

the leader

MAY 1999

VOLUME 29 NO. 9



*Celebrate
Canada!*



RAILWAY SAFETY • CANADA QUIZ • DAKOTA FIRE



Spend more time scouting and less time fund-raising. And, give your Scouts the best year in Scouting they've ever had.

The process is as easy as 1, 2, 3!

- 1** Make a list of everything you want to do the entire year & figure the total cost
- 2** Set your fund-raising goal
- 3** Raise the money you need with just one fund-raiser --Trail's End® Popcorn

Trail's End supports you all the way. There are order forms, training videos, incentive prizes for your youth, television and radio commercials, posters, and handbooks to guide you through the entire process. And it's all endorsed by Scouts Canada.

Make this your best year ever with the Trail's End Popcorn fund-raising program. Contact your Provincial office for more information about this year's popcorn sale. Or, contact Trail's End directly at

1-800-782-4255.

Remind your budding artists to enter the Scouts Canada/Trail's End 1999 Art Contest. They could win great prizes like computers or camping equipment, and a chance to appear on next year's Trail's End Popcorn Pail. Entry deadline is June 1, 1999.



Executive Editor
Andy McLaughlin

Editor
Allen Macartney

Art Director
Richard Petsche

Advertising/Circulation
Laureen Duquette

The Canadian Leader Magazine is produced 10 times a year by Canyouth Publications Ltd., an arms-length publishing company.

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

Yearly subscription:
registered members of Scouts Canada \$8
non-members \$8
outside Canada \$18

The Leader assists Scouters and other adults who work with young people through the publication of timely articles on Scouting's programs, resources and objectives.

Canyouth Publications gratefully acknowledges the assistance of Scouts Canada in publishing the Leader.

Editorial contributions are made on a voluntary basis. Unsolicited submissions welcome.

Advertising Policy: Advertisement of a product or service does not indicate endorsement by publishers.

Publishers do not assume any responsibility by warranty or otherwise with respect to products advertised.

The Leader is printed on paper containing 50% recycled fibre.

Publications mail registration #2405.

ISSN 0711-5377

Photo credits:
Barrett and MacKay
Wilderness Tours



Contents

May 1999

Volume 29, No.9

Also Features Articles

Canada: Let's Celebrate Our Country	4
Keep 'Em Coming Back	7
"Get Off the Tracks! A Train's Coming!"	8
Temagami's Old-Growth Forest: A Canoeist's Paradise	12
"Hey! They Misquoted Me!"	14
Build the Dakota Fire It's rainproof, windproof and environmentally friendly	15
Swap Shop Survival kits.....	16
Bridge the Gap Build leadership skills in youths: Some tips	18
Fun at the Pond Set your sails for summer.....	20
Sharing Cookie monster rampage night	23
Venturer Log High adventure, low risk	25
Patrol Corner Confucius says, "Every game can be more than one"	26
Outdoors Boating this summer?	28
Paksak Plan an 'Iron Cub' event.....	30
For Volunteers "They deserve awards!"	32
Rovers Make sure members 'get with the program'	34
Scouter's 5 & Recipes.....	35
In the Market	34
The Last Word.....	38



4



12



38



Canada!

Let's Celebrate Our Country

by Allen Macartney

Does your community have a Canada Day celebration? Sure it does!

Why not raise the public profile of your group by asking Canada Day organizers if you could set up several tables in your park and challenge party-goers to the following quizzes, puzzles and fun activities? (Make photocopies if needed.) Add more ideas to cover various age groups.

After Canada Day, get out and experience the Canadian wilderness.



Patrol Challenge Questionnaire

1. What was the last province to join Canada? (*Newfoundland, 1949*)
2. How are the Hardy Boy mystery books related to Canada? (*The ghost writer, Leslie McFarlane, wrote them while living in Haileybury, Ontario.*)
3. In which province did the Fathers of Confederation meet to create Canada? (*Prince Edward Island*)
4. Name two Canadian games played on ice. (*Hockey and curling*)
5. How many territories does Canada have. (*Three*)
6. What is the most northern community on the planet? (*Alert, on Ellesmere Island*)
7. Has Niagara Falls ever run dry? If yes, how could this happen? (*True. Ice dammed up in winter blocking the river.*)
8. What is the capital of Saskatchewan? (*Regina*)
9. What Canadian bug repellent is one of the most effective in the world? (*Muskol*)
10. Who founded Quebec City? In what year? (*Champlain, 1608*)

Identify the Canadian Heroes

A hero can be someone you admire or someone with noble qualities. Generally they're people who strive against odds to invent or accomplish some unusual feat.

Look around you. Is there a special person in your neighbourhood whom you would label a "hero"?

Can you identify the Canadian hero below?

1. I shot down the "Red Baron" in World War I. (*Roy Brown*)
2. I am a neurobiologist and the first Canadian woman in space. (*Roberta Bondar*)
3. I invented the snowmobile. (*Joseph-Armand Bombardier*)
4. I started the "Marathon of Hope" in 1980, and ran from Newfoundland to Thunder Bay for cancer research. (*Terry Fox*)
5. I sang the theme song from the movie Titanic. (*Céline Dion*)
6. I invented the game of basketball. (*James A. Naismith*)
7. I was the top-scoring Allied fighter pilot during World War I. (*Billy Bishop*)
8. I co-discovered insulin, a life-saving drug. (*Frederick Banting*)



*Organize a ceremony centred on our flag,
or reaffirm your citizenship.*

Photo: Paul Ritchie

Canada Word Search

Working in small groups or alone, find the following words in the puzzle, then discuss how these words relate to Canada: beaver, water, parliament, freedom, voyageur, flag, heritage, pioneers, rights, railway, arctic, equality, provinces, Quebec City, Champlain, wildlife, tundra, emigration. Words may appear horizontally or vertically.

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

Citizenship

Reaffirmation Ceremony

Plan a citizenship reaffirmation ceremony for your Scout patrol or Venturer company. Invite some special guests (e.g. mayor, chief of police, judge, principal, parents) and print up special invitations on a computer.

