobacco?

Drugs pose real risks and have long-term consequences, but it's hard for adults to reach teen-agers on this subject. Here's a different method. Try getting your Venturers to "peer train" some local Scouts. This method can reap great results.

The Venturer program encourages teens to pass on or demonstrate their knowledge to others. If you combine this with the interest (even just passing interest) that many Scouts have in drugs, you have what some might call "a match made in heaven."

How can Venturers achieve this creatively?

Risk and Consequences Game

The Canadian Association of Chiefs of Police developed this simple game several years ago. It needs little equipment, and can teach others about the serious risks and consequences of drug use.

Start by asking your Venturers to write up five or six short scenarios. (See the following examples.) Encourage creativity. Place the scenarios in a brown paper bag.

Divide the Scouts into two teams. Tell them that each team will have an opportunity to identify the risks or consequences a person faces when using drugs. If a team identifies the correct risks or consequences, it earns a point. If the team fails to identify them, the other team may try. Team members may confer among themselves for up to two minutes when taking their turn.

After a Venturer pulls a scenario out of the bag and reads it, the clock starts running for the Scouts.

Repeat the process until your Venturers have read aloud all the scenarios.

Get your Venturers to conclude the session with the Scouts by underlining the negative, long-term affects of drugs.

Timmy paused and thought that since then he hadn't done much of anything.

Just then one of his new friends came along and asked him what he'd like to do.



"I don't know," said Timmy.

"Got any grass?" the new friend asked.

"Ya," said Timmy.

"Then, what are we waiting for?" exclaimed his new friend.

"I guess so," Timmy said hesitantly.

Risk/consequence: Timmy lost old friends and former activities that he used to enjoy. His life now isn't as enjoyable as it once was.

Scenario #3

The grade 8 class was graduating in three weeks. Everyone was excited. Graduation celebrations included a big dance on Friday night and a special trip on Monday.

Jessie, Earl, Mona, and Willie were going to the dance together. To make the evening really special they each drank several bottles of beer before leaving. At the dance they acted loud and foolish.

The school principal walked over to talk to them, and smelled the beer. He took them into his office, called their parents to come to get them, and told them that because they broke school rules they would be suspended for the next three days. That meant no trip on Monday.

Risk/consequence: All lost the privilege of going on the special trip. They made fools of themselves in front of friends, and would face punishment at home.

Use Peer Teachers

Next time you're looking for an interesting way to get some difficult messages across, use peer teachers. Teens listen to other teens. This method also gives Venturers a chance to practise using some training skills. \

Scenario #1

The trouble began pretty innocently. Once a month or so Jenny drank alcohol and smoked dope. It soon snowballed. By the time she turned sixteen, Jenny had quit school and was taking drugs every day. Because of the expense, Jenny started shoplifting. One day, while stealing an expensive bracelet, she was caught by police and charged with theft.

Risk/consequence: Her reputation is ruined, and she may end up with a criminal record.

Scenario #2

Timmy was hanging around the park after school. Two old friends passed by on their way to shoot some baskets. Timmy hadn't seen them in months, except at school. They talked for a minute, Timmy told them that he had some good grass, and asked them if they'd like to share some. Both said, "No thanks," and left.

Timmy started thinking about what good friends they used to be, and about the great times they had spent shooting hoops before he met his new 'friends.' They told him basketball was for kids.

Don't Forget to Log It in Your Journal

by Ross Francis

Journal: "A daily record of happenings."

Log: "A record of progress, speed, etc."

— WEBSTER'S NEW WORLD DICTIONARY

Scouting members have many opportunities to learn and develop new skills and knowledge. Our programs accomplish this primarily through outdoor trips and activities. Wouldn't it be great if we could just remember it all?

Unfortunately, our memory will only retain so much information. But if you keep a journal or log of each trip, you'll capture those memories. A journal or log will also help you evaluate the experience afterwards. This will help you improve on the experience next time.

When you commit your thoughts and learnings to paper, you focus attention and awareness of events happening around and within you. Take a few minutes at the start or end of each day. Use this time to reflect on, and record, the day through notes, pictures and sketches. It'll help you "capture the experience" for years to come.



