



the **leader**

DECEMBER 1998

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Merry Christmas!

A Great Season to Keep in Touch!

by John Pettifer

“Dear friends and relatives...

It's time to write the annual Christmas letter.

It's been a good year. Once Jamie recovered from his broken leg, we all....”

More and more of us are writing “the annual Christmas letter.” Computers and printers make it simple to produce a letter, and share it with all family members. Even the letter itself can be quickly customized for individual members or friends.

Some people dislike receiving annual Christmas letters. They prefer to write personal thoughts inside a card. Yet, often a Christmas letter is the only point of contact between busy people who are finding themselves rushing through a hectic life.

Even through this seemingly impersonal means, there is surely joy in keeping in touch. In our house, we carefully re-read each letter, whether handwritten or computer-generated, through the holiday season. Along with Christmas cards, they remind us that we are not alone in this world. Cards and letters help us share with others their successes and joys, as well as their sorrows and heartaches. The news lets us uphold each of them in prayer before God.

Keep in Touch

Are you “keeping in touch” with Scouting members in your area?

Not long ago, I was speaking with a minister of a large church that has sponsored Scouting for many years. When I asked how things were going with the group, he replied, “I really don't know. They haven't kept in touch.”

It's easy to forget the importance of keeping your lines of communication open.

As the calendar year draws to a close, I encourage you to “keep in touch.” Keep in touch with your sponsor, with your service team, and with parents of your young members. Do it with a phone call or an occasional

note. While regular contact is best, even an annual letter can accomplish wonders. What better time than this to look back over the year and remind everyone of the challenges and many victories faced over the past months.

One Scouting group turned communication into a fun activity.

How?

Working together, young members collectively identified all of the things they had done so far in the year. Then, they wrote a letter and included the list. Everyone who received the letter loved hearing about crafts, outdoor events, camping trips, and projects. In the same letter, group leaders took the opportunity to share how God had communicated his message to the world.

This particular group was sponsored by a church. In their letter, Scouting leaders stressed the Christian message of love, hope, peace and forgiveness through the coming of the Saviour. However, God has communicated in many different ways. Why not ask your own rabbi, priest or minister to share a spiritual message with your Scouting youth? Everyone would probably welcome such a visit.

People celebrate a new year in many different ways and, regardless of faith, it is a season of warmth and communication. Reaching out with personal news makes it even more so.

To each of you, we at the National Office wish a joyful, peaceful and blessed holiday season. Let's stay in touch! X



Let's always find time to stay in touch with those around us.

Photo: Paul Ritchi

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Camp Icicle: A Training

by Doug Calder

Codes, crimes, disguises, and hidden clues. What more could young sleuths want during a winter weekend camp?

Last year, 100 Cubs from Burnaby, BC, attended a detective theme camp where they had to solve “The Mystery of the Injured Akela.” (Scouts too would enjoy this theme with a few adaptations.)

After arriving at camp, unpacking gear and assembling for the Grand Howl, Akela asked three other leaders to join him in the centre of the circle to explain weekend events. Other leaders calmly raised some objections, so they too entered the circle and the discussion. Soon the discussion became very heated. (Cubs had been warned beforehand that this was part of an act, to avoid fear and concern.)

In a minute — on cue — the lights went out for about five seconds. During this time a shot (from a cap gun) rang out. Five seconds later, after much shouting, the lights came back on. Akela lay wounded in the centre of the circle.



Photo: Garth Holder

“Who did this?!” Kaa yelled out, in mock surprise and anger.

No one answered.

Almost immediately several people claiming to be the police arrived and put masking tape around Akela’s outline on the floor. Akela was then moved to another room to receive first aid. The police put up a yellow tape barrier around the crime scene, and told Cubs they would have to solve the crime during the weekend. A judge would arrive on Sunday morning to find out if any

six had worked out the identity of the criminal.

Over the next 36 hours Cubs had to piece together details of the crime as they decoded messages and collected clues that would lead to identifying the person who had committed this dastardly deed. During this time they played games, learned many codes and ciphers, went on a scavenger hunt, and completely enjoyed the adventure.

Cat Burglar Game

This game helps develop a sense of hearing. You’ll need one bean bag (or equivalent) and a blindfold for each Detective.

Choose one player as the Cat Burglar. The rest of your pack or patrol are Detectives. The Detectives each receive a bean bag and are blindfolded.

The Cat Burglar must now tiptoe between the two rows of Detectives, making tiny meowing cat noises. The Detectives try to guess the Burglar’s position from this and try to hit the thief with their bean bags.

The Chief of Police (a leader) stops the game when a direct hit is scored. The Detective responsible for the hit now becomes the Cat Burglar. Remember to reload the Detective’s ammunition at this point. They only get one “shot.”



Photo: Allen Macarney

Even Beavers would like a pickpocket game in a detective theme.

ing School for Detectives

Part 1

Codes and Cyphers

Our detective weekend included a wide range of codes and cyphers, including substitution codes, word scrambles, code wheels and more. Each six made up its own code, then shared it with a leader. Some secret messages the Cubs received from then on were in that code.

Morse Code Flashers

Every Cub taped red cellophane over the end of his flashlight and practised sending and receiving Morse Code. After several minutes, Bagheera sent a message that contained a clue to Cubs able to read the cryptic message. (See Morse Code sidebar.)

Number Codes

Assign a number for each letter of the alphabet. Start with a simple A=1, B=2, C=3, etc. Show Cubs how to use the code. Ask them to make up their own six code using this method. Make sure all members of the six know the code. Perhaps they could use this code on invitations to the next pack party.

Mirror Codes

Cubs were shown how to use a mirror to write a message backwards. Can your Cubs figure out this mes-

sage without a mirror? Afterwards, try reading it with a mirror.

.semit lla ta tseb yrev rieht od ot yrt syawla dluohs sbuc

Now ask your Cubs to take their backwards mirror code and encrypt it by adding a number code. This makes it much more difficult to decipher! For instance, the word "semit" would change to "19,5,13,9,20" (if A=1, B=2, C=3, etc).

Cross-Out Code

Write a message and include lots of Xs and Ys. Amateur codebreakers just have to cross these out to find the hidden message. But beware! Some real words might have an X or Y in them.

ALYL GXOXOYD CXYUBXS SXHYX-
OXULXD XYYDXO A GYXOYD
TYUYRXN EXVXEYRY YDAXYX

Make this code even more difficult by breaking it up into groups of five letters. Here's what the exact same code would look like:

ALYLG XOXOY DCXYU BXSSX HYX-
OX ULXDX YYDXO AGYOX OYDTY
UYRX NEXVX EYRY YDAXYX

The First Big Break

When Cubs went to their cabins for bed (each six had its own cabin) they discovered their first major clue, solvable with one of their recently-learned codes. Working as a group, they worked out the answer and wrote it down.

MORSE CODE ALPHABET

Here is the famous Morse Code, used for the past two hundred years. Try it in a program!

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

First aid relay!

Be the first team to wrap up the victim!



Photo: Benjamins King

Next morning, when Cubs sat down for breakfast, Akela (after a heroic recovery) told them that someone had removed the body outline from the floor, and police tape. It must have been the criminal!

Throughout the day the Cubs worked hard finding clues, trying to uncover mysteries to find the identity of the criminal. All games, crafts and activities had a detective theme. During meals, Cubs were allowed to ask questions of the suspects.

Another clue (after it was decoded) led to a pair of boots in a garbage bag.

Taunting messages kept appearing during the weekend, written by the criminal. One mocking note showed up hanging from the dining hall rafters. Another appeared as a lipstick note on the kitchen window. All jeered at the Cubs' efforts.

Clue Scavenger Hunt

After lunch each six headed out on a scavenger hunt (in different areas of the camp) looking for clues that would lead them to find the criminal. Before leaving each six was given a note pad, pencil, several plastic bags (for clues), a mirror, and a magnifying glass.

One of the first clues in the scavenger hunt led the Cubs to a fingerprint. Hidden in the lines of the fingerprint was a letter in the murderer's name — the letter appears in all the suspects' names.

Another clue (after it was decoded) led to a pair of boots in a garbage bag. In the boots was a note — of course in code. It was written backwards and upside down, so Cubs needed to use their mirrors to figure out the code, then find the meaning of

the note. The note gave them another "lead" to follow.

Yet another clue appeared on a dangerous looking knife made from aluminum foil. It led Cubs to find a hand-drawn silhouette of the chief suspect. (This might even be a false clue.)

The next clue led Cubs to find a hidden glove. Inside, was a second letter found in the murderer's name.

After an hour and a half, our Cubs followed the clues back to our central meeting area for a snack. Here we watched the movie, "Clue." More activities followed.

Here Comes the Judge

After Sunday morning breakfast, a judge arrived to listen to each six's evidence. Dressed in an official robe and carrying a gavel, the judge was most impressive. In the end the judge decided that although the Cubs had accumulated some pretty good evidence, none was sufficient to convict anyone. Thus, the criminal escaped justice!

A detective theme camp can really include all aspects of the Scouting program, including knot-tying, first aid (of course), pioneering, and much more.

Make your detective camp realistic, but not frightening for anyone. Tell your Cubs what they can expect before the camp so no one is unduly frightened with your crime scenario.

— Detective Scouter Doug Calder has broken many unsolvable crimes with his 7th SW Group from Burnaby, BC.

FIND OUT MORE DETAILS

Doug Calder's district detective camp was very complex. Many subplots were cooking at the same time. For more details, contact him directly at: 4355 Winnifred St., Burnaby, B.C., V5J 2S7. Phone: (604) 438-5774.

His program would make an excellent camp for Scouts too!

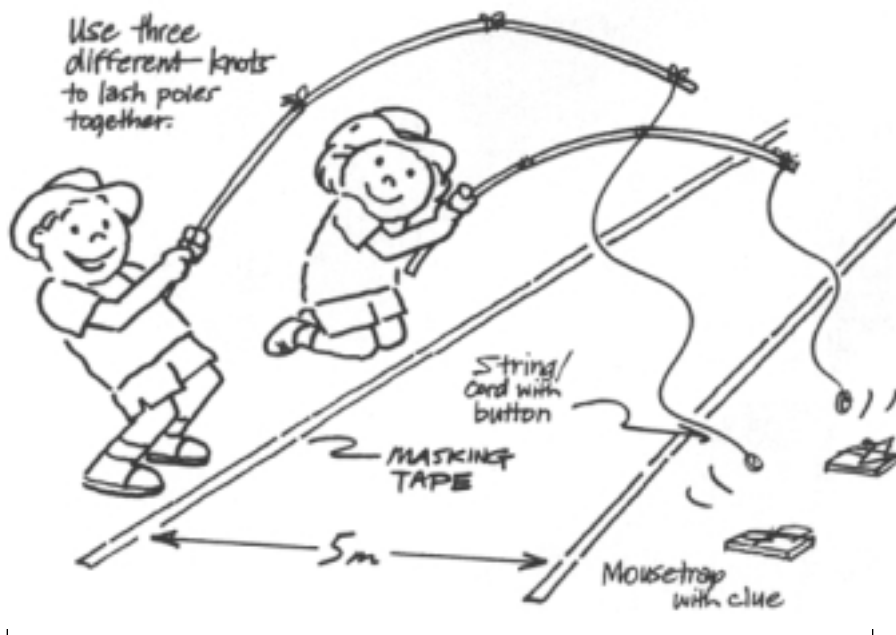
MORE "WHO-DUN-IT" IDEAS

Fishing For Clues

Each six will need four 1.5 metre poles, several lengths of cord, a button, and a mousetrap. Mark out two riverbanks five metres apart. A leader writes down identical clues on several pieces of paper, and carefully places one on each of the mousetraps (see diagram). The clues must be placed so when the trap springs it will catch on the trap. *Caution! Only leaders must cock the mousetraps.*

The clues and mousetraps are on one riverbank, while the sixes gather on the other riverbank.

On a signal, Cubs lash together their poles (using at least three different knots) to make a long fishing pole. At the end of the line is a button. The first six to catch its clue wins the game. The clue relates to the overall mystery.



The Smooth Pickpocket Skit

You'll need two Cubs, a wallet, keys and long underwear for this skit.

Jason: (Stands up from campfire bench, and proudly declares) "I'm the world's greatest pickpocket."

Aaron: (Gets up also) "Oh yeah? Prove it!" (The two walk towards each other and gently bump.)

Jason: (Holds up the wallet) "See! I told you I am the greatest pickpocket. Here's your wallet."

Aaron: (Acting impressed by not defeated) "Not bad, but I can do better than that." (Again they walk towards each other and gently bump.)

Jason: (Holding up some keys) "Ha! See this? It's your keys. Now who's better?"

Aaron: "Okay, one more time." (Again they walk and bump against each other.)

Jason: (Holding up some long underwear) "Well try to do better than this!"

Aaron: (Chases Jason into the shadows) "I'll get you!"

Prison Break-Out Game

Play this excellent game outside during the winter. It teaches silence and stealth. You'll need a well-defined area, good cover, and flashlights for all guards.

Prisoners start the game in a small prison (a circle) in the centre of the area.

The guards (leaders) patrol the rest of the area with flashlights. They should not patrol so close to the prison that players can't get out.

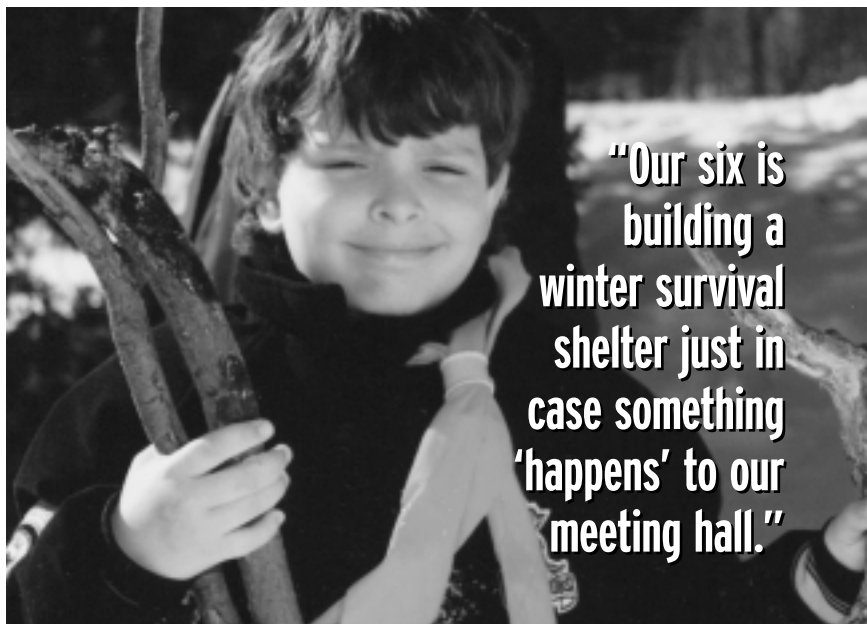
Players sneak out of the prison and try to escape to a safe area (possibly a place where cocoa is being served). Guards should not use their flashlights all the time, but only when they see or hear something.