Begin with words of welcome delivered by a Scout leader or group committee member. Follow with a speech by one of your special guests. When finished, come to attention and repeat this Oath of Canadian Citizenship:

"I affirm that I will be faithful and bear true allegiance to Her Majesty Queen Elizabeth the Second, Queen of Canada, Her Heirs and Successors, and that I will faithfully observe the laws of Canada and fulfill my duties as a Canadian citizen."

When complete, sing "Oh Canada." End your ceremony with a snack and reception.



First Nations' Game

Native groups all over Canada enjoyed a game called "Paquessen." To play you'll need nine flat white buttons, red nail polish, one large wooden bowl, a blanket and counters (tokens to keep score; make them by cutting pieces of cardboard into small squares).

Paint one side of each button with red nail polish. Choose a scorekeeper. To start the game, one player places the nine buttons in the bowl and says which colour (red or white) he chooses. The player holds the bowl and suddenly throws the buttons in the air, letting them fall on the blanket. The player counts the buttons with his chosen colour facing upward. The scorekeeper writes this number on a piece of paper. After everyone has had a turn, the player with the highest score wins the round. This person gets to sing a short song, tie a knot or demonstrate some other camp craft skill while the others watch. Repeat the game as often as you wish.



Experience Outdoor Canada

Around your Canada Day exhibit, set up a photo display showing how your pack, troop or company has been out to experience Canada's incredible outdoors in the past year. Organize a tent set-up competition: a Scouting group versus a non-Scouting group. Nearby, a Venturer might demonstrate how to pack a backpack for a long hike. Offer portaging clinics for those wanting to learn how to portage a canoe. Now that's Canadian!

These activities will show your community not only that you're proud of Canada, but that Scouting is a fun, exciting organization — a great place to make new friendships.

Resources

- *The Great Canadian Trivia Book* written by Randy Ray, is an excellent resource for Scout and Venturer groups wanting to test their knowledge of Canada. Available in book stores coast-to-coast.
- Check out these web sites: Let's Have Fun With Heritage: <http://www.chin.gc.ca/heritagecanada-youth>. Indian Affairs and Northern Development: <http://www.inac.gc.ca>; Department of Citizenship and Immigration: <http://cicnet.ci.gc.ca>; Department of Canadian Heritage: <http://www.pch.gc.ca>. X

Program Links

Scouts: Cultural Awareness Badge, Voyageur Citizenship #1

DID YOU KNOW...?



Oshawa (ON) is a Seneca word that means "crossing of a stream" or "carrying place." It describes an old portage in the area.



Coquitlam (BC) comes from a Salish tribal name that can be translated as "small red salmon." The name refers to sockeye salmon common to the area.



Tuktoyaktuk (NWT) is an Inuit name that can be translated as *tuktu* (caribou), *yaktuk* (looks like) or "reindeer that looks like caribou."



Saskatoon (SK) derives from an edible red berry native to the area which Cree called *mis-sask-guah-too-min*.

MATCH UP THE WORDS

Draw a line from the word on the left to the description on the right. The first person/patrol to finish, wins.

L'Anse-aux-Meadows

An incredible river with a waterfall twice as high as Niagara.

Louisbourg

An amazing park on Baffin Island with jagged peaks, deep fiords and glaciers.

Nahanni

A World Heritage Site formerly populated by Vikings

Auyuittuq

A National Historic Site paddlewheeler in Whitehorse, YT

S.S. Klondike

Fortress of Ile Royale



Keep 'Em Coming Back!

by Andy McLaughlin

Summer's hot. Sunny days are coming! It's time for holidays and fun in the sun. But it's not too early to think

about next fall and another Scouting year. The first thing to consider: How do you avoid a membership meltdown and get your Scouts back for another year when the summer ends?

Losing members from one year to the next is a serious problem. After the summer, busy kids may find other things to do, or they might have to whittle down extra-curricular activities to cope with harder school work or a part-time job.

How can you ensure youth come back for more Scouting fun? Keep in touch with them over the summer and keep their interest in the movement kindled. Here are a few ideas you can try with your group.

Try It Once a Month

Get your group together once a month over the summer. Keep it informal. Outdoor activities like hiking, a bike ride or a pickup soccer game might be really fun. Not everyone will come out (holidays and summer jobs can get in the way), but run a program for those who can make it. You might even use a summer meet-

ing to plan next year's programs. Involve your Scouts in this process. It might ensure they return in the fall.

Mid-Summer BBQ

Late July or early August is the perfect time to get your group together for a barbecue. Make it a linking activity (e.g. Cub leaders could invite third-year Beavers). Again, use this time to sketch out your next Scouting year and spark interest.

Say It with a Letter

Send each member a "Welcome Back" postcard in mid-August. Let them know when registration starts, when the first meeting will be, and what activities to expect in the first month. Pump up their anticipation.

Pick Up the Phone

A quick phone call in late August to remind past members about the

Scouting year starting up could ensure full attendance.