*"What a hike! We've all got great stories
for our patrol log!"*

A Group or Personal Journal

A journal or log can record many events and observances. An individual log or journal allows each Scouting member to capture *personal* thoughts, feelings, learnings and experiences. If you decide to keep a group journal/log, you can record happenings within a patrol or troop, with each person providing input.

Choose a small, pocket sized notebook and a pencil that won't take up too much space. Seal these in a convenient zip-loc bag. A separate notebook for each trip will help you file your notes for quick, easy access later on.

Want to get really fancy? You could buy a book especially designed for journals, complete with waterproof paper. With this, you won't have to worry about getting it a little wet.

General Details

Start your journal by recording general trip information. Here are some ideas.

- Where are you going?
- How long will you be out?
- Who is travelling with you?
- What's the nature of the trip (hiking, canoeing, etc)?
- What dates do you plan to be away?
- What interesting weather details might you encounter? (Are you going to hike through a rain forest?)
- A map of your route is of interest.
- What food and equipment are you taking? Anything unusual?
- Have you set special goals or objectives?

Photo: Robert Hamilton

- Before setting out, do you have any personal thoughts or feelings to record? Concern? Exhilaration? Excitement?

“Remember that site? It was great!”

During your trip research, did you find out information about difficulties or spectacular features along the route? What about campsites, hazards, and special places you hope to see? You'll want to include these in your journal or log.

Make mental notes as you travel. Have you seen something *extra* special, or have you learned a new skill? Take several minutes to make a sketch, or describe what you've learned while it's still fresh in your mind.

Many Different Recording Methods

Your entry may involve:

- Just simple point form notes that will “jog” your memory, or
- A letter to yourself describing (in detail) the process you followed to complete a task, or
- Any other note-taking style, including a combination of these.

It's important to write clearly enough and with sufficient detail that you'll be able to understand the meaning of the notes when you read them later.

Record any problems that you encounter, how you dealt with them and how you felt about the situation. Also, record any accidents and “near accidents” that occur. Take special note of “what” and “how” they happened, the extent of the damage or injury, who or

what was involved, the cause of the incident, and what action or treatment was required or provided. Later on as you review the notes, they may serve as a valuable learning tool to raise your awareness of travelling risks, and how you can avoid or manage them better in the future.

Record any problems that you encounter, how you dealt with them and how you felt about the situation.

Be Consistent

Try to follow a similar format each day. Begin your writing with details like the weather, the time of departure, special sights, experiences, meals, problems encountered, successes, special achievements, thoughts and feelings, new ideas, rest points, route features, and anything else you want to remember. End the day by recording the distance travelled, condition of the gear and others in your group. Are there special details or notes you want to remember tomorrow? Now is the time to record them.

After you've completed the trip, add photos you took and any other notes or appropriate thoughts. Then,

file away your journal or log for safe keeping. Anytime you want to relive the trip, simply take out your journal and the images and memories will come flooding back in technicolour!

Invaluable for Trip Planning

How often have you returned from a trip and simply put your journal away without “processing” the experience? Review your carefully written notes. It'll help you focus on things that went well, things that went wrong, and things that are worth doing again. Highlight these notations for quick reference when planning future trips.

Journals and logs not only serve as excellent memory-makers, they're also outstanding when evaluating a trip or experience. If you're going into the same area, you can check distances, hazards, and special features. Or, if you're planning a different trip you can still read how your gear held up, how you enjoyed specific meals, then take what you found worked best. Having these notes may save you from repeating unpleasant mistakes.

Replay your Internal Video

Looking back through your journals/logs will provide many practical camping tips and help. But most important, it will rekindle the memories of great campfires, and terrific conversations with close friends. In the comfort of an easy chair, you'll hear again the soft bubbling sound trailing behind as you guide your canoe through a mist-enshrouded lake. Aahhh. Sheer joy!^

A log entry could even involve a picture showing a favourite part of the hike.



Photo: Allen Macartney

For Service to Scouting

compiled by Cheryl Dinelle

We are pleased to announce in this issue the names of people in Scouting who have been recognized for gallantry and service between March 7, 1998 and August 31, 1998. We will announce awards made after August 31, 1998 in a spring issue of **the Leader**.