Prisoners are caught when the light shines on them and their names are called out. When caught, prisoners return to the prison to try to escape again.

Nicknames Mix-Up

Four criminals have thought up nicknames to confuse the police. One of them uses skis to escape from a crime scene. Your mission: Figure out each of the criminal's nicknames using the clues below.

Fritzzy, Zelda, Omar, Cole and are nicknamed Zip, Artsy, Turtle, and Pepper, but not in that order. Fritzzy is short-



"Our six is building a winter survival shelter just in case something 'happens' to our meeting hall."

Photo: Paul Ritchie

er than Pepper and taller than Artsy who waxed her skis last week. Pepper is older than Cole and younger than Zip.



Why Do We Have Laws?

Break into three teams and play this "anything goes" Scouter's Five game. Stand around in a circle and toss a ball into the middle. Then a leader stands back and yells out, "Okay, go!"

What happens? Do Cubs stand around confused, thinking the leader forgot to explain the rules? Some Cubs may race to the ball and run with it, but where do they run? After several minutes Akela will probably find he's surrounded by Cubs asking about the rules.

At this point organize a short discussion about the importance of rules. Here are some questions: Why don't you just play the game? Do rules make the game more fun? Do they make it fair for everyone?

Now change the discussion to focus on why we have rules in the pack, and also our country. Would Cubs like it if

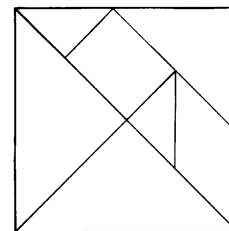
someone could take their favourite baseball mitt and not have to return it?

How do the Ten Commandments show God's love for his people? Give the Cubs some time to restate the Ten Commandments in positive words. For example, "You shall not take the Lord's name in vain," could be changed to, "Treat the Lord's name with great respect."

Another Creative Masterpiece!

This puzzle is very popular in China. Can your sleuths solve the problem of the seven pieces and make animals. (Hundreds are possible.)

Make a copy of the pattern below for each Cub, and cut out. Cubs might want to make their own. Now, using all pieces, make as many different animals as possible.



Watch for Next Month

See next month's **Leader** for more detective program ideas. Your Cubs will be glad you did. X

Program Links

Cubs: Tawny Star, Green Star

ENVIRONMENTAL FUND AWARDS



RAISING CANADA'S ENVIRONMENTAL AWARENESS

by Allen Macartney

Photo: Paul Ritchi

A Christmas tree pick-up service, birdhouse construction, wild bird feeding stations. This year, Scouts Canada's Environmental Fund helped many projects take wing.

Grants ranged from \$1,000 (building a dock for a church-sponsored group), to \$250 (building and setting up nesting boxes for mountain bluebirds).

All of the projects approved for funding helped raise youth and public awareness of local environmental issues.

Cardinals Will Be Happy Campers

Nineteen Cubs from the 38th "A" Kitchener Pack, ON, decided to build 13 birdhouses for their local camp. The activity helped promote environmental awareness, and increased wildlife habitat in their area. The project tied in with Black Star requirements.

Before heading up for a weekend camp the Cubs researched various bird species in their area and types of birdhouses so they would make the right

homes for the winged friends they wanted to attract. The size of the entrance way hole is critical. A large hole admits less desirable birds, like starlings. The pack decided each house should have a 1 1/4" hole to encourage songbirds like wrens, cardinals, robins and chickadees.

PUT YOUR
PROJECT ON
THE MAP BY
ADVERTISING
THE EVENT.

Cubs also discussed house designs. Vent holes near the tops guarantee adequate air circulation. A hole at the bottom allows for water drainage. The floor has to be easily removable to permit cleaning from one season to another.

After choosing lumber and cutting the birdhouses out, Cubs broke into pairs. They assembled the houses with

cordless drills, screwdrivers, hammers, screws, nails and glue. During construction everyone talked about their role looking after nature.

Perhaps your Cubs would like to make birdhouses using the same design. If they would, see the construction plans on p.10.

Christmas Tree Pick-Up

Venturers from the 118th St. Andrew's Company (Calgary, AB) received \$250 from the Environmental Fund for an idea that both cleaned up their neighbourhood and gave Scouting lots of publicity. They conducted a very popular Christmas tree pick-up service. As part of their project, they also put up Christmas lights for neighbours wanting help.

Just to make sure many people would hear about their project, the Venturers asked students at a local vocational high school to make up 5,000 flyers advertising the event. In early December the youth delivered them all.

"The 5,000 flyers really put our Venturer company and Scouting on the map," said one enthusiastic youth.

The trees went into a big dumpster beside a fire hall. Later in January the trees were mulched and used for surfacing paths at the zoo and city gardens.

"What a great idea!" said one resident as he watched the Venturers take his tree. "It saves me a lot of hassle." It also builds Scouting's name.

Camp Dock Prevents Erosion

Cubs, Scouts and leaders throughout the Yukon received \$1,000 from the Environmental Fund to build a dock at a church camp. Each year Scouting youth in the territory use the camp. The project will protect the bank and shoreline, which is presently crumbling rapidly into the water. The dock will also make water activities much safer for everyone.

Bluebird Nesting Boxes

A visitor from the Mountain Bluebird Society in Alberta sparked so much interest in bluebirds that Venturers from the 118th Company in Calgary, AB, decided to help. The project resulted in a \$250 grant from the Environmental Fund to support their work.

Their visitor spoke about the near demise and slow resurgence of mountain bluebirds in Alberta. When Venturers heard that insufficient nesting boxes posed a great problem, they decided to build 50 boxes, and set them out in ideal sites around the region.

The Society member motivated Venturers and provided building details. Some important details the youth learned about concerned the size of each box (bigger boxes result in more hatchlings), the size of the entrance way hole (bigger holes let in predators like magpies), and the timing for putting out the boxes (mid-April is best).

The Venturers spaced their boxes every 1/2 kilometre for optimum bluebird saturation. They also made plans to look after the boxes each year to ensure bluebirds return year after year.

Another project these Venturers tackled involved replanting seedlings along the Bow River in Edworthy Park, in Calgary. Youths planted trees along a steep slope that had been trampled in past months.

host gold finches, juncos, nuthatches, jays, woodpeckers, chickadees, and many other feathered species.

The Scout troop received sponsorship to buy oiled sunflower seed, niger seed, mixed seed, cracker corn, and suet (in winter).

This project keeps a high public profile, and will draw attention to conservation efforts of Scouting groups in Calgary.

DOES YOUR GROUP HAVE AN INTERESTING ENVIRONMENTAL IDEA TO IMPROVE YOUR NEIGHBOURHOOD?

Wild Bird Feeding Stations

Scouts from the St. Michael's Troop (Moncton, NB) received \$500 for an ambitious project taking care of many wild bird feeding stations in Irishtown Nature Park. The park surrounds a large, abandoned water reservoir north of the city centre. Forests, bogs and wetlands all lie within the park, which Scouting groups visit for hiking, skiing, biking and nature walks.

Senior Scouts plan to organize interpretive walks there for other Scouting groups. Feeders along the trails

We Want to Give You Money!

Does your group have an interesting environmental idea to improve your neighbourhood?

If you need financial help to start a project, apply to the Environmental Fund today. Check the next **Leader** for an application form, or contact The Environmental Fund, c/o The Boy Scouts of Canada Trust, P.O. Box 5151, Stn. LCD-Merivale, Ottawa, Ontario, K2C 3G7. Phone: (613) 224-5131; fax: (613) 224-3571; e-mail: mailbox@scouts.ca.



"I built this birdhouse during a winter camp."

Photo: 38th Kitchener Cubs, ON.



"We tied an environmental program into our winter camp. Everyone loved it!"

Photo: Roméo Poirier

ENVIRONMENTALLY FRIENDLY PROGRAM IDEAS

Have the previous stories inspired you to pursue a project of your own? Your group members can improve their town or city and make it a healthier place by just

working on one or two significant environmental projects each year.

Here's a grab bag of program ideas to motivate Beavers and Cubs.

I MET A BEAR

Challenge your Cubs to think up a tune for this poem by Debbie Quinney (102nd Cubs, London, ON.) After reading and singing the words, spend time talking about littering. Is there an easy anti-litter program your group can launch in the community?

The other day
I met a bear
He spoke to me
With much despair.

He took my hand
"Come walk with me
I have something
For you to see."

To my surprise
The forest floor
Was covered with cans
And a whole lot more.

There were shiny caps
And cigarettes
Some broken glass
And more, you bet!

His forest friends
This diet tried
Can you guess what?
They're sick inside.

His water friends
Will tell you true
That all this trash
It's in their home too.

And so I hope
And so I pray
That all you kids
Will learn to say.

To moms and dads
And all your friends
They need to learn
Some different trends.

So take a bag
When you're out here
His friends and I
Will give a cheer.

"Goodbye for now
Thanks for your time.
I'll respect your space
And you will mine."

RIDICULOUS NATURE RIDDLES

Ask these riddles next time you're hiking with your Beavers or Cubs. They also tie in well with winter hikes. (From Scouter Hazel Hallgren, Red Deer, AB.)

1. What has a bark, but doesn't bite? (A tree)
2. What tree shouldn't you use in school? (Gum)
3. What insect is a member of your family? (Ant/aunt)
4. What tree is always complaining? (Crab apple tree)
5. What insect could you use if you hurt your foot? (Walking stick)
6. What flower can you have fun with in winter? (Snowball)
7. What vegetable do you find in a jewellery store? (Carrots/karats)
8. What tree is carried around in people's hands? (Palm)
9. What tree is always near a fire? (Ash)
10. What tree is good for swimming? (Beech/beach)
11. What tree always has a partner? (Pear/pair)

BUILD A BIRDHOUSE

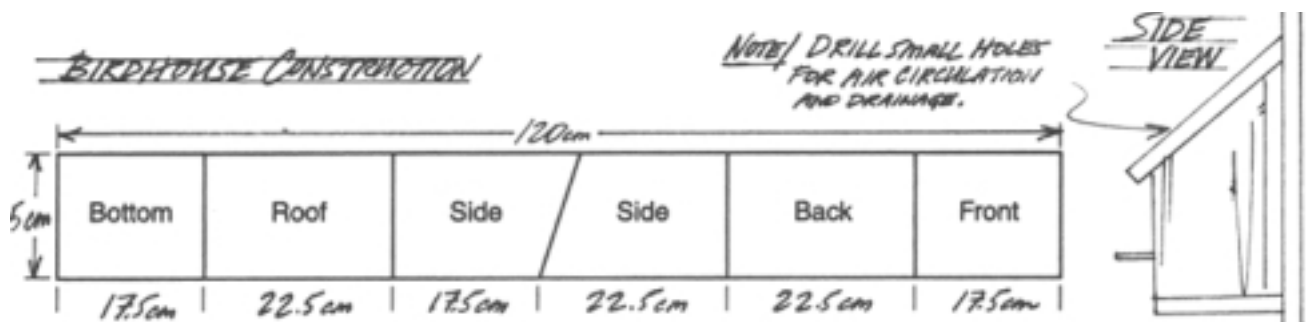
Cubs from the 38th Kitchener Pack, ON, built 19 birdhouses during a winter camp so they could be ready for spring. (See write-up on page 8.) Your Cubs too could make birdhouses during a camp or early spring meeting.

For each birdhouse you'll need one cedar board (120 cm x 15 cm x 2.5 cm,

unfinished), a thin wooden dowel (for a perch), nails, screws (3 cm), paint (dark, earthy colour), hammers, saws and screwdrivers.

Cut out the boards (see diagram) and let your Cubs assemble them. Don't forget to drill a 3 cm hole in the front for an entrance way. Drill a smaller hole just below the entrance and insert the dowel as a perch.

Drill small holes in the top sides (for air circulation) and bottom (for water drainage). Build your houses so the floors are easily removable for fall cleaning. Put the assembled birdhouses in trees near an adequate food supply and out of direct exposure to wind or sun.



FIND THE CLUES OF LIFE

Ask each lodge or six to place a circle of rope (two-three metres long) on the snow during a hike. Standing outside the circle and looking closely, youth must try to find as many different natural objects inside the circle as possible. Examples might include leaves, twigs, bird feathers, rose hips, dried berries, and partly chewed nuts.

When you've made up a list, ask what these objects tell you about the forest. For example, a partly eaten nut might provide a clue that squirrels or birds winter in the area. If you find feathers, try to identify what type of bird they came from, and where.

HOW DO ANIMALS LIVE IN WINTER?

If anyone asks this question, take your group outside and find the answer. Walk along a trail and make a list of all the animals (including birds) you can either find traces of or see. Visit a frozen beaver dam and look for signs of life (e.g. steam rising from a beaver lodge). Look for steam rising from a hole in a snow bank. Don't disturb the animal. Speculate what type of animal it might be. Look for clues in the snow. Are there rabbit droppings or squirrel tracks nearby?

Why do some birds fluff themselves up in cold weather? Talk about how animals and plants survive in the cold. Discuss how humans layer clothing and cover our heads with hats to preserve heat. Ask youth how deer and other animals eat during winter months. Some build up a thick layer of fat all summer to consume during the winter.

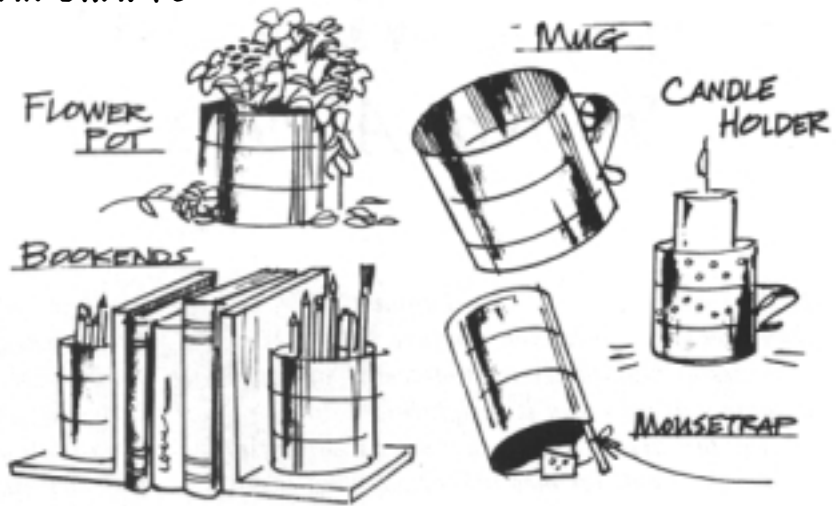
Build a winter bird feeder and place it near your meeting hall so you can identify those hardy feathered bipeds that decided not to fly south.