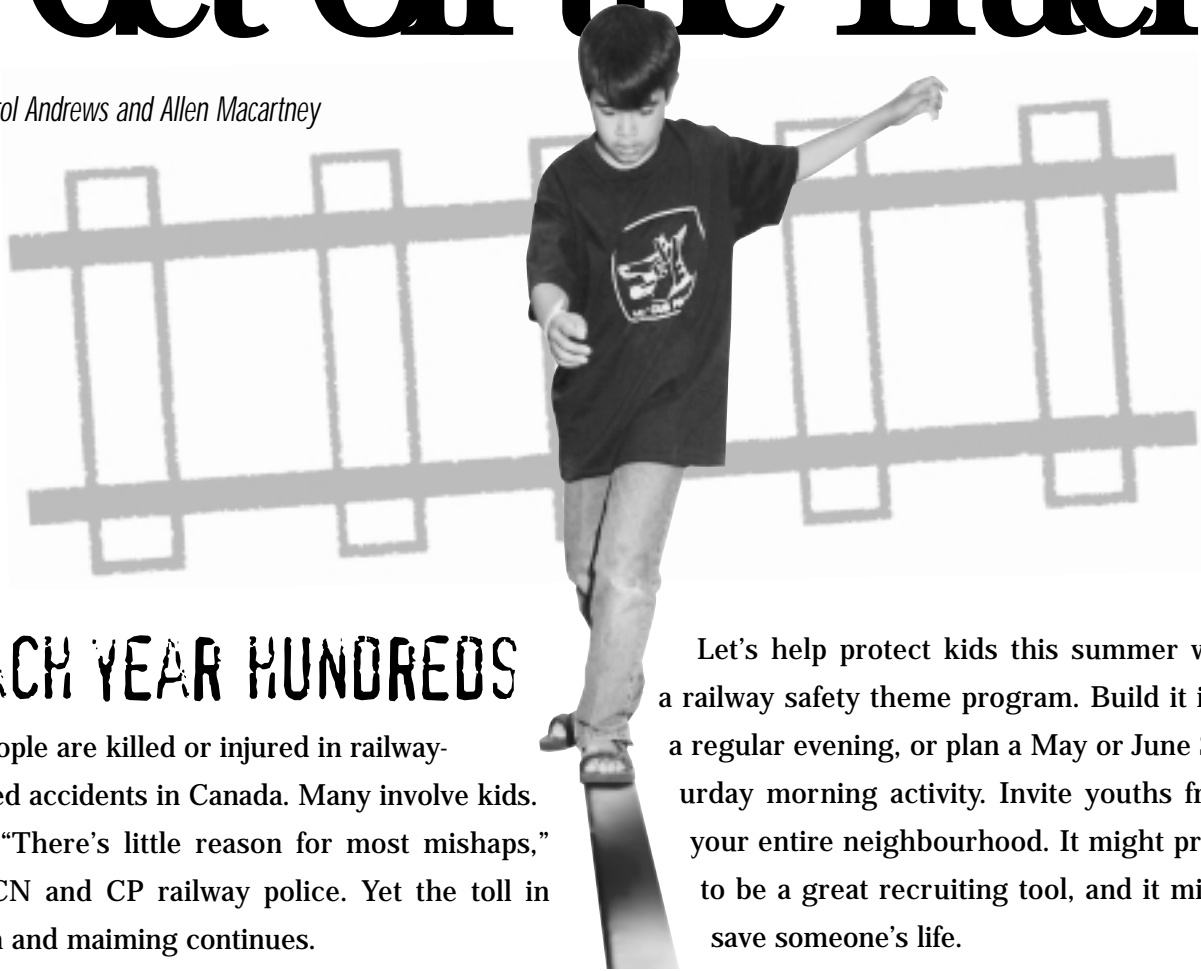
What Next?

After the first meeting, contact Scouts who haven't returned. Do they plan to come back? Why not? Ask them to reconsider and tell them there's an open door if they'd ever like to return in the future. Phone calls may cause Scouts to change their minds, or it could give you valuable feedback about why they're leaving.

Regular communications is the key. Talk repeatedly with your Scouts over the summer. Involve them in the program, and keep asking for their input on group's activities. If you take a few preparatory steps in the summer, you'll reap a rich harvest of youth in the fall. X

“Get Off the Tracks!”

by Carol Andrews and Allen Macartney



EACH YEAR HUNDREDS

of people are killed or injured in railway-related accidents in Canada. Many involve kids.

“There’s little reason for most mishaps,” say CN and CP railway police. Yet the toll in death and maiming continues.

Let’s help protect kids this summer with a railway safety theme program. Build it into a regular evening, or plan a May or June Saturday morning activity. Invite youths from your entire neighbourhood. It might prove to be a great recruiting tool, and it might save someone’s life.

Find the Message

Can your Cubs or older Beavers unscramble these words and uncover the railway safety message?

PTOS, OLOK NDA STEILN
(Do this when you approach a railway crossing, even when the lights are not flashing and the bells are silent.)

ROCSS ACKTRS FAESLY
(Do this when you know the way is clear and no trains are approaching.)

LAWK UYOR KIBE SOACRS
(Do this when you’re riding your bicycle and you need to cross the tracks.)

Racing Trains

Thread one short length of a straw on a long string (one string per team), then tie the string between chairs. Pull the string tight.

Blow up long balloons and let Beavers or Cubs draw a train on the bal-

loon with markers. Using masking tape, fasten the balloons on the short length of straws — one balloon per straw.

Players must blow their ‘trains’ along the tracks, racing against other teams.

Build a Railway Crossing

Use this activity as a linking event with a Beaver colony or Cub pack. Complete it over several weeks.

Make a Train

Collect an assortment of boxes (ranging from large refrigerator cartons to small shoe boxes). With help from leaders, let Cubs use scissors to cut out passenger car and engineer locomotive windows. Beavers can glue smaller boxes on the larger ones to represent smoke stacks and caboose cabins. Glue red, orange and black streamers to the top of the smoke stack to represent smoke and flames.

Paint the train with several different water colours.

Using corrugated cardboard, cut giant wheels for the locomotive and cars, then glue them on. Cut the bottom out of all boxes so Beavers and Cubs can get inside the train and ‘drive’ it down the tracks, through the railway crossing and around your meeting area.

Make Crossing Signs

Gather together corrugated cardboard; red, yellowy-orange, silver and black paint; masking tape; flag staffs and bases.

To make advanced warning signs, cut the corrugated cardboard into a diamond shape with slightly rounded edges. Colour it yellowy-orange. Mark on a vertical black line (representing a road) and a horizontal railway track. Mount these signs on several flag staffs with a sturdy base. Masking tape works well.

Photo: Paul Ritchie

A TRAIN'S COMING!"