AWARD FOR FORTITUDE

(for perseverance despite physical or mental impediments)

Christopher Crossman, Kingston, NS
Maurice Ewell, Scarborough, ON
Simone Glendenning, Kingston, ON
Clive Heath, Waterloo, ON
Stephen Heath, Waterloo, ON
Leslie Howie, Halifax, NS
Micheal Inskip, Kamloops, BC

Roger Jaeger, Medicine Hat, AB
Brian Kirshfelt, Armstrong, BC
Liliane Laurin, Nepean, ON
Kyle Lillo, Edmonton, AB

CERTIFICATE FOR MERITORIOUS CONDUCT

(for meritorious conduct worthy of recorded commendation)

Laura Ballyk, Hamilton, ON
Matthew Ballyk, Hamilton, ON
Jacquie Blanchard, Prince George, BC
Daniel Bush, Greely, ON
Sarah Coffey, Prince George, BC
Robin Goddard, Smithers, BC
Brent Halsall, Greely, ON
Bruce Haywood, Prince George, BC
Chris Haywood, Prince George, BC
Marion Haywood, Prince George, BC
Perry Kotkas, Calgary, AB
Natalia Paglia, Hamilton, ON
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Hot New Products

by Ben Kruser

The 1998/99 Scouts Canada Catalogue was mailed to over 140,000 members. Our advertisers covered 90 percent of mailing costs, which reduced operational expenses and improved distribution. Now Scouters and parents have even more opportunities to see and hear about exciting program-related products. Following are some catalogue highlights.

Model Builders and Slime-Lovers

If you love Kub Kars and you're looking for another model-building activity, this is it! The Catamaran Kit (catalogue pages 7 and 30) is available only through Scouts Canada. It's a great project for Beavers or Cubs. Build it, paint it and float it in a tub. You can even have fun races by using a 4-5 metre section of rain gutter sealed at both ends and filled with water.

What kid can resist slime? The new Slime Science Kit (p. 9) provides loads of icky science fun for a lodge or six.

If your program calls for teaching fire-building, youth members can try their hand at flint and steel using Fire Steel on page 14. Get a handful of fluffy tinder and watch the sparks fly!

Coleman's brand new MAX lightweight stoves have been a huge success with campers. Featured on page 23, your troop, company or band of adventurers will find very competitive prices at your local Scout Shop.

Fleece: Warm and Toasty


Keep warm and dry on chilly campouts. Check out the expanded line of Scouts Lifestyle wear (p. 25). You'll find fleece vests to warm the body, fleece tuques for the head, and ultra-practical fleece neck tubes that'll make your neck and face toasty. Our neck tube has a convenient elastic band to reduce slippage off the face. These products are excellent for cold weather activities.

Show It Off

If you've been there and done it, why not show it off?

We've started to upgrade and expand our crest lines. Outstanding graphics inspire dynamic Kub Kar crests. See them on page 11. Beaver leaders will appreciate our new theme crests (p. 33). Patrols will enjoy more wildlife crest choices for patrol names (p. 41). If your group likes contacting other members using the Internet, then the new Network Scouting crest (p. 43) will add zest! Don't hesitate to send your camping or theme crest design ideas to National Retail Services.

Finally, Beaver leaders should check out the new line of products on pages 28-29. The 25th Anniversary crest may be worn by youth on the Beaver vest. As well, the Beaver Anniversary Ornament is limited in quantity and will go fast.

It's going to be another great Scouting year. See you at the Scout Shop! 

SCOUTER'S 5

Remembrance Day Poems

- Brian Kirk, a Scout with the 1st Palgrave Troop from Bolton, ON, won first prize in a Royal Canadian Legion literary contest last year. October's **Leader** featured his award-winning poem. *We Need Peace* is another poem of Brian's. The next one, *Let There Be Peace*, is a prayer written by Scouter Rick Smith. Use both of these poems to spark discussion how everyone, regardless of age, can help bring peace between people.