EMPTY CANS ARE GOLD!

If you want to make use of some empty cans during a winter camp, check out these ideas. Use cans for:

- Candle holders
- Target for snowballs
- Drums and music rattles
- Money boxes
- Flower vases
- Mugs
- Paperweights
- Wind chimes
- Modern art (cut cans and solder them into different shapes)
- Cookie cutters (a great gift for moms).

CAN CRAFTS



Ask your older Beavers or Cubs how they would make a mousetrap with a can. Break them into groups and see which six can think up the best idea. Give them extra string, a cracker (for bait) and a nail to help their creativity.

Bookends are simple to make with cans and scrap lumber. Simply wash out two cans (not necessarily the same size) and cut four pieces of scrap lumber to make bookends. (See diagram) Screw in the cans to the bookends (one per side). It's the almost perfect gift for older Beavers or Cubs. Use the can

openings to hold pencils, pens, markers, or even note paper.

Tie these activities into as much badge work as possible. Perhaps Cubs could transform empty cans into first aid kit holders or even emergency signal reflectors. \

Program Links

Cubs: Black Star, Naturalist Badge, World Conservation Badge, Carpenter Badge, Handicraft Badge

ENDANGERED SPECIES WORD SEARCH

Look for the hidden animal words in this puzzle. Each word represents an animal species classed as either "endangered," "threatened," or "vulnerable." After finding all the animals, try to guess what specific species within the animal group is threatened, e.g. bison — wood bison.

Look for these words: crane, fox, falcon, whale, otter, cougar, curlew, caribou, bison, marmot, marten, mole, bear, shrew, porpoise, wolverine, walrus, ferret, auk, owl.

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

The species are: whooping crane, grey fox, peregrine falcon, beluga whale, sea otter, eastern cougar, peary caribou, wood bison, Vancouver Island marmot, marten, eastern mole, grizzly bear, eskimo curlew, Caspé shrew, harbour porpoise, Atlantic walrus, spotted owl, black-footed ferret, great auk.

Coping With Difficult Adults

It's Not Always Easy for Kids

by Terry Watson

Editor's Note: Adolescents and adults. Sometimes they create an explosive mixture. This article provides helpful advice to adolescents, but adult leaders will also find it insightful.

Use this article to launch a discussion during a Scout or Venturer meeting, or weekend camp.

Include team-building games half way through the evening. (Patrol Corner has game ideas.) Address specific questions in small groups, then in larger forums. Your goal: help adolescents in your group communicate more openly and seek win-win situations between youths and adults.

“They never listen

to me and they don't understand how I feel.”

“If I'd wanted a lecture or a fight, I would have asked for it!”

“Who says I can't do my homework while I'm listening to music? Why do they constantly criticize the music I listen to, my taste in reading, and the style of clothes I like? I don't criticize the clothes they wear.”

“Why do they find fault with my friends? Why do they judge them by their outward appearance? It's what's underneath that counts. My friends are really very nice, good mannered and sensible people.”

“I wish they'd stop nagging me! I'm a teenager; if they won't let me try running my own life, how am I supposed to learn?”

Inter-Generational Conflict

Do these words sound familiar? Do you find coping with adults a major problem? Do you argue a lot with your parents? Do you disagree with Scout group leaders?

These problems aren't new. Your parents and even your grandparents grappled with similar frustrations and difficulties.

Parents and other adults don't deliberately set out to argue and find fault with teens, but people in older generations “see” things in a different light than you. Just as values have changed in today's society, expectations too have changed.

Very few problems in life are insurmountable. You can learn how to resolve some of them by acting on the advice that follows. This will ease the frustrations and improve relations with adults around you.

Why Adults Make Rules

We live in a society governed by rules and laws. Some have evolved from custom and practice, while others help minimize specific, ongoing difficulties.

But why do adults set rules?

Adults want you to be safe, not injured or harmed in any way. They set rules when you're a toddler (e.g. don't touch the plugs, or the kettle), during teen years (e.g. smoking is harmful, don't be tempted by drugs), even into adulthood (e.g. avoid alcohol when driving). These protect you from dangers.

Adults are concerned about you. Concern is a fundamental reason backing most rules. Adults (like your parents) want to help you:

- ✓ Do well at school
- ✓ Progress with your training program in the Scout group



“We're not hard to understand. Just listen to our ideas. Really listen! We have some valuable ideas too.”

Photo: Barrett & Mackay

- ✓ Achieve sufficiently high grades at school to get a good job
- ✓ Have an enjoyable adult life.

If you feel hemmed in by too many rules, talk to those setting them. Find out from the adults what they're thinking about and where their concern lies. If you can show them that these are groundless, maybe they'll relax the rules.

Adults feel responsible for you. Parents and Scout leaders often think that if you don't work hard or if you do poorly, it's somehow their fault. That's sometimes why new rules appear, to make sure you get more sleep or do the work. If you feel this is unreasonable, convince them that you're responsible enough to make sensible guidelines for yourself.

Like you, adults enjoy feeling comfortable and secure. For example, if your parents don't smoke, they won't like people smoking in the house or at a Scouting activity. They'll set rules around closing doors and windows, and not leaving objects lying around. They may also react strongly against swearing. After all, it's not only unpleasant, but rude and ill-mannered, too.

When in Doubt... Make a Rule

Sometimes adults don't know what to do. In this case, rules provide an easy answer to what may involve a difficult question.

What time should a fourteen-year-old be home? 8:30, 9, 9:30 or 10 p.m.? Who knows? There's certainly not one answer for all occasions. It would depend on the maturity level of the youth and where people live. A teen may be able to negotiate a decision like this if he approaches it tactfully.

Sorting It Out

What can you do about shouting or nagging parents?

Your natural reaction might involve shouting back or saying unpleasant things. However, hurtful or angry words will never help you sort out a problem. Here are some ideas to pursue.

1. *List the topics you argue about most.* Work out what changes you can make to get your parents off your back. You might not need to do very much. Helping around the house a little more, arguing with other family members a little less, keeping your room a little tidier: these may be enough to keep them out of your face.



Teens want a bell-ringing good time. They also want adult respect; and why not?

Photo: Allen Macartney

2. *Define the problem clearly.* Perhaps they're not letting you be as independent as you would like, or they treat you like a young child. Identify some specific examples, and talk them over with the adults.
3. *Don't criticize when actions upset or annoy you.* It rarely helps to complain that your friend's parents let her come home much later than you. Your parents may just respond by saying that the other parents mustn't care for their child as much as they themselves care for you.

Tell your parents exactly how you feel about what they have said or done. For example, if the problem involves getting home early, tell them that it embarrasses you to have to be home earlier than other kids your age. It makes you feel as if your parents don't trust you.

4. *Tell adults what you'd like.* Don't aim too high; decide what's most important. Offer reasonable choices. Would you prefer to have an extra hour added to your curfew time on Saturday evenings, or would you like to be able to come home later during the week because a favourite movie is playing?
5. *Tackle problems as they happen, one at a time.* Don't bring up old grievances during a squabble. Just talk about the difficulty at hand. Make sure you resolve the issue completely so you carry no bad feelings.
6. *Offer a trade.* Perhaps you could clean the car, or help out in some way for the privilege of attending a late night event. Be flexible.

Parents don't have the right to know every tiny detail of your life, but you can't stop them from caring deeply about you and wondering if you're safe. They've cared for you all your life and sometimes it's hard to back off and let you learn by doing.

7. *Avoid 'loaded' words that personally wound or inflame arguments* (e.g. calling someone "stupid" or saying their idea is "dumb"). A poorly-chosen word or outburst may hurt someone terribly and cause an unnecessary backlash. If you escalate an argument to a more hurtful level, an adult might escalate, too. At that point, real communication stops. Nothing will get resolved.

When Things Are MEGA Bad

What can you do if you can't talk to your parents? Is there something that will make the situation more tolerable? Try these tips.

1. *Get problems "off your chest."* Share the difficulty with a trusted friend. The person may have experienced similar problems, and may be able to sympathize with you. Together, decide on a healthy course of action.
2. *Give yourself space when you need it.* Keep out of your parents' way as much as possible when an unresolved problem is simmering. But, don't "sweep the difficulty under the rug." Avoidance doesn't solve problems. Make an appointment with your parents when you all have time to sit down and reasonably discuss the concern.

3. *Cry if you need to release tension.* A good cry will often make you feel much better. It can help you see the problem in a different light. Crying is also a visible sign to others that you're upset.

4. *Life isn't all bad, no matter what has happened.* Problems don't last forever. Think about good times in your life. Until the situation has improved, concentrate on how much you care for your kitten, or how much you enjoy a hobby, or some other special interest. Visualize happy moments. Relive them in your imagination.

Helping to Make Decisions

Adults must adjust to change as you grow and develop, just as you do. Sharing space and time with growing teenagers is quite different from doing so with small toddlers. Adults must learn that when a young person reaches adolescence, life and activities can't always be organized solely on their adult terms anymore.

For years parents and other adults had one primary role: protecting you from real dangers. It's hard to let young people go, so they can fall and experience life with all its delights and hurts.

Growing Into Adulthood

Scouting recognizes that youth must have a greater and greater say as they grow older. That is why we organize Scouting sections differently. In

Can you teach youth how to creatively hang around?



Beaver and Cub sections, leaders organize activities with only a little input from young members. Responsibility for choosing and running the program for Scout sections rests more with Scouts themselves. The Court of Honour plays an important role. In Venturing, elected executives take responsibility for every aspect of the company, as their capability permits.

Our Scouting organization doesn't necessarily make it easier for adult lead-

ers to maintain good relations with young members. Everyone must carefully avoid personality clashes and serious differences of opinion — just as in happy families. Leaders must behave responsibly to those in their care.

As a child, you blindly did as you were told by your parents. But as a young adult, you're outgrowing parental dependency. You feel a need — as you should — to question your parents' actions and reasons, and those of other adults. You're spending less time with them and more time with peers, as you develop your own interests and values. Before long, you'll leave home and live independently.

Adults don't mean to treat you like a kid, but it's sometimes hard for them to appreciate that the child they nourished for so many years is now able to make up their own mind very well. They have to learn to see you in a different, more mature light. This takes time.

Almost anything that increases understanding and communication between generations will soften inter-generational problems. Smile when you can to the adult. Affirm him or her, as you yourself seek affirmation. Above all, share your feelings openly and reasonably. ^

— Terry Watson is a Scouter in the U.K. His article originally appeared in the April 1998 issue of the U.K.'s **Scouting Magazine**.

Photo: Barrett & MacKay

**"Sure it's
silly, but
that's okay.
We're
teenagers!"**

Photo: Garth Holder





Taking Scouts Canada into the New Millennium

by Larry Fox

Scouts Canada wants to improve the way it supports section leaders. To do it, Scouting proposes to re-structure itself. We are examining and refining the roles and functions of our staff and support volunteers, so all our resources will focus on helping you: the section leader.

Why Restructure?

Right now, leaders across Canada receive varying levels of support. In some areas, volunteers focus mainly on supporting program delivery; in others, they perform administrative tasks that could be better handled in other ways.

It's anticipated that the proposed structure will redefine all volunteer and staff roles to support section-level program delivery. This new structure will also eliminate duplication and confusion.

Currently, in many areas, both staff and volunteers perform administrative tasks, while program support may not always be the top priority.

These changes will also help us manage risk through fun, safe and better-supported activities for our youth. This will reduce our insurance risk and save money.

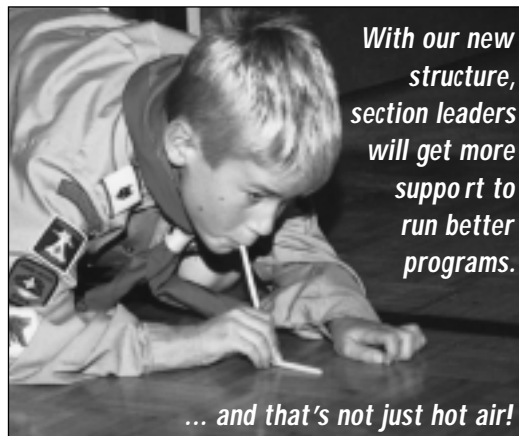
Improved section programs will help membership stabilize and grow. We'll be better able to provide great programs to more young people.

How will it work?

Staff Changes

Right now, our executive staff can have many different "bosses" at once. Regional and provincial executive staff are employees of their "employing" regional or provincial councils. They report (and are accountable) to their president and commissioner. At the same time, they have to maintain the interests of the "broader" organization. This can result in friction and stress. It could also lead to a lack of productivity for staff.

As of January 1, 1999, all paid staff across the country will be employees of Scouts Canada, National Council. There will be a direct line of staff accountability, from the Chief Executive through to the field executives and support staff. Payroll and personnel will be centralized through the National Office, eliminating costs and duplication of the current system. This change will also strengthen the selection, coaching and development of all staff.



With our new structure, section leaders will get more support to run better programs.

... and that's not just hot air!

Scouting Volunteers = Program Support

In the proposed system that is being considered, staff will handle all administrative functions, such as finance, fundraising, and public relations. This will free volunteers to work on program delivery. Most volunteers will either be section leaders, or perform roles that directly support the section leader. To make this work, Scouts Canada will strengthen the "commissioner" side of Scouting.

Your group committee will still exist, and it is proposed that a new position be created — the group commissioner. This person will be responsible for program delivery in all sections of the group. The group commissioner will make sure leaders have the right training, program materials, facilities, equipment and other resources that make for outstanding programs.

The group commissioner will be accountable to an area commissioner. The area commissioner (along with the service team) will be responsible for providing support to all groups in the area.

The big change here is that Scouts Canada, through the group and area commissioner, will be responsible for program support and delivery. Right now this is the sponsor's/partner's responsibility. In the new system, the partner will continue to sponsor a group (provide a facility, help with promotion and perhaps supply financial support). The group committee will still function as many do now, allowing for parental involvement and local decisions on group activities.

The commissioner's side will have several levels right up to the National Commissioner. Like the staff side, there will be clear accountabilities up the line. Commissioners may also recruit advisory committees to help support the program. (These committees might include leaders, parents and youth.)

Other Changes

The national level of the organization will also change. The Management Board will focus more on governance issues (e.g. setting vision, mission, values and policy for the entire Movement). The new structure will allow for improved communications and consultation with members through the line of commissioners.

The Next Step

As mentioned, the staff structure will change January 1. The changes to the volunteer structure are being discussed by National Council. We hope to complete implementation by January 1, 2001.

If you would like more information about our plans for the next century, contact your regional or provincial office, or the National Office.

The success of our new structure is important. It will ensure that every volunteer will be focused on helping deliver excellent programs. Our youth will benefit, and our Mission will be better fulfilled. ^

— Larry Fox is the Vice-President of Scouts Canada, National Council.