Now make two crossing signals using several flag staffs and bases, cardboard and paint. (See sidebar)

In a parking lot, mark off a roadway and railway tracks, then position your advanced warning signs and crossing signals; mark pavement markings on the road. Have some kids walk the train, and others ride bikes down the road approaching the rail crossing. Role-play safe crossings under a range of scenarios: train far from road, standing too close to train, not racing the train to the crossing, walking across the tracks when they're clear. One child playing the train should ring a triangle or bell to warn others of the approaching train.

Involve some pedestrians in this role-play too. Make up several "what if" questions like: What if you're walking home late from school? Your mom is going to be angry because you might miss an important meeting. Approaching a railway track, you see a train and the crossing lights start flashing. What should you do?

"Lights, Cameras, ACTION!"

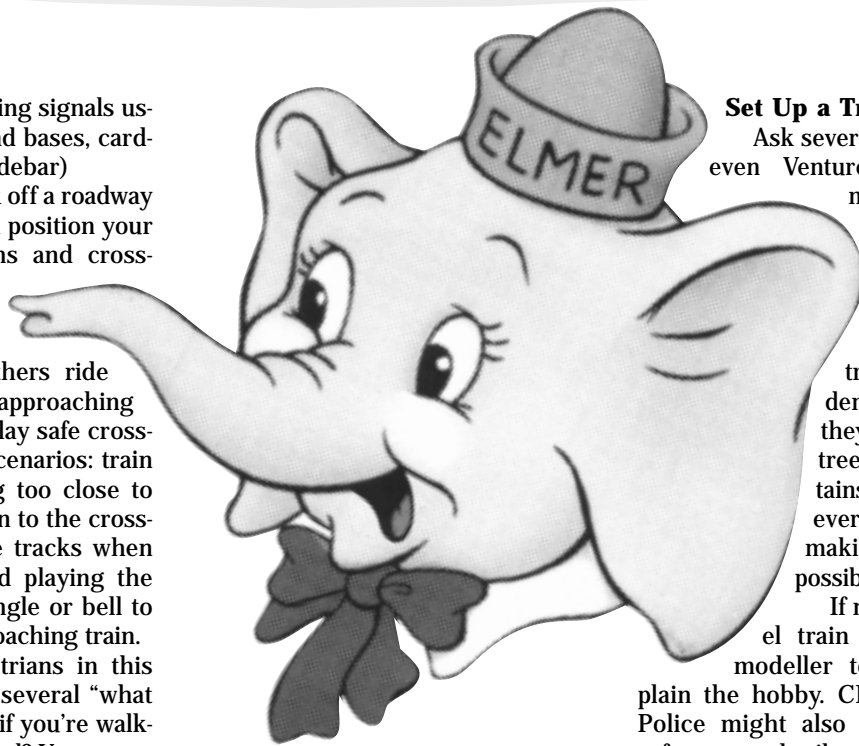
Several Cubs may want to produce a railway safety video using Beavers and Cubs and the railway crossing props. Perhaps teachers would agree to let this count for a school project. Cubs could then show the video at a school assembly.

Let Cubs map out a story line, write a brief script, shoot the video and edit the final product. Would other Cubs like to write an accompanying song? Artist Cubs may want to experiment with animation.

Make Up a Safety Story

Beavers and Cubs enjoy making up stories. Ask them to think up a short story using these words: lights, bells, crossing, tracks, trains, stop, look, listen, danger, careful, walkman, headphones, not cool, bicycle, walk.

Older Cubs might want to compose a poem with these words. Award extra points for Cubs who use all the words in a single sentence. Is it possible?!



Set Up a Train Set

Ask several Cubs, Scouts or even Venturers to bring their model railroad sets to the meeting. Then let them explain how they first got involved with model trains, and let them demonstrate how they make miniature trees, bridges, mountains and hills. Get everyone involved in making the scenery if possible.

If no one has a model train set, ask a local modeller to come and explain the hobby. CN or CP Railway Police might also come to explain safety around railway tracks.

Elmer's Safety Chant

Make this safety chant as noisy as possible. A leader needs rhythm sticks and a triangle, while Beavers or Cubs just need to clap hands.

(Leader, banging rhythm sticks)

Clickety clack (2X)

Do you hear the train
on the trickety track?

(Children repeat)

Clickety clack (2X)

I hear the train on the trickety track.

(Leader, ringing a triangle)

Ring a ding ding (2X)

Do you hear the crossing signal ring?

(Children repeat)

Ring a ding ding (2X)

I hear the crossing signal ring.

(Leader)

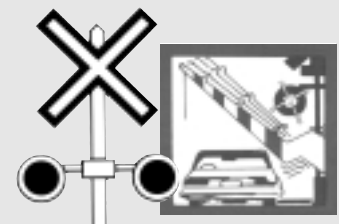
What do you do? (2X)

When you hear a train
is coming through?

(Children clapping loudly)

Clop-a-de-clop (2X)

We see the train and
STOP, STOP, STOP!



RAILWAY SAFETY TIPS

- ◆ Always expect a train on any track at any time from either direction.
- ◆ Never drive your bike around railway crossing gates. Wait until the gates rise and the lights stop flashing.
- ◆ Trains are very large and appear to be moving slower than they are. Never try to judge a train's approaching speed or distance. A bad guess might prove fatal.
- ◆ Don't cross railway tracks until you're sure that a second train isn't following behind another.

Locomotive Engineer Puppet

Older Beavers and Cubs will enjoy sewing this cloth hand puppet.

Enlarge the pattern (see diagram) and trace it onto striped fabric. (Stripes should appear vertical on the puppet.) Allow 6 mm of seam all around except on the bottom where your hand fits into the puppet. With the fabric "right sides" together, sew two sides of the puppet together, then turn the fabric right-side out and iron flat.

Cut out a piece of stiff, cream-coloured felt — a face — and sew it on the puppet. Add tiny buttons for eyes and a little mouth. Cubs might prefer to sew on googly eyes.