- *We Need Peace*

Once upon a time
When we drew no lines
To what was ours
And what was not
Then everything was fine.

Then man began to fight
Whether wrong or right
To try to claim
More than his share
○ And just to prove his might.

- We need to stop and think
Before we reach the brink
And have no world
○ In which to live
And to darkness we would sink.

- We need peace again
Before there comes an end.
○ Let's all join hands
And take a stand
For peace on earth to all men.

Scouter's 5 Minutes

Nov. '98

GAMES

How to Select and Lead Better Games

- Beavers, Cubs and Scouts all love games. Games can help develop quick thinking, alertness, and sometimes even strategy skills. They also develop character, because games require teamwork, fair play and consideration for others.

Many games offer chances for youth to express their feelings and emotions. These games are invaluable, for they help young people learn how to share their views with others and communicate in a healthy manner.

- When you're choosing a game, don't just pick the first one that pops into your mind. Get a book (*Games... From A to Z* is excellent) and flip through the pages until you find several games that teach a healthy message that fit your evening's theme. Above all, make sure your games are fun! (Keep it simple, make it fun — KISMIF.)

Here are some tips to help you organize and run more exciting games.

- Be enthusiastic! If leaders enjoy the game, others will too.
- Start with your best game — one that is easy to explain and enjoyable for all.
- Make sure the space available is large enough so everyone can play safely. Remove any potential hazards in the area, or move somewhere safer. This might involve stacking chairs or tables (in a hall), or playing the game in a different area — one that doesn't have rocks and boulders that might cause sprained ankles.
- Before starting, make sure everyone knows the rules. All team members should listen carefully as you explain in simple terms.

Games

Nov '98

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- ❑ Make sure everyone follows the rules. Insist on fair play and good sportsmanship. Stress that *how* you win or lose is more important than winning at all costs — a good topic for a Scouter's Five.
- ❑ If the game isn't going well, stop! Explain the rules again. If your members still have difficulty, switch to another game.
- ❑ Never wear a popular game out. Quit while everyone is still enjoying it. Expose your group to a wide range of active games.

Games for All Themes

It's easy to fit games into specific themes. Sometimes all you need do is change a name or two. For example, "The Cowboy Relay" could become "Bareback Rider Relay" to fit a circus theme. For a Christmas party, Santa Claus could become the storekeeper in the "Toys for Sale" game. A travelling game could easily fit a space adventure or voyageur wilderness paddlers theme.

— Adapted from *Cub Scout Leader How-To Book* (Boy Scouts of America).

Games

Let There Be Peace: A Prayer

As Remembrance Day draws near
 We honour those brave men and women
 Who fought in the wars so we could be free.
 We remember our peacekeepers.
 We especially remember those who did not return.
 We wish for peace to spread throughout the world.
 We pray that there be no more wars,
 And thank you for many blessings:
 Our world, our friends, our families.
 Please continue to watch over us
 And bring us back safe and healthy
 To our Scouting friends next week.

— Rick Smith, 1st New Maryland Group, NB.



Scouter's 5 Minutes

Service Scouters Help Section Leaders and Organize Events

by Rob Stewart

Once upon a time a new Scouter approached an experienced member of the district service team and said, "Oh wise one; I am new to the ways of the Scout troop. I feel incapable of providing a fun, yet challenging, outdoor experience. Help!"

"You have a problem indeed," said the Service Scouter. "Let me discuss it with members of my team."

Meeting with others, the Service Scouter explained the dilemma. "All he has to do is take training," said one. But another added, "Training alone won't help in the short term." The team discussed various ways they could help this Scouter, then it dawned on them: they could help him and many others at the same time through a district or special event.

Are you shaking your head vigorously, saying no?

"All Service Scouters do is plan district events," you might say. "They hardly ever give coaching or assistance to section leaders who need it. In fact, large district events actually hurt sections."

The Truth Is...

Service Scouters are swamped with tasks. Some Service Scouters should concentrate on helping section Scouters, while others use their skills and expertise to organize large events. These events do take time, but they also directly support section leaders and their programs.

How?