An Amazing Maze Night

by John Laycock

“Who says you’ve got to buy expensive crafts and equipment?! All you really need is some creative imagination.”

That’s what Beavers from the Parkland 167th Colony (Calgary, AB) think. Each year one of their favourite programs involves building (and playing in) an amazing cardboard box maze.

Ask a local moving company to lend your colony about 100 folding cardboard boxes. Each should have a volume of approximately 5 cubic feet. You’ll also need about 10 rolls of packing tape. (Packing tape doesn’t damage boxes, but Beavers can if they jump on the cardboard.)

Leaders should arrive early to build several box intersections. Make large breathing holes in the tops of these boxes, and use them as starting points for the construction. Stack the other boxes in various locations around the meeting room.

Boxed In

After opening ceremonies and a brief description, set your Beavers to work. Some will want to work in lodges, other children will prefer building alone. Let them add boxes to the



Photos: John Laycock

already-begun intersection points or start their own box tunnels. Add these to the main maze later in the evening.

Leaders should offer guidance and make sure the maze has enough breathing holes.

Red-Faced and Lost

Within minutes the maze will grow to enormous proportions. Allow up to 15 minutes for construction before organizing some maze races. Line up a lodge at one entrance and show your Beavers the exit on the other side of the maze — their target. Or, you might want to send two lodges into the maze aiming for different exits. It’s the ultimate red-faced, woggle-losing experience!

At the end of your meeting, you’ll be able to take the maze apart in only minutes, especially if some Beavers help.

Plan a box maze theme night. It’s easy and lots of fun.

BOX RESOURCES

If you’re running out of program ideas, see *Look What You Can Make With Boxes*, by L. Siamades (McClelland & Stewart, 1998). It’s only \$7.99.

You’ll find that simple cardboard boxes will supply hours of ideas and programs for Beavers and Cubs.

“This is a-maze-ing!”
Add box houses and castles to your maze.



“What do you mean we’ve got a traffic jam?”

A Six-Metre High Tribute to Scouting

Paint one in your community

Scouting's image in a small town (Essex, ON) received a huge boost when local artists painted a wall mural depicting 75 years of Scout activities in the community.

It started after the tragic death of Cub Jeff McMurren of the 3rd Essex Group. He loved Scouting so much that his grandparents decided to approach town councillors for permission to develop a large wall mural. Its theme: how Scouting has built the community through youth activities. (Essex has seven other giant wall murals.)

After gaining permission from Scouts Canada and local politicians, area Scouters commissioned two



Build your mural as long and high as possible.

Photo: Judi Wijngaarden

artists and developed some ideas. Soon actual painting work began. Within several months the task was completed. Two hundred people gathered for the mural's unveiling.

Scenes on the mural range from showing the first "Scout House" as well as two pioneer Scoutmasters, to youth paddling a canoe and sections planting trees. The mural presents a lasting tribute to adults who have devoted themselves to building healthy young people in the community.

Get Thinking!

What scenes would you choose for your wall mural? Scouts winter camping? Wilderness canoe trips? Ten-day hikes? Cubs helping other children?

When you have a clear idea what you want to achieve, approach local officials with the idea. It's a great way to tell others about Scouting!

— Thanks to Judi Wijngaarden, Essex, Ontario.

Magical Beaver Story Tree

by Jane Redin

Listen up if you're looking for a new idea to introduce to your Scout camp or colony meeting hall.

Our Beavers decided to include a story tree at Brant District Camp Impessa, ON. The tree would provide the focal point of all colony activities. After refining various ideas, we located an old cedar tree with two wide, welcoming branches. A flat area lay around its base — perfect for gathering at story time.

Next, we recruited older Scouting youth to help us fix up the site. First, we designed an entrance gate made from poles and lashings. Building it made an excellent job for Cubs and Scouts. They pitched in readily.

Second, the Beavers decided to scatter wood chips around on the ground

so they wouldn't get wet when sitting and listening to a story.

Trees make stories more inviting, so the Beavers decided to plant seedlings around the entrance.

"Gather 'round Everybody!"

But how does a tree take on a personality of its own? Give the tree a pleasant face!

We made a giant friendly face using chicken wire, paper mâché, fibreglass and paint. After shaping the chicken wire into a rough face, we covered it in paper mâché. Let your Beavers help at this stage. When you have a face with eyes, ears, nose, smiling mouth and Beaver hat, cover the paper mâché with fibreglass. When it has dried, paint the face with oil or acrylic paint.

At a special ceremony we mounted the head on the tree, and gathered everyone for its first story. A storyteller sat below the face in a chair made from tree branches.

Your colony could adapt this idea for use indoors. Your indoor story tree might be in a corner or on a stage.

Our magical tree makes stories come alive. Try it! \



Book Talk

by Dave Jenkinson



Cooks who know what to make and how to make it keep campers happy. But even when the food tastes fine, a tired menu leads to uninspiring meals. That's why all good cooks look for new recipe books. Christine MacDonald's spiral bound *The Campstove Cookbook* offers a dozen breakfast recipes, 30 lunches and dinners, and 20 desserts. Apparently, all can be cooked on a campstove in less than 30 minutes.

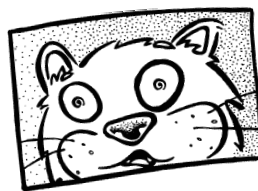
MacDonald chooses fresh food items for the first few meals at camp and switches to canned products when the ice runs out. Main meal recipes include such taste-tempters as "Maple Syrup Pork Chops," "Spicy Sausage Stew," "Halfway Lake Hash" and "Beat the Rain Stew." Desserts include "Bakeless Camp-Stove Brownies," "Fruit Pies," "Chocolate Dessert Pancakes," and "Chocolate Clusters." The book includes helpful camping tips and ideas. **(Cubs: Cooking Badge; Scouts: Voyageur Outdoor Skills 13, Pathfinder Outdoor Skills 4 & 5, Cooking Badge)**

Scouting's three senior sections, in particular, should consider buying Des Pawson's *The Handbook of Knots*, subtitled *A Practical Step-by-Step Guide to Tying and Using More Than 100 Knots*. The opening portion, "Using Rope," is quite informative. Through words and photographs, Pawson describes rope construction, materials and maintenance. He provides instruction on how to store rope, and even describes general knot-tying techniques. In other sections, Pawson includes 15 stopper knots, 15 binding knots, 10 bends, 23 hitches, 17 loops, 9 braids and sennits, plus 14 splices and whippings.

The book deals with each knot on one or two pages. After explaining the knot's use, Pawson provides step-

by-step instructions accompanied by excellent, full-colour photos. When two ropes create a knot, each has a different colour; this makes it easier for novices to learn how to tie it. Pawson also uses "Quick-Reference Symbols" to indicate if a knot has general purpose, camping, decorative, fishing, sailing, or climbing uses. At the Scout level, individuals might want to use this

"Smile and Say 'Meow!'" is an interesting chapter that offers photo tips.



book as the basis for an Individual Speciality Badge, or the entire section might develop a "Knotting" Troop Specialty Badge. (Next Valentine's Day, give your sweetheart a "True Lover's Knot" instead of flowers or candy — p. 47 in book.) **(Scouts: Voyageur Outdoor Skills 16, Individual Specialty/Troop Specialty Badges)**

Cubs and Scouts who have a cat, and are working on their Pet Care Badge should read Maxine Rock's *Totally Fun Things to Do with Your Cat*. Rock's book begins with helpful guidelines for selecting a cat and getting it settled into its new home. Most of the book, however, consists of practical

suggestions for improving your cat's life. If Cubs go beyond simply meeting their cat's physical needs and carry out some of these ideas, they'll have a healthy, happy feline that wants to spend time with its owner. (Yes, I know cats own us!)

"Smile and Say 'Meow!'" is an interesting chapter that offers photo tips. Other inspiring chapters include, "Games Cats Love," "Great Toys from Everyday Objects," "Playtime at Bedtime," and "Water Cats."

Rock has also written a parallel book about dogs. **(Cubs: Pet Care Badge, Photography Badge B2; Scouts: Pet Care Badge)**

Beaver the Gardener is a fun story you might enjoy reading to lodge members. Why not use it as the starting point for a lodge activity? Here's part of the story line: When Beaver's flowers wilt, he decides that he wants some new plants. His buddy Frippy has just returned from grocery shopping, and, when Frippy accidentally spills some white beans, Beaver decides that these are what the two of them will plant. The pair follow all the necessary steps, starting with soaking the beans overnight and then collecting all the materials needed to prepare the pots for planting. The two friends talk about how to care for the bean plants as they grow, and even share how to cook the beans after they've grown. This how-to picture book, with its cartoon-style watercolour illustrations, is one of a series. Also look for *Beaver the Carpenter*, *Beaver the Tailor*, and *Beaver the Baker*.

BOOK DETAILS

- L. Klinting, *Beaver the Gardener*, Groundwood Books, 1998: \$15.95.
- C. MacDonald, *The Campstove Cookbook*, General Store Publishing House, 1996: \$10.95.
- D. Pawson, *The Handbook of Knots*, Cavendish Books, 1998: \$17.95.
- M. Rock, *Totally Fun Things to Do with Your Cat*, John Wiley & Sons, 1998: \$18.50.

Let's Thank Scouting's Corporate Sponsors!

by John Rietveld

Every year, Scouts Canada conducts a Corporate Campaign to solicit financial support from Canadian companies. Without this help, National Council's portion of your membership fee would be higher.

Scouting recognizes corporate donors each fall in our annual report for their generous support at the national level. In addition, these companies receive a letter of appreciation and, of course, a charitable tax receipt.

Companies contributing between \$500 and \$999 are designated as Bronze Level Pioneer Scout Donors; they receive a certificate and a listing in the annual report. Companies contributing over \$1,000, and up to \$4,999, are designated as Silver Level Voyageur Scout Donors; as well as a certificate and annual report listing, they receive recognition each December in **the Leader**. Those companies contributing over \$5,000 are designated as Gold Level Pathfinder Scout Donors. In addition to the annual report and **Leader** listing, we invite them to the National Council Annual Dinner in November to receive their certificates.

Why do we have this donor recognition program?

We want to provide a formal and visible acknowledgement of corporate support. These are great companies who deserve public acknowledgement. Also, we want to stimulate increased, long term giving.

In 1998, a total of 196 companies contributed as corporate donors and sponsors of Scouting programs, such as Scoutrees for Canada. The following list represents our top corporate donors and sponsors for the past year.

Lord Baden-Powell told us to always thank those who support Scouting, and to leave nothing but our footprints when we've used a campsite. To our

1998 corporate donors and sponsors, we say "thanks." The list below represents our footprints.

Let's all take notice and support our supporters!

GOLD Pathfinder Scout Donors

(donations of \$5,000 and more)

Canadian Pacific Charitable Foundation
Canadian Tire
General Motors of Canada Ltd.
Imperial Oil Charitable Foundation
Janes Family Foods Limited
Nelson Arthur Hyland Foundation
Pizza Pizza
Safety-Kleen Canada Inc.
Scott Paper
St. Joseph Printing

SILVER Voyageur Scout Donors

(donations of over \$1,000, and up to \$4,999)

Air Canada
AGF Funds Inc.
Bank of Montreal
Bell Canada
Canadian Imperial Bank
of Commerce

Cara Operations Limited
CHUM Charitable Foundation
Devtek Corporation
E. W. Bickle Foundation
E.B. Eddy Forest Products Ltd.
General Mills Canada Inc.
George Weston Limited
Hollinger Inc.
Imasco Limited
Investors Group
James Richardson & Sons, Limited
John Deere Foundation of Canada Ltd.
La Fondation de la famille Birks
Maple Leaf Meats Inc.
Parmalat Food Inc.
Petro-Canada
Power Corporation of Canada
PPG Canada Inc.
RBC Dominion Securities Foundation
Royal Bank Staff Charitable
Donations Fund
Stora Forest Industries Ltd.
Swiss Reinsurance Company Canada
The Bank of Nova Scotia
The Co-operators Group Limited
The Dominion Group Foundation
The Leonard Foundation
The Molson Companies Donation Fund
The Toronto-Dominion Bank
TNG Corporation
TransCanada PipeLines Limited
TrizecHahn Corporation
Unilever Canada Limited X



Photo: Dennis Power

"Any company that supports our outdoor Scouting activities is definitely our buddy."

Fun at the Pond

by Leslie Forward

As the cold breath of winter draws nearer, don't retreat indoors.

Enjoy an Inuit theme program! Where possible, do as many of these activities outside where Beavers can experience fresh air and clean snow.

Inuit people have learned to live with the far north's harsh realities: no trees, no wood-fires, few animals, bitter temperatures. They're cold-weather survival experts, par excellence! Not only do they survive, but they thrive during work and play. Beavers are sure to love this program.

BLANKET TOSS GAME

Use this activity as a gathering game. Make sure all Beavers get a turn.

When Inuit hunters were stalking animals, sometimes they couldn't get high enough to spot their prey. (The Arctic is very flat and has few land features.) To overcome the difficulty, they tossed someone with good sight up in the air from a large skin blanket. Inuit children turned this into a game. Here's how.

Reverse the roles and have the sought-after animal (in our case, a Beaver) spot the Inuit hunter. One Beaver

crouches behind an object so he can't see the rest of the colony. Holding the edge of a large blanket or tarpaulin, the other Beavers toss a large stuffed toy high enough into the air that the animal (the hidden Beaver) can see it.

Add to the fun by tying a different coloured ribbon or neckerchief to the stuffed toy. The hidden Beaver must identify the correct colour of ribbon before rejoining the rest of the colony at the blanket.

GLITTERING NORTHERN LIGHTS

In the land of ice and snow, the Northern Lights (Aurora Borealis) are a beautiful, awe-inspiring sight. Even in southern parts of Canada, the Northern Lights can set hearts aglow with a brilliant display of colour sweeping across the sky.

Beavers will enjoy painting the Northern Lights in water colours. Draw wide, wavy lines of bright blue, green, red and yellow across a sheet of finger paint paper. Let the paint dry slightly, then use a wet sponge to spread the colours in streaks.

If you have lots of snow in your area, take the Beavers outside to paint Northern Lights in the snow. Fill clean spray bottles with water tinted with food colouring. Let your Beavers make wide, wavy bands of colour in the snow.

INUKSHUK SENTINELS

Sometimes Inuit hunters built an inukshuk (a vertical pile of rocks that resembles a person) to mark their route



Montreal West Beavers made snow goggles during a winter camp.

Photo: Gary Gallagher-Parker

through the tundra. Many inukshuks were tall, artistic structures with a striking human resemblance.

Beavers could build large inukshuks in the meeting rooms, or make smaller models as a take-home craft project. For large inukshuks, gather together an assortment of small- and medium-sized boxes. (Shoe boxes are excellent.) Try to create horizontal arms, vertical legs, a body and a head. (See diagram) Expect disasters. Even Inuit hunters found their inukshuks toppled over!