Cut out a piece of fabric to serve as a pocket. Carefully fold the edges under and stitch it over the stomach of your puppet. (Be sure to sew through only *one* side of your puppet. Also, leave the top edge of the pocket open.) Put a brass paper fastener in the middle of the pocket.

Cut out a small piece of red cloth and fasten it around the train engineer's neck — his scarf. Finally, if

DID YOU KNOW...?

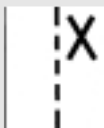
- ↪ Each year trains kill scores of people, yet most accidents are preventable.
- ↪ Canada has more than 24,000 railway crossings; many of them are in urban centres.
- ↪ The Trans-Siberia Railway is the longest rail line in the world. It stretches from European Russia, across the Ural Mountains, past Lake Baikal and all the way to Vladivostok and the Pacific Ocean.
- ↪ A train trip through the Rocky Mountains is one of the most beautiful rides in the world.
- ↪ The basic warning signs and devices are:



Advance warning sign



Crossing sign



Pavement markings

TRUE OR FALSE QUIZ

- T F Most railway crossing accidents involve people living close to the crossing. (**True.** Familiarity with a crossing makes people feel overly safe. They take it for granted.)
- T F Railway yards are fairly safe to play in because trains move slowly. (**False!** Though trains move slowly in railway yards, engineers are very busy switching cars, loading fuel, switching rail lines and more. They are not watching for playing children.)
- T F You should expect a train on any track at any time. (**True.** Expect the unexpected. Sometimes engineers change their schedules or are running early or late.)
- T F Trains have good brakes and can stop quickly; it's no problem if you can't get off the tracks soon enough. (**False!** A train with 150 cars travelling at just 50 km/h needs over one and a half kilometres to stop. At 80 km/h it takes two and a half kilometres!)
- T F A train can suck you into it if you stand too close. (**True.** Air pressure can suck a person into a passing train. Loose chains and ropes on the train can also kill or injure.)
- T F It's quite safe to put pennies or rocks on rails. (**False!** When a train hits a penny or rock, it sends it hurling away violently. A rock or penny could blind an eye or even kill a child standing nearby. A branch placed across a track could de-rail an entire train and cause many deaths.)
- T F Always cross railway tracks carefully but quickly when walking. Never linger. With your bicycle, dismount before crossing. (**True.** Look both ways, listen and cross when safe. Don't ride a bike across rails, because you might catch a tire in the rails and fall.)
- T F Stay away from railway bridges. They aren't interesting play areas. (**True.** A child playing on a railway bridge can get trapped and panic if a train suddenly appears.)
- T F It's okay to wear a walkman around railway tracks as long as you turn the volume down. (**False!** Don't wear any headphones that might block the sound of an on-coming train. Children die each year because they walk on tracks while wearing headphones. Stay alert and alive.)

T F

It's safe to drive an all-terrain vehicle on the tracks as long as you stay alert. (**False!** Train tracks are always a danger.)



your Cubs and Beavers want, help them make an engineer's hat using the same material as the puppet's main body.

When you've completed making your engineers, ask every Beaver to have her puppet tell one railway safety tip.

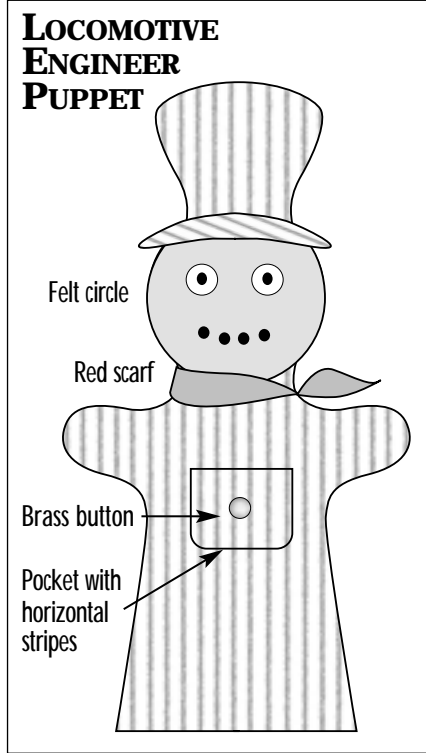
Kub Kar Trains

Buy a Kub Kar kit for each Cub or older Beaver. Using the kit, as well as dowels and scrap wood, get them to make different styles of train locomotives. Some might wish to build an entire train with flat cars, tanker cars and box cars. Sand and paint the trains before racing them on your Kub Kar track. Why not decorate your track with mini signal lights, buildings and cars waiting beside the track?

Other Ideas

Your railway safety theme might include a wide range of ideas, including:

- Posters
- Skits
- Make up your own railway safety comic page
- Railway safety placemats
- Visit a train museum or ride an historic steam train.



This summer, Canadian youths will die under the crushing wheels of passing trains. Some children could be Beavers, Cubs or Scouts. A little bit of knowledge, mixed into a fun program may save someone's life. Steel wheels are most *unforgiving*.

Resources

- Free *Operation Lifesaver* activity books are available from the Canada Safety Council, 1020 Thomas Spratt Place, Ottawa, ON, K1G 5L5. Send them a self-addressed, stamped envelope (9" x 12") with adequate postage. These 24-page booklets are outstanding and include games, codes, stories, colouring pictures, mazes and more. *Operation Lifesaver* is a national project supported by the Railway Association of Canada, Canada Safety Council and Transport Canada.
- Railway Association of Canada, 800 René Lévesque Blvd. West, Suite 1105, Montreal, QC, H3B 1X9, (514) 879-8558.
- National Geographic video entitled, *Love those Trains*.^λ

Program Links

Cubs: Photographer Badge, Entertainer Badge, Artist Badge, Carpentry Badge, Blue Star, Family Safety Badge, Handicraft Badge,