When I was a Scout, our weekly troop meetings prior to the Victoria Day weekend focused on a district challenge camp. We spent most of our meeting time learning about:

- Selecting tent sites
- Storing food
- Menu planning and cooking
- Making gadgets
- Making survival kits
- Preparing for the physical and mental challenges that camp games would offer.

Our Scouter welcomed this event. It gave the entire leadership team a focus for its program plans. It gave the Scouts something to anticipate with excitement. Our Scouter felt good about it, knowing we would share a safe outdoor experience in a controlled environment. The event provided an opportunity to test the effectiveness of our Scout program.

Brand New Scouters

Even completely inexperienced Scouters who know about an upcoming district event can put their limited skills and knowledge to work quickly. For example, if the district event's program includes an orienteering course, new Scouters could at least introduce youths to basic map and compass work. Those conducting the event would provide further detailed training and information. Large district events can become the ultimate training tool for leaders and youth members.

What's one of the keys to success?

Make sure everyone knows about the event well before it begins. With a detailed agenda, Scouters can plan programs over the weeks preceding the event. This will give youth members time to practise and prepare with a sense of purpose, knowing they will get an opportunity to test new skills and knowledge.

Everything Should Support the Sections

Service Scouters *must* concentrate on supporting section leaders so programs remain fun and valuable. But there are many ways to do this. Service Scouters shouldn't *just* organize large events. Some Service Scouters should focus their attention on helping individual leaders and sections. This is vital. X

Kids Must Come First

Police Record Checks for All Volunteers

by Bryon Milliere

“Don’t you trust me? I’m insulted!”

The long-time Scouter with a distinguished service record shook his head in shock. A Service Scouter had just asked for permission to obtain a police record check. Across Canada, this scene has occurred repeatedly over the past year.

Along with many other youth-serving agencies, Scouting now insists that volunteers undergo a police record check (PRC). All groups — from Big Brothers to hockey leagues — strive to ensure appropriate adults are working with young participants. It’s just the right thing to do.

Everyone Gets Checked

— Everyone

Last year, Scouting’s National Council decided that police record checks (PRCs) would constitute the *minimum level of screening* for all current volunteers. The public expects organizations to protect youth members by all reasonable measures. Parents don’t care if PRCs inconvenience thousands of upstanding citizens; safe, healthy programs must always take precedent over expediency.

Scouting will not knowingly allow anyone with a police record of abuse to continue working with youth.



Scouting youth deserve the very best, fun-loving leaders possible.

What is a Police Record Check?

Police record checks involve searching various police data bases particularly for records of charges and convictions. PRCs also reveal:

- Records of civil proceedings concerning child abuse.
- Admission of abuse of vulnerable people where charges were not laid.
- Pardoned Criminal Code convictions, or convictions which a conditional or absolute discharge was given.
- Suspect data.
- Information about the individual as a complainant, victim or witness to an abuse occurrence.
- Motor vehicle offences.

If you have a “clean record,” don’t worry. The PRC will return “blank.”

If you *do* have a police record, Scouting members will consider your past actions, and decide whether you pose a risk to young people or the organization.

Matching People to Their Roles

New volunteers also participate in a recruiting interview during which they provide personal references. This helps recruiters match people to roles, and assess the volunteer’s qualifications for membership.

Volunteers are reappointed annually on the basis of their good service record. For example, you were appointed because recruiters believed:

- You demonstrate appropriate attitude and have (or are willing to acquire) skills and knowledge for the job.
- Your personal life seems to reflect Scouting’s Principles.
- You seem both committed and prepared to give time to do the Scouting job effectively. (This might include taking necessary training.)

Protecting Children... Our Goal

Scouting’s decision to protect children will keep them safer. The Movement will also lose some excellent leaders who fail to understand the all-important need for diligence. Today, these steps may seem overly dramatic, but they are quickly becoming the Canadian norm for youth organizations who strive to safeguard their young members.

Please show leadership by participating in the police record check process; that’s what National Council asks. Your timely support and participation will allow us to focus resources on fun, outdoor activities.

Thank you for your commitment. Together we’ll make Scouting safer than ever! \X

SCOUTING’S MISSION STATEMENT

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