As a craft, use flat and irregularly-shaped plasticine 'rocks.' Beavers can press these into an inukshuk shape, then give it as a paperweight gift.

Why not take your group out on a winter hike and build several larger inukshuks along the way? If your area doesn't have any snow yet, collect flat stones — the traditional inukshuk building object. Beavers could work individually, in lodges, in tail groups, or as a colony to complete their masterpieces. If you've made them in a playground, dismantle the art after for safety reasons.

INUKSHUK GAME

Now, let's play the inukshuk game. Each lodge works as a team. Position them around your meeting room. Provide different sizes and colors of boxes — one colour per colony. Make sure you give out equal numbers of each colour. Put all the boxes into one large pile in the middle of the room.

Beavers must run to the pile (one person per team), select the appropriately-coloured box, and run back to their lodge so the next Beaver in their lodge can race forward. As Beavers return with their boxes, the entire lodge works to construct their inukshuk. The first team to finish sits down and yells out, "Inukshuk!" Encourage all teams to finish their tundra sentinels.

Now, use the inukshuk to learn more about the Inuit way of life. How? Hike around the room, stopping at each inukshuk. Here, tell how the Inuit built snow shelters, or hunted seals and polar bears for survival. Inuit people also fished during the summer and dried their catch to make it last through the winter.

CATCHING THE HARE SKULL

Inuit children loved playing this ancient game. They would toss a skull from an arctic hare into the air and try to spear it with a piece of bone.

Beavers can make a variation of this game by using a paper cup, 45 cm of

string, and a stick 30 cm long. Attach the string to the cup and the stick. (See diagram) Decorate the cup with Inuit scenes.

To play, Beavers toss the cup in the air and try to catch it on the stick.

IGLOO CAKE

Inuit people used to live in igloos during the winter, especially when out on the tundra hunting. Why not make an igloo cake? Bake a vanilla cake mix in a round bowl. Invert the cake onto a rack to cool, then ice with white frosting.

Beavers may want to make their own igloos by decorating cupcakes. Prepare lots of white frosting. *Check for allergies before offering any food.*

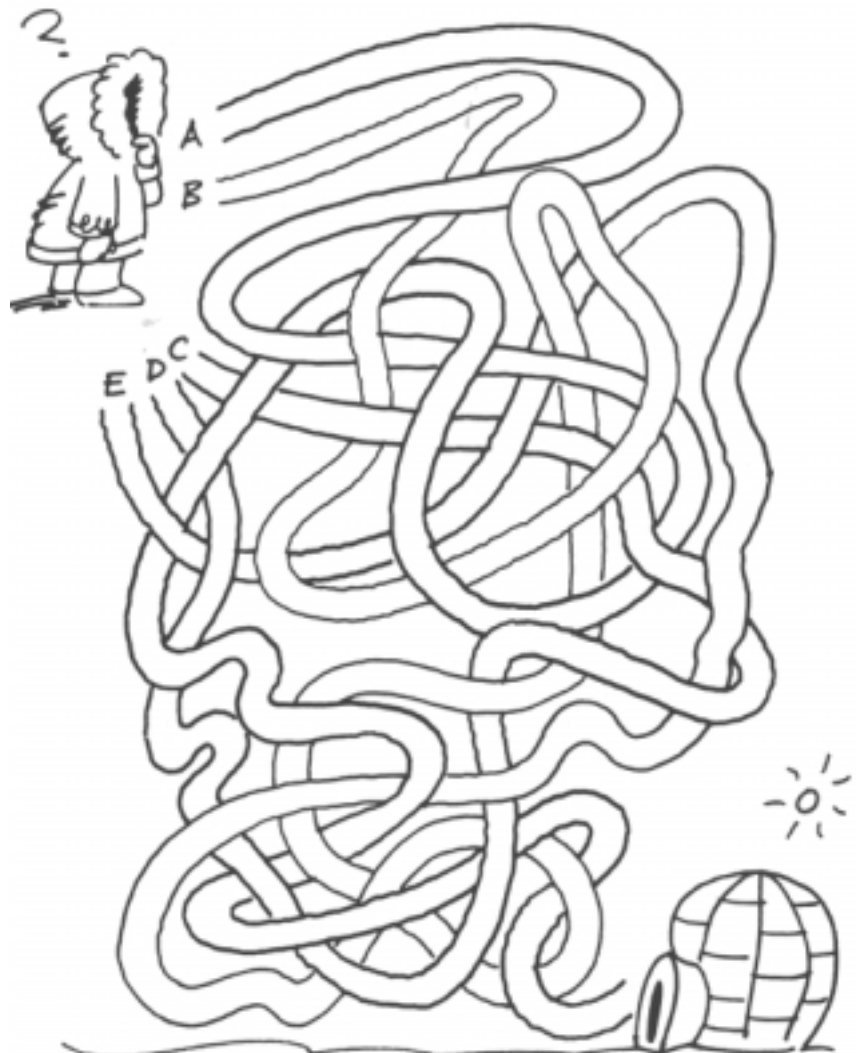
MUSHING OVER THE ARCTIC TRAIL

Dog sleds made winter travel easier for northern people. (Now the Inuit use snowmobiles.) Let's play the dog sled game.

Divide your colony into tail groups. Give each tail group a blanket or small tarpaulin with two ropes attached to two corners. One Beaver sits on the blanket, while the others have to pull the child along a trail. (See diagram) Make trails a little more difficult for older tail groups. Spin a bit of an adventure story about going to rescue some lost children on the tundra. An action story will make the dog sled game more exciting.

WHICH PATH LEADS HOME?

Inuit hunters spent many days out on the Arctic ice hunting for seals, caribou and other food. Sometimes they lost their way and died. Help this Inuit hunter find his way back to the igloo survival shelter he built. (Copy this maze and give one to each child.)



SATURDAY INUIT OUTING

Plan a joint linking event with Cubs and Scouts. Include games, races, snowshoeing and ice fishing. Check with local officials to make sure the ice is safe. Ask experienced ice fishers to help with the planning, and during the actual event.

Build a Snow House

Let Cubs and Scouts show your Beavers how to build igloos and quinzees. These make good survival shelters. A simpler project might involve digging a snow trench and covering it with a tarpaulin. Encourage older Beavers especially to help the Cubs and Scouts with these projects.

Remind everyone that only experienced people should make igloos and quinzees. If a snow house collapses, it could smother someone caught inside.

Campfire: Songs, Friendship, Snacks

Include an evening campfire with simple skits in your program. Make sure the sections mix and help each other during activities. Beavers and Cubs won't complain if you provide hot chocolate and a snack!



Adapt some Scouting songs to fit your theme. Here's one to try:

This is the way we build the Inukshuk
Build the inukshuk, build the inukshuk,
This is the way we build the inukshuk
In the cold, cold Arctic.

This is the way we catch our food (3X)
In the cold, cold Arctic.

This is the way we paddle
our kayaks (3X)

This is the way we build an igloo (3X)

This is the way we ride our sleds (3X).

"KICK THE BALL" GAME

Attach a ball to a pole by a rope. The rope should be the same length as the pole. Swing the ball so it arcs out from the pole. Taking turns, Beavers try to kick the ball. It's not easy, but lots of fun. Give each child 8-10 chances to kick the ball. (See diagram) Reward everyone for the effort.

SOAPSTONE ARTISTS

Many Inuit artists make creations from soap stone. They look at the stone and try to 'see' a figure in the stone — just as Michelangelo did.

Get some talc/soapstone (available at craft stores), sandpaper, files, leather laces, and an electric drill. This stone shapes easily. Let your Beavers sketch a simple figure on paper before starting to carve. Some may want to carve a polar bear, while others may choose to carve an igloo or some other figure.

Drill a small hole in each child's artwork and thread the leather lace through so Beavers can wear their art.

The Inuit culture fascinates youth; it also makes an excellent winter theme program. Enjoy winter. Aahh... it's back!

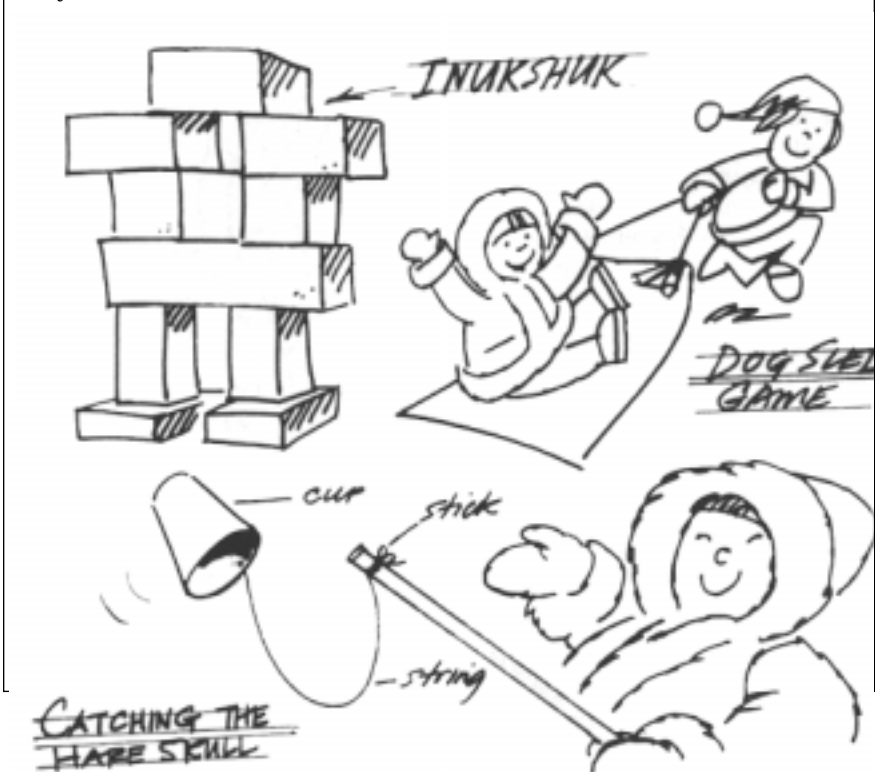
— Leslie Forward is a warm-hearted Beaver leader from Carbonear, NF. She loves winter.

INUIT THEME RESOURCES

Many books are available that describe Inuit life. These are particularly suitable for young children:

On Mother's Lap, by Ann H. Scott.
Whale Brother, by Barbara Steiner.
Very First Last Time,
by Jan Andrews.
Runaway Mittens, by Jean Rogers.

Photo: Allen Macartney





A CHRISTMAS PARTY With Zing!



by Ross Francis

Are you planning a special Christmas party? Use these activities to make it more exciting, or try a few of them each week over the holiday season.

ACTION-PACKED GAMES

Christmas Bell

Sit your colony in a circle and choose one child to be IT. Give the Beaver a bell and stand her outside the circle. She must move around the outside. IT picks another child in the circle by ringing the bell behind the Beaver's back, then drops the bell and runs. The Beaver who has been chosen, picks up the bell and tries to catch IT by running around the circle. If IT reaches the empty place in the circle before being caught, the picked Beaver becomes the new IT, and the game continues.

Hidden Candy Canes

Here's a fun way to end a meeting. Hide lots of tiny candy canes around your meeting hall. Before your Beavers leave, tell them about the hidden candy canes, and on a signal set them loose to hunt. When Beavers find the candy, they must bring it to a leader. When your members have found all the canes (keep track of them or mice will be enjoying a treat too!), give each Beaver one and save the rest for decorating the Christmas tree.

Filling Santa's Sack

Sit your Beavers in their lodges. Each lodge represents a group of Santa's elves who are helping Santa fill his sack. One Beaver in each lodge stands holding the sack (a plastic garbage bag).

Assign each lodge a colour and provide 5-10 inflated balloons of each colour for the game. Scatter the remaining Beavers around the meeting area. Mix up and scatter the balloons as well. On a



Make sure your relay games are non-competitive.

Photo: Allen Macartney

signal, Beaver "elves" work to push their colour-coded balloons toward their lodge corner. They may use only their feet — no hands allowed. When Beavers reach their sacks they must push the balloons into the sacks using just feet. Lodges may only gather balloons of their own colour.

Loading Santa's Sleigh

In teams, line your Beavers up in relay formation. Place a pile of presents (different shaped boxes, one for each player) in front of each team. At the far

end of the hall, place a chair for each team. The first Beaver in each line plays Santa, and sits in the chair.

On a signal, the first Beaver in each team picks up a present, runs to Santa, places it in his arms, and runs back to tag the following player standing in line. The next Beaver repeats the action, stacking another present in Santa's arms. Santa must try to hold all the presents, without dropping any, until his entire team has had a turn. If a present drops, the team starts again. Play a second time and change Santas.



Don't necessarily have your party inside. Kids want to get out where adventure calls.

Photo: Rick Smith

CRAFTS

My Wish List

All over the world, children write letters to Santa Claus. It's a Christmas tradition shared and enjoyed in many cultures. Naturally, your Beavers will want to send their letters off early — the North Pole is a long way.

Before starting, explain the different parts of a letter. (Most Beavers will not have written a letter before.) Help them with spelling, and give each an envelope with their return address on it. Encourage them to colour a picture of their favourite good deed, and include this. After Beavers have finished writing and colouring, bundle the letters up into a big envelope and mail to: Santa Claus, The North Pole, H0H 0H0. Canada Post doesn't require a stamp for letters bound for Santa.

Christmas Crackers

These noise-makers will put more "pop!" into your party. For each cracker you'll need a cardboard tube (paper towel tube cut into 12 cm lengths), Christmas candy, two lengths of ribbon (20 cm long), Christmas wrapping paper, and cards for name tags.

Roll the tubes in wrapping paper. Gather one end of the paper, and tie with ribbon. Fill the tube with candy and gather the paper at the other end. Tie it closed and add a tag. (See diagram)

Stand Up Christmas Tree

This tree makes a good table centre for Christmas meal

times. Your Beavers will need green construction paper, glue, a stapler, scissors, glitter, stickers, and decorations.

Fold a piece of green construction paper in half. Draw half of a triangle-shaped tree and rectangular trunk on the fold. (See diagram) Cut four exactly the same size. Staple or glue them together at the folds. Decorate with glitter, stickers or decorations. Cut a strip of construction paper and glue or staple it into a circle. The tree will stand up when placed in the circle. (See diagram)

Christmas Tree Decorations

Before you can decorate a Christmas tree, you must have something cheerful to put on it. Your Beavers might want to trim their tree during a colony party, or while visiting a retirement home. Seniors may even want to help make the decorations.



Popcorn Garland

After popping a huge bowl of corn, string it on fishing line or heavy thread using needles. Make sure Beavers get a chance to dip into the bowl for a snack. You might also try "styrofoam worms" (packing material). Paint the worms with bright colours.