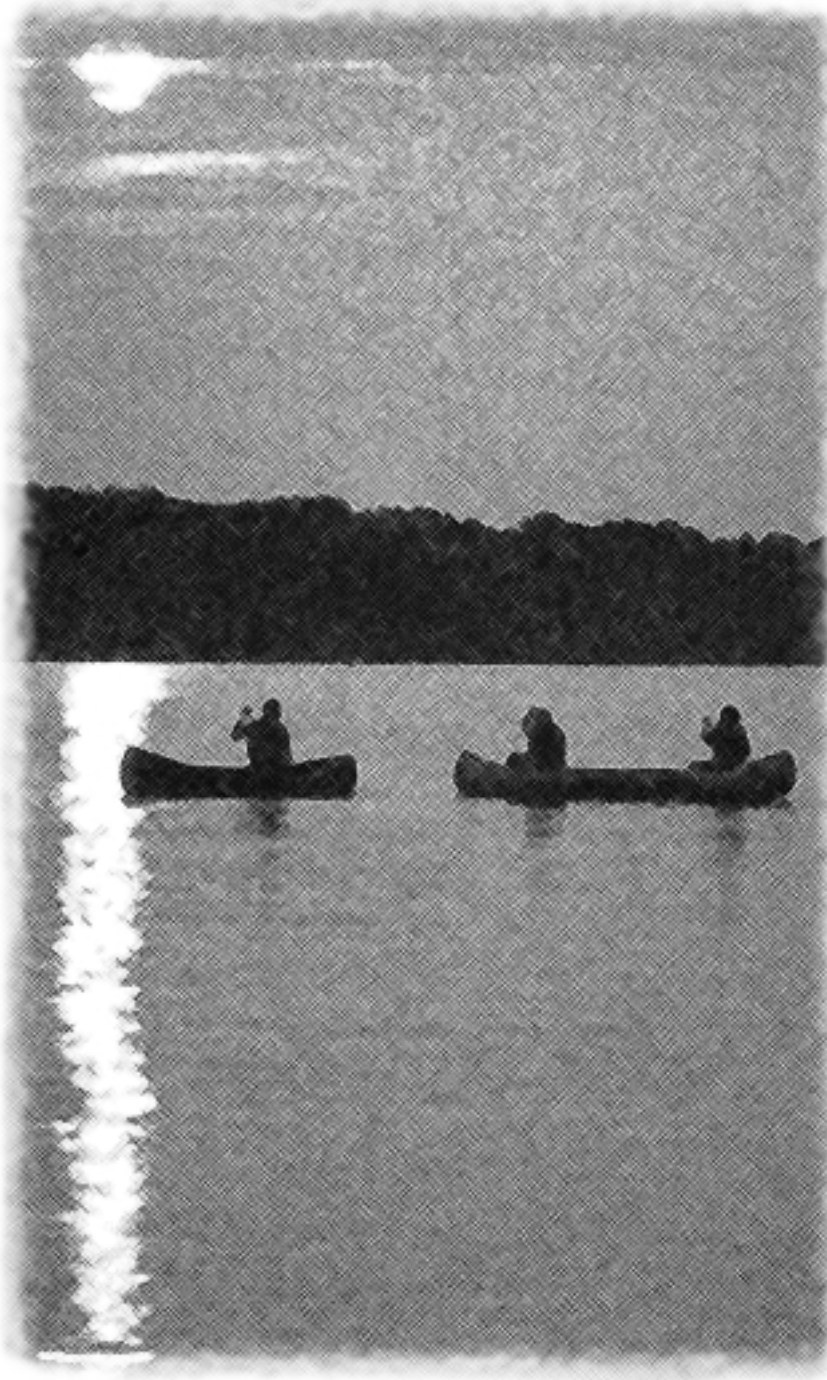
— Carol Andrews is a railway-wise Scout leader from British Columbia.

SEE THE DANGER?

Look at the picture (leaders should make copies for every child) and find at least five unsafe behaviours. Ask everyone to circle the dangerous activities with a black marker. Afterwards, let your Beavers or Cubs colour in the pictures and hang them up on a refrigerator door at home. The circled, unsafe activities will remind everyone to treat trains with respect.



Temagami's Old



EACH YEAR OUR SCOUT troop (1st Strathroy Group, Ontario) plans a week-long canoe trip to improve our campcraft skills. Last year, fourteen members headed north to the Temagami wilderness area where over 10,000 hectares of lakes, rivers, streams, whitewater and forested hills have been home to Algonquin tribes for millennia.

We're all experienced canoeists and campers, but still we spent six weeks improving our abilities before entering this isolated area of old-growth forest.

The road ends at Mowat Landing where the wilderness begins. Here, we slid our canoes into the clear water and packed them with enough gear for a five-day, 80 km trip. Soon, a steady rhythm of paddle strokes carried us off the Montreal River and into the Lady Evelyne River where an easy 270 metre portage took us around a dam.

Fresh air, easy conversation with friends and excited anticipation worked its magic. Our muscles relaxed from tenseness born of urban living. Late in the afternoon we pointed the bows of our canoes to shore and found a beautiful campsite. Dinner, a refreshing swim and a crackling campfire completed an already perfect day. Then, unexpected visitors arrived: clouds of mosquitoes.

"Into the tents! Quick!" someone yelled out in desperation. "And make sure you do up the zippers."

Photo: Rock Chan

- Growth Forest

Song of the Paddle

The delicious smell of bacon sizzling over a fire woke several Scouts at 6 a.m. the next morning. Quickly they rolled out of warm sleeping bags, took down tents and packed the canoes for our second day in Temagami. As a group, we hoped to paddle the entire length of Lady Evelyn River and find campsites on Sucker Gut Lake far to the west. The weather was ideal: sunny with a light breeze.

Six hours later, we dug into lunch at "the Eskers," a rare grouping of finger islands midway down the lake. An ancient glacier created this sand formation — a perfect place for swimming. After a drink from our canteens, a handful of GORP (good old raisins and peanuts), and more sun block, we pointed our canoes to the far end of the lake. Within several hours we had 'squeezed' through Obisaga Narrows and paddling down the long northwestern arm of the lake. After negotiating a hairpin turn, we found a pleasant campsite on Sucker Gut Lake. A high rock ledge overlooked the deep lake.