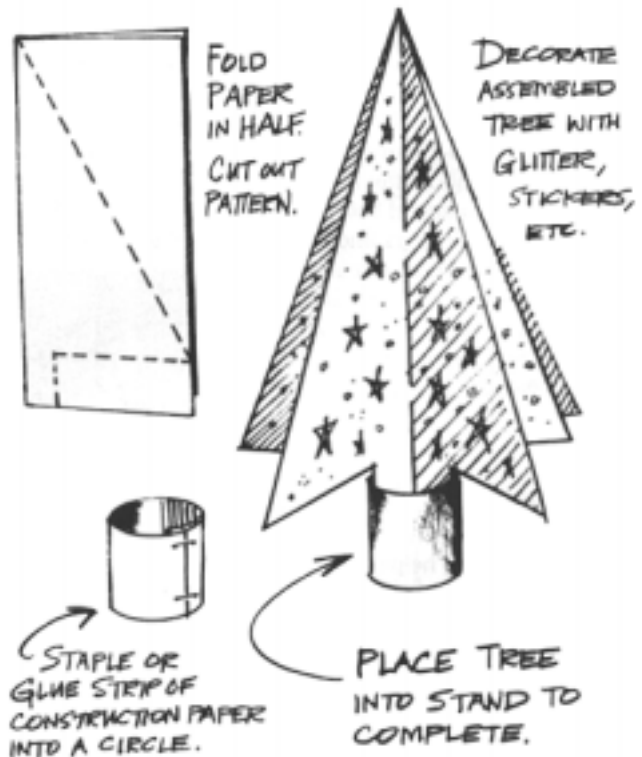
Pine Cones

Roll pine cones in clear glue, then roll them again in sparkles or glitter. Make hangers with ribbon glued to the pine cones.

Paper Garlands

Cut strips of coloured construction paper. Staple one strip in a circle, then thread the next strip through, and staple. Let each Beaver make a long colourful garland. Why not string all of them together to make a friendship chain?

Stand-up Christmas Tree



CHRISTMAS IN THE FOREST: A STORY

Stories can settle Beavers faster than almost any other activity. Marleke Jalink-Wijbrans of Calgary, Alberta, wrote this story. Read it toward the end of a meeting in early December.

On a stormy night, Father Jones settled himself in his favourite chair and called Mother and the children.

"Listen," he said. "In about a month it will be Christmas. Why don't we spend it at the cottage this year?"

"Oh yes, yes!" the children cried out excitedly, jumping to their feet. "That'll be fun! Do you think we'll see the beavers or are they asleep? Do you think we can wake them up? Can we—!"

"Wait, wait!" said Father, "Not so many questions at once. What are your thoughts, Mother?"

Together, the family talked and made plans the whole evening. Finally Mother said, "Come on kids. It's past your bed time, and tomorrow is a school day."

It took the children a long time to fall asleep. They were too excited. The last thing Rusty thought before he dropped off to sleep was, "I'll take apples and carrots to the beavers as a Christmas present. It's going to be great!"

Cottage Here We Come

Two days before Christmas, the family was ready to go. Snow lay on the ground; the weather was perfect. The drive — what a pleasure. As soon as Rusty and Bubbles arrived at the cottage they ran to the pond. It was frozen solid and covered with snow. A small wood and mud hill in the middle (the lodge) showed that beavers still lived there.

"I think they're sound asleep," said Bubbles, disappointed. "We won't see them until spring."

The children turned back to help their parents unload the car and decorate the cottage. The family had decided not to cut a live tree from the forest, but to bring an artificial Christmas tree from home. Rusty pulled it out of the box and helped set it up in front of a large window.

Bubbles' and Rusty's visit to the pond had not gone unnoticed. Beavers don't truly hibernate, although they sleep a lot during winter months. In the fall they collect a large pile of food, which they store in the water beside their lodge. Then, in winter, they leave their lodge occasionally to get food to eat, and take a swim. Beaver ponds have at least one hole in the ice where the animals can peek out at the white world above the frozen surface.

"Sshh... I Heard Something"

When the children walked to the pond, the beavers heard them. At once they were wide awake.

"That sounds like human footsteps. Are *they* here?" wondered Big Brown Beaver.

"Shall I go out to meet them?" Keo asked.

Keo left the lodge and swam underwater to the peephole. When he stuck out his head he caught a glimpse of Rusty and Bubbles walking back to the cottage.

So they *are* here! How exciting, thought Keo. But why were they walking away from him, he wondered? Keo returned to the lodge and told the other beavers what he had seen.

The next morning when Father went out to fetch some wood, he saw Keo sitting beside the peephole near the lodge.

*Entertain your group with
a Christmas story.*



"Hello, Keeo," he called out. "How are you?" At once two happy faces peeped out of the door from behind Father.

"Keelo!" the children whooped. Before they could say more, Father said, "Go indoors and get dressed first, you two. It's cold outside."

A short time later, Rusty and Bubbles raced out and over to Keeo. Bubbles held a fresh muffin in her hand. "Happy Christmas, Keeo," she said.

"Christmas?" Keeo asked. "What's that?"

Bubbles looked at Rusty, and Rusty looked at Bubbles astonished. Keeo didn't know what Christmas was!

"Well, why don't you beavers come and find out for yourselves?" suggested Rusty.

All the beavers in the cottage? Keeo wasn't sure they'd like that.

"Oh come on. We'll leave the door open," Rusty said encouragingly.

"And we have apples and carrots for all of you," added Bubbles. Keeo's eyes lit up. Just the thought made him hungry.

Merry Christmas!

And so it happened that on Christmas morning all the beavers living in the lodge climbed through the peephole and scuttled over to the cottage. At first they were a bit restless. Inside, their eyes kept drifting over to the door to make sure it was still open. But after awhile they became more relaxed. They feasted on apples and carrots and delicious muffins until their stomachs bulged.

Then they settled down to listen to Hawkeye describe the real meaning



Invite Cubs, Scouts or Venturers to your party. They can organize games, or prepare the food.

of Christmas. First, they heard the wonderful story about the Bethlehem Star that led shepherds and kings to the manger where baby Jesus lay. Next, Rainbow took up her guitar and started to sing a Christmas carol. Hawkeye, Rusty and Bubbles joined her while the beavers listened contentedly.

Late in the afternoon, they all watched the sun set over the quiet, white forest. For a moment, as the last rays of the sun sparkled through the trees, it

looked as if everything had been touched by gold.

Darkness fell. Rusty turned on the Christmas tree lights while Bubbles lit the candles. As the soft candlelight shone in the eyes of beavers and humans, they all felt very close and happy.

Soon the beavers decided to return to their lodge. They were getting very sleepy. Hawkeye walked them over to the edge of the frozen pond. When the last beaver had disappeared into the peephole, Hawkeye strolled back towards the cottage.

From a distance he could smell the savoury aroma of his Christmas dinner drifting on the still air. Mother had started to cook the feast. All was well.

Meeting Closing

After this story, close with a quiet, reflective time. Take several minutes. Ask your Beavers what Christmas means to them. What do they like most about it? From this sharing, develop a simple closing prayer like this one:

Thank you God, for giving us Jesus. Christmas makes us very happy because it is His birthday we celebrate. Please God, help all people to be happy. Let them sing and have fun with their friends, and eat lots of good things. Let all children find at least one or two presents under their tree. Give them a peaceful, merry Christmas. Thank you, God.

Photo: Andy Ackerman



Cool Games For Active Cubs

Have you reached that point yet?

You know what I'm talking about. Many leaders get there by December, after having completely exhausted their "sure-bet" bag of program tricks. They've tried all their games — some with great success, some with less-than-satisfactory results.

Toss, Jump and Scoot

Make a circle of twigs (perhaps from an old Christmas tree) and hang it from a tree. Position the twig hoop high enough so Cubs can throw a ball through it. Don't make it too easy. Cubs must take turns running up, throwing a ball through the hoop, and catching it on the other side.

When Cubs have perfected their toss, raise the hoop higher so your players have to jump and throw at the same time. This presents more challenge, but is excellent practice for aspiring athletes. For your hoop, you might want to recycle an old tire found during an outing.

Round Head Start

Here's the challenge: Cubs must balance an object on their heads while manoeuvring through a demanding obstacle course.

Ask one six to design a weaving course for a balancing test. Make sure it contains lots of difficult corners, and at least one obstacle to climb over. It might also feature a rope or branch to crawl under.

Plates are great for balancing, as are books. Cubs with round-topped skulls may not fare well in this game; give those youths a "head start."

After everyone has 'run' through the course, set up a relay race with sixes competing against each other.

Monkey Tag

Designate one Cub as Bagheera, and another as Baloo, unless you have a real Bagheera and Baloo who are willing to burn off lots of energy!

If you're looking for cool games that Cubs really love, look no further! Armed with these games, you'll soon have pack members bursting forth with mischievous glee.

Where possible, put a winter "spin" on a game. Look for ways to tie them directly into program themes or badges.

These two are fighting the Banderlog (the rest of the pack) before Kaa arrives on the scene. Bagheera and Baloo chase pack members who can only avoid being caught by jumping into a pile of snow or jumping onto a rock. They must not stay on the rock or in the snow, but only jump out of reach when they are in danger.

Akela or another Cub is Kaa's head, and stands at one side. Each monkey who is caught must join on behind Kaa's head. When about six Cubs have joined on, the person playing Kaa's head calls out, "Kaa!"

At this, everyone still running unfettered freezes in position for the count of five. They're the winners.

Message Carrying

This game puts real drama into sending messages. Try it when your pack is at camp or out in the woods for a day.

Space your Cubs out in their sixes over a large area. The sixers come to the leaders and listen to a message. Then, they run with it to the first Cub in the six, and repeat the message. That child listens, then runs to the next Cub so it continues through the six. Set the course up over varied terrain. Include a few obstacles, like a snow or water jump, a tunnel (through a quinzhee), and stepping stones. Lots of obstacles will increase the likelihood of one or more Cubs getting the message all wrong.

*"Ever notice how
the coolest games
are always outside?
Cool, eh?"*



Photo: Allen Macartney

Assign points for the fastest six, and the six with the most correct message.

Akela's Ground

Adapt this game to your theme or location. Add an interesting story line to increase the adventure.

Akela (or a Cub) has a marked plot of ground to guard. A "treasure" is spread over the area. (You might use marbles, bright pebbles or other inter-

esting objects.) Other Cubs must try to sneak in and take bits of treasure without being caught. As they step on Akela's (or the Cub's) marked plot they call out, "I'm on Akela's ground, picking up gold and silver!" Akela tries to catch the looter, but can't leave the marked-off plot.

Robin Hood and Company

Cubs can play this team game with whatever nature supplies they've picked up during a hike.

Half of the pack becomes Robin Hood and his band of merry men, while

the other half becomes the Sheriff and his men. Here's the story. The Sheriff is travelling through the forest carrying treasure (of course!). Robin Hood's men try to capture as many of the party as they can, search them for treasure, and then let them go. Hide supplies of acorns, beechnuts, fir cones, or anything else on the Cubs as treasure. Assign values to various treasure objects before your game begins.

When Robin's heroic gentlemen catch one of the Sheriff's thugs, the thug starts counting to 30 while he's being searched for loot. If his searchers haven't found any treasure by the time "30" rings out through the trees of Sherwood Forest, the captive goes free. The person has half a minute to get away.

Set a time limit for the game. Make sure no one gets too rough.

Scatter Ball!

If you've got a new pack, this game will help everyone learn their buddies' names quickly. Play it outside in a

plowed lot, or inside on a cold night. All you need is a brightly coloured, small foam ball.

A leader throws the ball up in the air and calls out someone's name. The named Cub must try to catch the ball while all other pack members run away.

If the Cub successfully catches the ball in the air, the child has to throw it at someone else, touching the person below the knees. If the thrower misses, he must toss the ball up and name someone else. If the catcher successfully touches another Cub, that person has the next throw. If the catcher does not catch the ball, the thrower must retrieve it, and then throw it again calling out a new name.

Alternative: Name each Cub after a month in the year or day of the week. The thrower has to call "April" or "Tuesday." This game can create a real panic because no one will remember other players' names until they've been called out several times.

Look Sharp Cubs!

This observation training game requires no equipment.

Divide into *two* teams of five to eight players each. If your group is larger, consider dividing into four teams.

Team A faces Team B and notes how each member is dressed. After two minutes, members from Team A turn their backs while each member of Team B makes changes (large and small) to their dress.

When ready, Team A turns around, faces Team B and tries to identify each change that Team B made. Reverse roles and try again.

Knot-Tying Frustrations

This game works best with about 12 players. Divide larger groups into two; form your Cubs into a small circle, standing shoulder to shoulder.

Stretching their arms into the centre, players must hold the hands of two other Cubs who are not their immediate neighbours.

Once all hands are joined, your Cubs face the difficult mission of untangling the knotted mess without letting go of anyone's hands. They may weave in, out and over each other. After several minutes of giggles, you should end up with an untangled circle. Sometimes, you'll end up with two.

Don't let anyone give up. If pack members work hard enough, they'll untangle the knot — guaranteed! \

Hide supplies of acorns, beechnuts, fir cones, or anything else on the Cubs as treasure.

Everyone should enjoy pack games, including the leaders!



Photo: Jay Chovman

Build Teamwork in Your Patrol

by Ian Mitchell

Q: What do an army platoon, a synchronised swimming team, a drama club and a Scout patrol have in common?

A: They're all groups of people working together as a team towards a common goal.

Small groups help fulfil one of the seven Scouting Practices. Our youth work in patrols and operate a Court of Honour to make their outdoor experiences more successful. But, if everyone doesn't share a willingness to work as a team, frustration and even anger can result.

Following are two activities that will help build real teamwork and spirit. Play them outside if you can.

Path to the Future

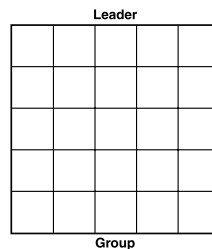
This game promotes intra-group sharing, cooperation, and problem-solving.

You'll need a plastic utility tarp (2 m x 3 m) and wide masking tape. Mark the tarpaulin into squares with the masking tape so you form a grid or game board pattern. (See diagram)

The leader stands at one end of the tarp and Scouts at the other end. The leader decides on a route Scouts must take from their position to his, but doesn't share this information with the patrol.

Through trial and error, Scouts must figure out this route by taking one step at a time. (Each block on the grid represents one step.) With each step the leader will either nod "yes" or "no," meaning it is or isn't the correct route. If a Scout takes a step and the leader nods "yes," the youth may take another step, and continue to the next square until the leader nods "no." At this point, the Scout must retrace the route and let another team member advance forward. (Only one person is allowed on the tarp at a time.) Steps may go forward or sideways, but never backwards.

Form a grid or game board pattern as shown.