"Cannonball! Look out below!" These warnings sent swimmers scattering in all directions. That night, a near-perfect full moon lit the sky over our crackling campfire. We had found Heaven.

Cast Off. A Reel Disappointment

An early morning fishing expedition resulted in no breakfast, so several Scouts decided to break out the pancake mix. Others disappeared into the woods to fill some cups with wild blueberries to add to the batter. Blueberry pancakes drowned in syrup: there's hardly a better way to start off a day!



Cooling off in a quiet pool near Centre Falls.

After a short one and a half hour paddle, our ears heard a dull roar from Frank Falls, the first of "The Three Sisters" lying just ahead. The short portage (125 m) was rough with jumbled boulders the size of cars. Back on the river we soon heard the sound of rushing water — a nasty portion of rapids near Centre Falls, our destination. Staggering over a terrible 350 metre portage, we arrived at the far end hot, sweaty and needing a swim.

Ten metres high and 50 metres wide, the whitewater tumbled over tiered layers of solid Canadian Shield rock, and cascaded into a giant, turbu-

lent pool. It appeared like the largest hot tub in the world. From the pool, the water flowed slowly, then picked up speed as it entered a series of twisting, boiling water slides.

A lunch of grilled cheese sandwiches and granola bars satisfied our hunger and allowed time to dry off. By late afternoon we nosed our canoes back out on the river. For the next two days we faced brisk headwinds that whipped up

half-metre waves. All too soon we reached our take-out point.

Temagami: See It Now

Temagami's wilderness area, with scattered pockets of old-growth trees, offers unsurpassed beauty and scenic grandeur. Plan a canoe or hiking adventure here for your Cubs, Scouts or Venturers. Build part of your program around it. You won't regret the effort — guaranteed! X

— Ken Dunsmore can't wait for the next Temagami wilderness adventure with his Scouts.

Scouts Kyle Hamacher and Martin Bax canoe the Lady Evelyn River.



Scout leaders enjoy 'watching young people grow'

Continued from D1
and dads to get involved. Gloria Partlo has been involved with scouting for 48 years. She still keeps in touch with some of her kids from more than 30 years ago. "Several of the boys have gone on to be leaders and married girls who were involved and they have kids who are involved," she says. "The big draw of leadership is the fellow-

ship. The joy of watching young people grow." Grisbrook points to many events scouts Sarita the kit helps The Girl G this m 1,000 a And

Beaver Nigel Williams was honored for saving his pal's...
4,000 kids, is Cuba, saved 8 in 17

LIFESTYLES

Scouts Canada honors Neskar But 10-year-old Dauphin boy uncomfortable with the attention



says the best thing about it is that there's no going about it. I let you do or pretty much," he says. "You can pretty much what you want."

Follow the leader



Teaching kids skills and being a good role model has its rewards for Scout leaders...
Neskar, 10, is honored for his...
Scouts Canada's Greater Regional Council 6364.

"Hey! They Misquoted Me!"

by John Rietveld

Have you ever heard a politician or a business person cry out, "I was misquoted!"?

Occasionally, I too have been tempted to scream, "Misquote!" especially when the media puts an unhelpful spin on a story. (Perhaps you've been there already.) This happened to me during Scout-Guide Week. Scouts Canada released the findings of an Angus Reid poll on membership. This generated considerable interest from media outlets, ranging from the *National Post*, to CTV News. After the story appeared in one paper, I spent the next day in follow-up interviews explaining what I had really said.

One headline reported, "Scouts may eliminate uniforms." While this was correctly attributed to me, the report didn't tell the whole story. I actually said: "The survey suggests Scouting may need two streams of programming, a traditional program with uniforms, books and badges which our current members like, and perhaps a different program that allows kids to opt in and out of various activities, and it might have a T-shirt instead of the uniform."

Print Writers Sometimes "Cut and Paste"

My experiences of wanting to holler, "Misquote!" seem to happen most often in print media (newspapers and magazines). The print media tend to "edit" to make the story more titillating, to grab their readers' attention.

I've participated in more radio call-in shows or television interviews than

newspaper interviews. Electronic media often work with "sound bites" — short segments of varying durations, but usually involving a full sentence. When reporters cut a sentence short, it tends to sound like a hatchet job. So, if your sentences are clear and complete, you're less likely to experience a misquote.

My experiences of wanting to holler, "Misquote!" seem to happen most often in print media.

Press Releases: Striving for Accuracy

What can you do to avoid the frustration of being misquoted?

First, take extra care when writing press releases. Short is often best. Answer the classic questions of *who, what, when, where and why?* Too much detail encourages editors to chop out information. They're usually more concerned with space limitations than with trying to alter the context of your story.

Second, develop a document called a "Q&A": a question and answer paper. (It's sometimes called a *RTQ*, response to query.) Include questions you feel reporters are likely to ask, along with your answers. A well thought out Q&A keeps your story clear. You'll avoid the opportunity for a reporter to find a different angle. It's important to stick to facts in the Q&A. Don't let a reporter press you into speculating on "what ifs?"

Third, involve others in drafting your press release and Q&A. Different writers will raise questions you didn't think of. You'll gain the chance to explain to friends what you mean by a particular answer. This serves as your dry-run or dress rehearsal for that inevitable call from a reporter looking for clarification and an enticing angle for the story.

Fourth, try to think from the reporter's point of view when drafting the press release. What will interest readers in this story? Try to find a fascinating, positive angle to suggest. It will make the reporter's job easier.

Let's recap. Take care when writing your release; develop a Q&A to use in response to any media calls; when possible test your answers on others; and use a dry-run to make sure you won't get caught saying something you really didn't want to say.