The aim is for the whole group to cross the tarp as they collectively discover the "Path to the Future." Scouts may share their collective memory between turns, but absolute silence must reign when someone is on the tarpaulin. No one is permitted to touch the tarp at any time unless it is that Scout's turn to move "along the path."

Once they find the route, the entire group must proceed one at a time in silence across the tarp, and return. This

game can promote many healthy messages, including:

- ✓ Mistakes promote learning.
- ✓ Individual risking and sharing helps the group move toward a goal.
- ✓ When the entire team works together, it's easier to succeed.

Blade of Grass

To attempt this activity, you'll need at least 12 players. The exercise helps build trust and confidence within a patrol. In this game, a patrol stands in a small circle with one member in the middle. The centre person stands rigidly at attention.

At a signal from the leader, the centre person ("blade of grass") falls to one side of the circle, keeping his feet still in the middle. The group must pass the blade of grass around the circle keeping his feet in the middle of the circle.

Don't Stop Now

If you want activities like these to have greater impact, discuss what the patrol learned during the game. Help them translate it into practical, "take-home" knowledge. During your debriefing, ask questions like: How did you work as a team? What did you learn about yourself during this activity? Recapping what they learn helps Scouts remember the message longer. X

Make Winter Camping Treks Easier

by Ross Francis

Do your Scouts love winter camping, but hate carrying gear into an overnight site? Winter camping gear is bulkier and heavier than summer equipment. It's also harder to carry in backpacks over slippery trails, making it almost impossible to go any distance in comfort.

Because winter camping usually involves travelling over snow-covered ground, use the season to your advantage. Load camping gear on toboggans or sleds, and pull it along behind you.

This sounds great in theory; practice brings certain unfortunate realities. Have you had to jump out of the way of a run-away toboggan as it flashed by you, barreling down a hill?

"It's a Heel-Hugger!"

As long as you're pulling a toboggan on flat ground or going up a hill, everything's fine. But when you start down a hill, your toboggan develops a

dangerous mind of its own. At the very least it will constantly bang into your heels as it surrenders to gravitational pull.

Technology offers a simple solution. With a bit of help, your Cubs, Scouts or Venturers can transform a regular sled or toboggan into a ski patrol rescue toboggan look-alike. By replacing the ropes with aluminum poles, then fastening them to your

hips with a hip belt, you'll be able to ski, snowshoe or walk easily, and keep your arms and hands free.

Here's what you need. Gather together a padded hip belt (from an old pack); two clevis pins and rings; two wall brackets (conduit or pipe — the kind used to fasten pipe to a wall); three lengths of old aluminum tent poles or lightweight aluminum conduit (two long and one short); and two copper, aluminum or plastic elbows sized to the proper diameter for the aluminum poles. The two identical aluminum poles must be long enough to provide sufficient distance between you and your toboggan when you're skiing or snowshoeing. (Some people have a long skiing stride, so this length will vary from person to person.) The wall brackets you choose must be at least *one size larger* than the diameter of the poles. This will

the **leader**
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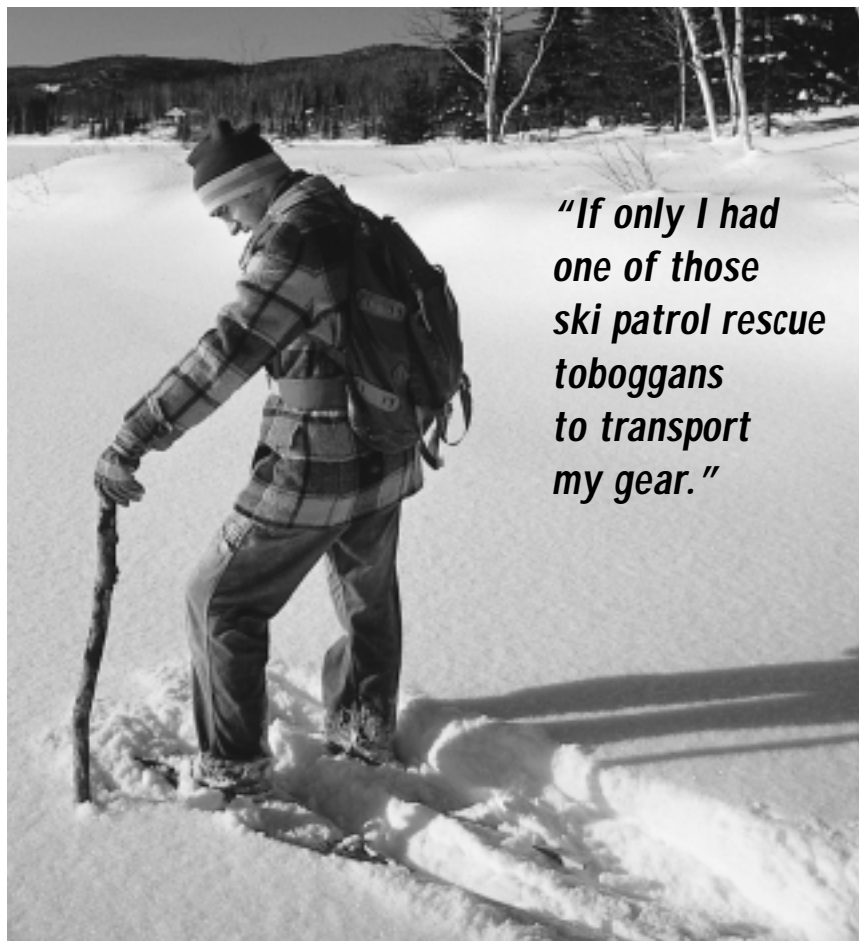
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- 1993 April; Aug/Sept
- 1994 May; Aug/Sept



"If only I had one of those ski patrol rescue toboggans to transport my gear."

Photo: Allen Macartney

permit them to move freely. The one short piece of aluminum will go across the front of the toboggan.

Several Hours Work

Start by using screws to fasten the wall brackets to the front of the toboggan. (See diagram) If necessary, drill holes in your hardwood toboggan and the ends of the poles for the clevis pins. (You may need a small piece of wood to screw into, and reinforce, the front of a plastic sled.) Cut poles to the proper length allowing plenty of distance for a skiing stride. Drill clevis pin holes in one end, then fasten an elbow to the other. Join the elbows to the shorter piece of aluminum, making a large "U" with right angle corners. Use the wall brackets to fasten the shorter piece (the bottom of the "U" to the front of your toboggan) and fasten the hip belt to the opposite ends of the poles.

Now step in between the poles, fasten the hip belt and you're ready to roll!

Toboggan Loading Tips

A properly-loaded toboggan will track easier through snow or over rough ground; that's why it's important to know how to load and lash equipment onto a sled or toboggan. New plastic sleds that wrap up around the sides are excellent to carry gear for one or two people. You may need to drill a number of holes along the sides to provide lash points for securing equipment.

Here's a proven method for loading a toboggan. Spend time making a neat, secure job before you set out. It will save time repacking on the trail.

1. Lay a large piece of tarp or plastic groundsheet on the toboggan. It should be big enough to wrap completely up and over all your gear. You can also use this tarp or groundsheet as a shelter or a windbreak at the campsite.

2. Distribute the load equally so the toboggan will track properly. Make sure the load is packed squarely, nothing sticks out over the edges, and it is *not* top heavy.

3. When the load is in place, wrap it snugly with your tarp or groundsheet, then lash it to the toboggan. Start lashing rope at the front of the toboggan, crossing over the top, down through the side ropes or holes, back up and over and so on, toward the rear. Bring the lashing rope back up to the front of the toboggan in the same manner, and secure it with a clove hitch.

4. After you have completed the lashing, secure shovels, axes, spare skis and snowshoes on top of the load. Keep this extra equipment to a minimum!

Another loading option involves using hockey duffel bags secured with bungee cords to the toboggan. A duffel bag allows quick access to gear without unwrapping.

Using a sled or toboggan with fixed poles makes it much easier and safer for winter travel, especially in hilly country. You may even find your group members want to plan more winter camping adventures than past years — just because it's so much easier to transport gear. λ

Program Links

Cubs: Tawny Star, Carpenter Badge, Handicraft Badge, Green Star, Camping Badge.
Scouts: Home Repair Badge, Outdoor Skills Badge.

WHAT CAMPING EQUIPMENT HAVE YOU BUILT?

If you've built some camping equipment like this, send us construction drawings and an explanation how to make it. We're willing to consider anything, especially if it encourages youth to enjoy the outdoors more.

Power Sail Your Way Over the Ice

by Bruce Hopson

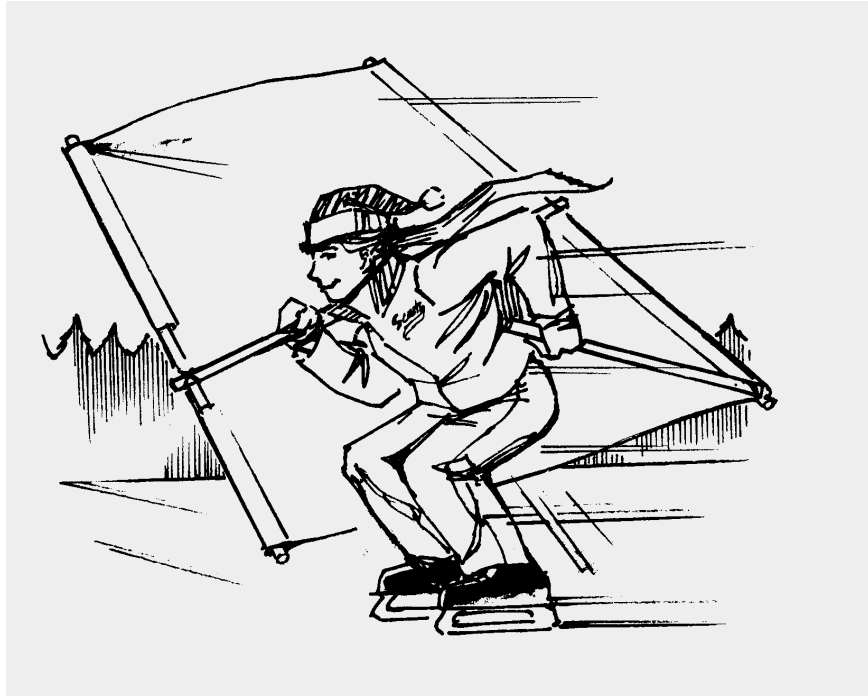
Forty kilometres an hour on skates?

It's easy to reach that speed on ice with this sail.

Have you ever skated on a windy day with a stiff breeze at your back? If you opened your jacket to let the wind carry you down the ice, suddenly your speed increased. Let's harness the wind and let it blow you in just about any direction you want to go. Making this inexpensive sail provides a great project for your Venturer company. It requires minimal time and labour. Invite older Scouts to your meeting and enjoy an ideal linking activity.

Off We Blow!

Probably everyone in your company will want to build one of these skate



sails. Venturers will need three bamboo poles (2½ metres x 2.5 cm diameter), one bamboo pole (1½ metre x 1 cm diameter), one piece of sheeting (200 cm x 270 cm), and strong, waxed cord for lashing. The sheeting is approximately the same size as a double bed sheet; a friendly and sympathetic parent might volunteer an old sheet.

Figure #1 shows a pattern for your sail. Cut the sheet into the shape illustrated. This reduces the amount of area at the top so the sail doesn't become too top-heavy and blow you over in a sudden gust. Sew a 2.5 cm hem across the top and bottom of the sheet.

Down each side, sew a double hem wide enough to form a casing through which you can pass the vertical spars or poles. Because you'll have to lash the boom (see diagram) to the spars, cut a piece out of this casing about 15 cm below your shoulder height. This will expose each spar. If you cut out a fairly large piece, you may adjust the position of the boom according to the height of the user. This way, the sail won't touch the ground when the boom is in position on your shoulder.

Built to Last

If you want an extra durable sail, sew in a reinforcing piece of cloth at each of its four corners. This will strengthen the areas that experience most of the wind stress. Thumbtacks at each corner will prevent the sail from slipping up on the spars.

When you've finished your sail, dye it a brilliant colour or tie-dye it for a special effect. You might even want to paint on the Venturer logo.

To assemble your skate sail, pass the spars through the casings at each side of the sail. Use a square lashing to fasten the boom to each spar. The boom should spread the spars so the sail stays taut. Make sure your lashings are tight. This is important! Waxed cord will help. If you don't start with secure lashings, they'll slacken very quickly when the wind catches your sail.

You should have one piece of bamboo left. Lash one end to the bottom corner of one of the spars. This will be your "main sheet." It will help you point your sail in the right direction.

When assembled, place the boom on your shoulder at its midpoint and hold on with one hand; grasp the "main sheet" with your other hand. (See diagram)

"I'll Race You to the End of the Lake!"

Now you're ready to sail! You'll steer with your skates, so make sure your 'rudders' are well sharpened before starting out.

Keep the sail between yourself and the wind; that's the most important tip to remember. Start by sailing before the wind. It's the easiest manoeuvre to learn.

Learning will be fun, and possibly full of spills!

How do you do it?

Rotate the sail so it's behind you and roughly in line with your left shoulder (assuming you are carrying the sail on your left shoulder). Pull your main-sheet forward to steady the sail. If the wind is behind you, moving air will catch your sail and push you down the ice. Practise this for awhile until you find your balance and can steer easily. Learning will be fun, and possibly full of spills!

Set Sail for Adventure

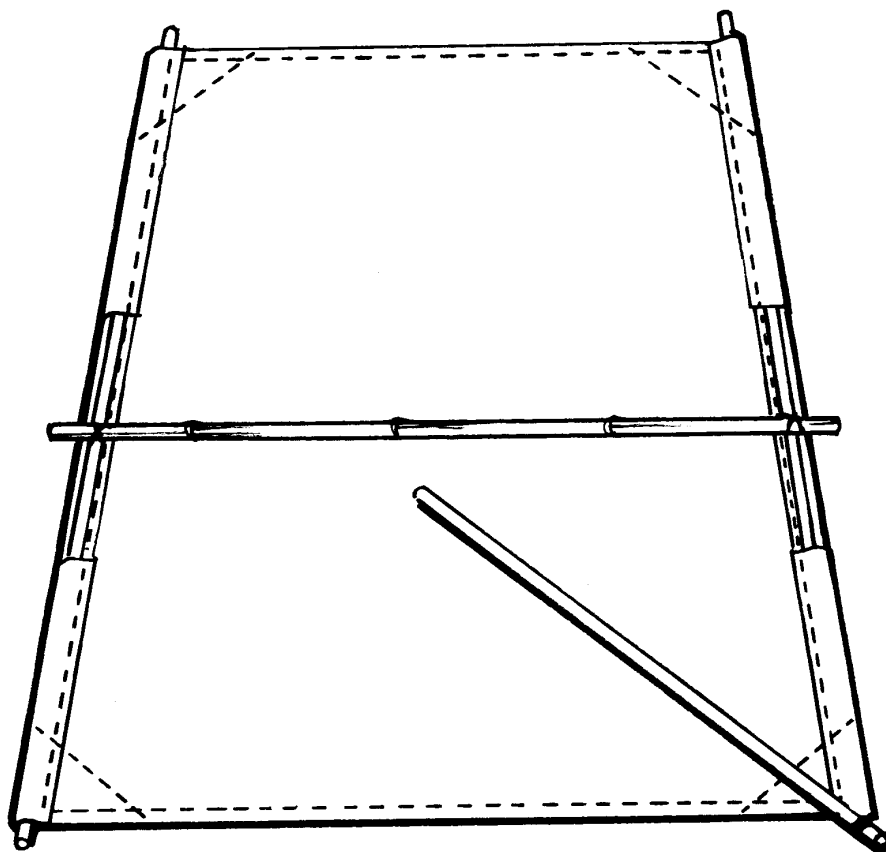
Don't think you have to sail in just one direction — downwind. This sail lets you tack (zigzag) back and forth all over the ice. You can even sail into the wind, but this takes considerable practice. Ask a windsurfer or sailor to describe how to do this.

The essential tacking skill to master involves "coming about." Moving rapidly with the sail between you and the wind (as illustrated in the drawing), transfer the sail to your other shoulder. Do this by turning into the wind, and passing the sail in front of your body. A rope tied from the main sheet to the boom will prevent the boom from falling on the ice when you let go of it. You can grab it again easily with your free hand opposite the sail.

When your Venturers have become comfortable sailing over the ice, organize relay races and even tag games. You'll soon rediscover the excitement of winter sports and outdoor activities.

Program Links

Scouts: Troop Specialty Badge,
Builder Badge
Venturers: Outdoorsman Award,
Exploration Award



Product Development: How it Works and How You Can Get Involved

by Ben Kruser

How does Scouting select and create products for our catalogue? Many people have been asking this question.

National Retail Services (NRS) has a working group consisting of five managers. They look at various topics, including:

- National retailing
- Marketing and advertising
- Scout Shop sales
- Operations and buying
- Strategy.

Each manager is an important contact point for sales representatives who wish to interest Scouts Canada in their products. These sales representatives give us samples of their new products, as well as all relevant sales data. When our managers have an assortment of these new products, we call a Product Development meeting to review the latest offerings. Here, each product is subjected to a number of qualifying criteria. We ask questions like: How does this relate to Scouting programs? What's the target market appeal? Is the quality good? What sales and profit potential does it have?

After critically examining the product, the managers take one of four options. Either they reject the product; conduct further research (e.g. conduct a market field test in our Flagship Store); recommend that we include the product in national brand lines; or refer the product to Scout Shops for direct sourcing and profit.

Direct Sourcing and Profit

Direct sourcing and profit is an interesting option. National Retail Services (through Scouts Canada's trademark and copyright ownership of all Scouting materials) is the exclusive supplier of retail products bearing the Scouting logo. NRS is committed to expand and improve our licenced products offered in the catalogue. Revenue from these products support not only the national operation, but also local councils.

Items that we recommend to Scout Shops provide local councils with an opportunity to introduce new products that meet very specific needs. These also provide additional revenue sources for local Scout Shops.

Over the last year, NRS has introduced 50 new products nationally; it's also recommended an equal number to various Scout Shops across Canada. All the new product ideas came directly from the field — from Scouters like you. Your ideas turned into Scout Shop products that now meet local needs.

Share Your Ideas!

Do you or your group members have an idea for a new product? Tell us about it. Call your local Scout Shop or National Retail Services at the National Office.

Over 20 percent of NRS revenue comes from new products. When we introduce new items and review 'old' product performance, it makes our product lines strong. It also helps to fund essential Scouting programs and services.

From all the staff at National Retail Services, Merry Christmas, Happy Hanukkah, and Happy Holidays to all. X

SCOUTER'S 5

Good Will to All People

- When angels announced the birth of the Christ Child to lowly shepherds in Bethlehem, they said, "Peace, good will to all people."

How often do your Scouting members pause during a busy December to share genuine good will with others? Read the thoughts below and discuss how they relate to our Scouting Promise, Law and Motto. How can your group breathe new life into your community by exhibiting true "good will"?

- "Good will is the best charity." — *Yiddish proverb*
- "How rarely we weigh our neighbour in the same balance in which we weigh ourselves."
— *Thomas à Kempis*
- "Only a life lived for others is worth living."
— *Albert Einstein*
- "Be kind. Everyone you meet is fighting a hard battle." — *John Watson*
- "A person who seeks help for a friend while needy himself will be answered first." — *Talmud*
- "Let a good person do good deeds with the same zeal that an evil person does bad ones."
— *Shalom Rokeach*
- "I am only one; but still I am one. I cannot do everything, but I can do something." — *Helen Keller*
- "What one *does* is what counts, and not what one had the *intention* of doing." — *Pablo Picasso*

Scouter's 5 Minutes

Dec. '98

HINTS

- Y**ou've hiked all day along a wilderness trail. You're tired, but happy. Snow is falling in big fluffy flakes. The tents are up, and you've just finished a hot meal. Bright flames lick the kindling of your campfire. What could possibly improve the scene? A warm drink.
- Stir 15 mL of flavoured gelatin into a mug of hot water. Life just doesn't get better than this! Read on for more tips that will make your outdoor experiences simply amazing.
- Don't blow air into a self-inflating mattress in winter. Your breath contains moisture that may freeze inside.
- Cotton is a poor cloth to wear for winter activities. It has little insulation value, it absorbs water easily, and takes too long to dry.
- Don't completely fill fuel tanks; allow room for air to pressurize inside. Release pressure in fuel tanks before packing for travel or storing.
- Practise cooking and preparing meals in the comfort of your home. You don't want to make mistakes when the wind is blowing and ice pellets are hitting your face.
- Use wind screens and covers on pots to make the most efficient use of stoves.
- In the winter, turn water bottles upside down and bury in the snow. Snow will insulate the liquid and slow the freezing process. If your water does freeze, the surface will freeze first, but you'll still be able to open the cap.

Hints

Dec. '98

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the **leader**

- If you pre-cook meals at home and then freeze them, you'll speed up cooking time on the trail. One bag, plus one spoon = one quick meal.
- Seal all tent seams every year. Early winter is a good time to do this if you haven't done it already. Take part of a meeting and complete the job in a well-ventilated area. Your group may even want to seal their packs.
- Tired of finding flashlight batteries drained because the switch accidentally got turned on? Wind a fat rubber band around the on/off switch before putting your flashlight in a pack.
- Help Cubs and Scouts prepare for camping by asking them to bring glow-in-the-dark shoelaces. Tie them to pocketknives, flashlight handles, zipper pulls, or anything else they might need to find in the dark.

Hints

Just What Is Your Scouting Duty?

When leaders serve those around them, often the volunteer benefits more than anyone else. The following thoughts might spark interesting discussions at your next group committee meeting.

"Whoever performs only his duty, is not doing his duty." — *Bahya ibn Pakudu*

"Service is the rent we pay for being. It is the very purpose of life and not something you do in your spare time." — *Marian Wright Edelman*

"When you cease to make a contribution you begin to die." — *Eleanor Roosevelt*

Come Help Change the World

As Scouts, we're trying to change the world — make it better for everyone. What active measures can your colony, pack or troop do to help *just one person* this week? Pick someone else to help next week.

"Help me to fling my life like a flaming firebrand into the gathering darkness of the world."
— *Albert Schweitzer*

"Do not wait for leaders; do it alone, person to person."
— *Mother Teresa*

"Be the change you want to see in the world."
— *Gandhi*

"When a blind man carries a lame man, both go forward." — *Swedish proverb*

Scouter's 5 Minutes

Safe Scouting: We're Committed!

by Bryon Milliere

Scouts Canada is committed to providing a safe place for our young members to learn about life.

How to Protect Your Children from Child Abuse: a Parent's Guide, is our latest resource. It fits with Scouting's overall child-safe strategy. Each *Leader Magazine* reader received an advance copy of this publication in the October issue. *A Parent's Guide* brims over with good ideas and tips — perfect for either parents or Scouting leaders. It also tells how to work with other people's children.

Additional copies of this booklet are available. All Scouting families will receive a copy either directly from the National Office or through section leaders. Expect yours by mid-January.

It's Important!

Educating young people and parents about child abuse helps youth stay safe, whether they're participating in a Scouting activity or walking down a street. Children need to know that there are adults they can trust when confronted with difficult situations.

Scouting's volunteer screening measures, introduced last year, aim to ensure that only suitable adults work

with our youth. Ongoing supervision (through section leadership, group committees and service teams) guarantees that leaders receive the support they need to deliver a successful, safe program.

Further guidance for leaders is coming. The National Program Committee is producing a booklet called, *Camping/Outdoor Activity Guide to Safe Programming*. This booklet combines all of Scouting's regulations that relate to conducting safe activities. It asks program leaders to continually pose the question, "Are

we in the right place, at the right time, with the right people, and with the right equipment?"

All leaders want to offer only safe programs for their members. Not knowing how to proceed may discourage leaders from trying new activities. (It's hard to lead activities and teach skills when the challenge seems beyond your abilities.)

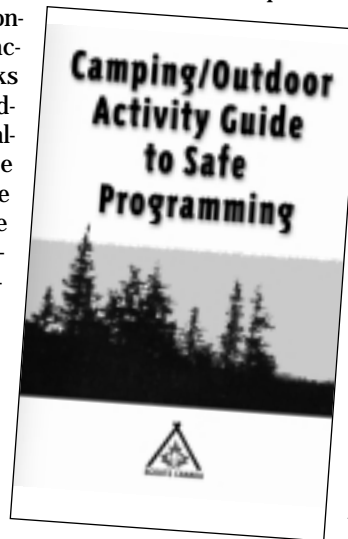
Working with other volunteers, the National Volunteer Services Committee is developing strategies for raising the skill levels of Scouters. Soon all leaders will feel more comfort teaching outdoor skills.

While many call these initiatives Risk Management, recruiting the right people, helping them to acquire the skills they need and providing sound guidance on how to approach activities in a manner that ensures safety, is common sense. Parents newly enrolling their children into Scouting expect that we would screen our leaders. New leaders assume that Scouting would provide the resources and training they need to deliver the program properly.

The goals of these initiatives are not new. Effective Volunteer Recruitment and Development has always been an objective of Scouting. Now we have more tools available and on the way to support that goal.

Even more JUMPSTARTS: Program and Volunteer Services are also building on the success of the JUMPSTART program by developing additional theme activities.

Local councils are encouraged to use the template of the nationally produced JUMPSTARTS for creating local program outlines for both weekly meetings and outings. Why not build on the local expertise and experience? X



JUMPSTART
Activity programs
are great resources
for new or experienced
leaders

If This Is Scouting... *Yuck!*

by Lynn Johnson

"If this is Scouting," the young leader said to me angrily, "I don't want anything to do with it!"

The new Scouter had just had her first taste of unattractive infighting, sometimes referred to as "Scouting politics." This recurrent phenomenon happens when private agendas get in the way of the teamwork needed to achieve our common goals. Why does this destructive fighting seem as inevitable as death and taxes?

Scouting politics can be as harmless and petty as momentary jostling over who carries a flag in a parade. At other times, it can be 'lethal' enough to make excellent section and group leaders decide to stop volunteering.

Some Scouters even justify devious manoeuvring, saying, "It's in the interests of Scouting." But who decides

this? Does it mean the end justifies the means?

Scouting Brotherhood

If you mention "Scouting Brotherhood" during a Scouting family squabble, sometimes all it produces are rather wry smiles. Sure. Scouting isn't the only organization that endures infighting. Its ugly head rises in almost all large groups, but the affects always seem harder to stomach in an organization dedicated to high ideals, like Scouting's.

Our very idealism opens the door to disillusionment and anger when members fail to keep the Promise and Law. The media quivers with interest when a Scouter (or former Scouter) turns out to be a child molester; neighbourhood gossip takes on extra spice if a runaway spouse is also a Scout leader.

For some outsiders, there may even be a touch of black humour. "Oh, right! He was so 'holier than thou' and then he steals the camp funds!"

Broken trust generates disgust. Scouting people close to the situation react with pain and loss and a feeling that this should not be happening — not in Scouting.

As a structure made up of human beings, we will always fall short of our ideals. But, it's important that we continue to strive for these ideals! Of course, the

struggle is ongoing. We'll do our best to keep wrong-doers out and to work well together. At times we will feel smug with our gains, and mourn our losses. However, we will *never* achieve perfection. Sometimes, that failure may seem almost unbearable.

If this is Scouting... Well, it's not Scouting

Scouting started when some youngsters began imitating a great man who still had the dreams and ideals of youth. He dared to believe in goodness and kindness as well as fun and adventure. The Movement that grew up around that boyish enthusiasm has influenced the attitudes and beliefs of millions around the world.

In the end, Scouting's flawed administrative structures don't really matter. The heart of Scouting is alive and growing. We see it in weekly meetings when caring adults pass on B.-P.'s principles and humour and self-sufficiency to youth. True Scouting spirit "happens" at a camp when a child learns that he can light a fire, identify constellations, and help a friend. We see B.-P.'s legacy when Scouting members help a teenager "tough out" a long hike, or make important choices. It lights the face of an inner city child earning her first badge.

These are the enduring elements that make Scouting special. Let's continually renew our commitment to these ideas. We must never give up. X

— Lynn Johnson is a dedicated Scouter who lives in Scarborough, ON.

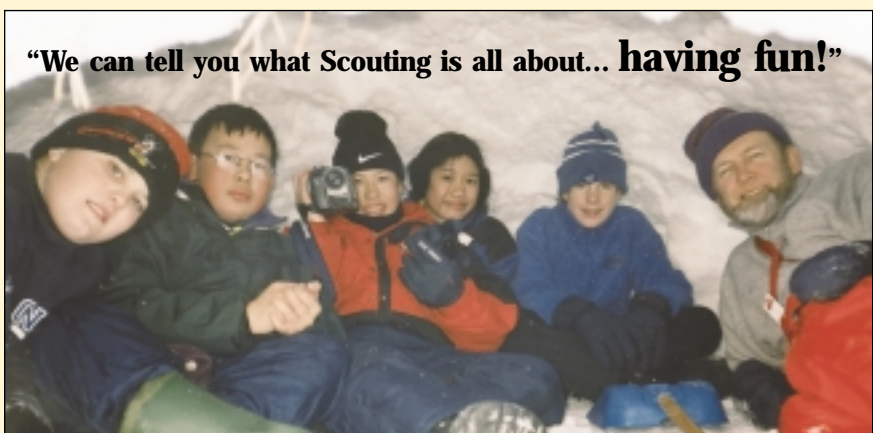


Photo: Alan Wu

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