In the end, if your comments are not reproduced exactly as you had said them, remember this: In most cases any press is good press for Scouting. ^

BUILD THE DAKOTA FIRE

IT'S RAINPROOF, WINDPROOF AND ENVIRONMENTALLY FRIENDLY

by Colin Wallace

An open fire outdoors wastes wood if you don't build it properly. You can reduce your fire's inefficiency by using a reflector, a chimney, or an oven (or combinations of all three) to concentrate the heat from the flames and coals. One way you can improve your fire's efficiency is to build it *below* ground level — *that's a Dakota fire*.

Before you rush off to start building a Dakota fire, remember that you should build it *only* in mineral soils or sandy beaches, not in rooty, needle-covered forest floors where fires can spread undetected below the ground. Remember also to observe the usual safe fire-building precautions: clear the fire site carefully, have a pail of water handy, etc.

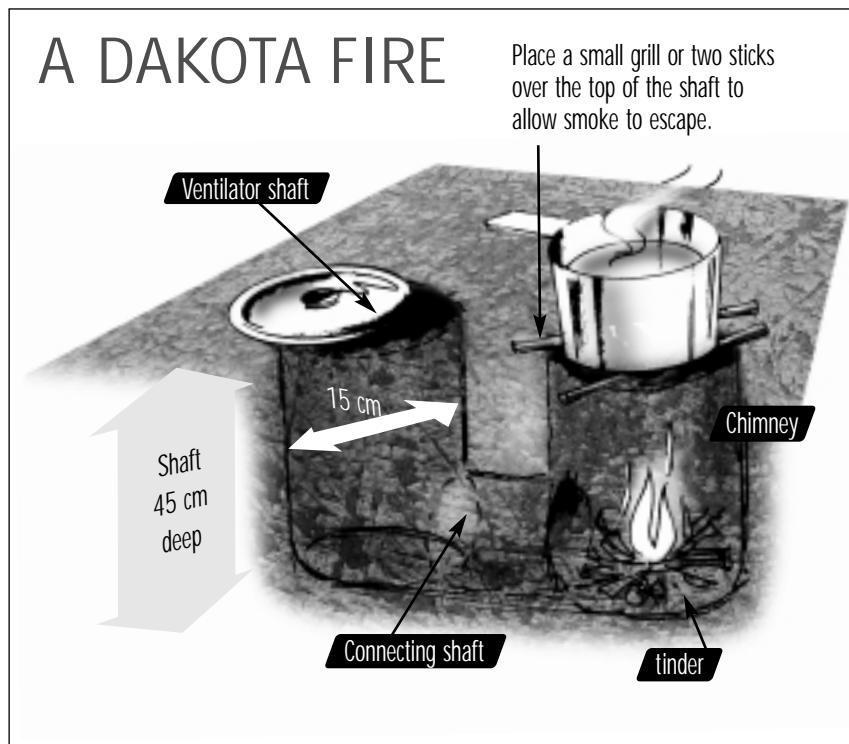
Sinking Shafts

To build a Dakota fire, use a small trowel to dig a circular hole about 15 cm in diameter and 45 cm deep (or until your elbow is at ground level when your fingertips touch the bottom of the hole). Keep the excavated dirt or sand beside the top of the hole.

Sink a second shaft of the same dimensions about 15 cm away from the first. Again, keep the dirt or sand. Reach down into the two holes and connect them together by tunnelling between them at the bottom, forming an underground U-shape.

Gently lay your tinder and kindling materials in the bottom of one shaft. Apply a lighted match to the tinder by reaching through from the bottom of the *other* shaft.

The shaft above the fire acts as a chimney, concentrating all the fire's heat within the shaft. The second



shaft acts as a ventilator, allowing air into the base of the fire.

Put your cooking pot over the top of the first shaft. Lay a small grill (or use two sticks) to keep a little space between the pot and the ground for smoke and air flow. You can control your fire's heat output by putting a large pot or lid over the top of the air intake shaft.

Advantages and Disadvantages

Like any fire, the Dakota fire has advantages and disadvantages. Its advantages include:

1. It's windproof. It's easy to light on a windy day and has no sparks blowing around when lit.
2. It's rainproof. Your cooking pot and damper lid keep the fire dry. Just make sure you don't build your fire in the bottom of a gully.
3. It's efficient. It burns every bit of fuel to ash. There's no waste, and the concentrated heat lets you use

almost any material for fuel (pine cones, twigs, wood chips), which means you have to do less firewood gathering, sawing and chopping.

4. You can easily extinguish your fire by flooding it with water and refilling the holes. Some soils may be temporarily marked, but a Dakota fire is generally not as dirty nor as unsightly as an above-ground fire-place. Choose your site carefully to minimize ground scarring.

The disadvantages? You can't use it for a long-term camp unless you're prepared to empty out the ashes that will eventually fill up the bottom of the shafts. And you can't build it in frozen ground. But perhaps you could build a cut-away model as a winter project? Or maybe an above-ground variation using duct work sheet metal?

— Colin Wallace (*Greater Toronto Region, ON*) likes looking for unusual projects to make outdoor life more fun.

A Practical Survival Kit

by Ted Parker

LOST IN THE WOODS: It's a terrifying experience. But being lost and ill-prepared can be deadly.

Most "lost child" situations result from a youth simply walking away from a camp or cabin to look for firewood or berries, to play hide and seek, or just to enjoy the forest. Survival kits should reflect this reality; most commercial and traditional survival kits do not.

Though fish hooks and snare wire are nice extras, your survival kit might not have room for these. If you're pressed for space, concentrate on the few truly necessary items that can make the difference between a success story and a sorry statistic.

A small fanny pack is the ideal survival kit carry-all. Make sure kids and adults wear theirs constantly when outside. What it contains can vary slightly with terrain and climate, but it should have the necessities.

Never carry food in a non-winter survival kit. Poorly packaged food just attracts animals such as raccoons and bears. It's more important to keep the weight down to enhance wearability of the kit.

Your survival kit should contain:

- Some sort of shelter
- Visibility aids
- A signaling device
- Cord
- A "warm fuzzy" (tiny stuffed animal) for emotional support.

An extra large, orange-coloured garbage bag or aluminized emer-

gency space blanket will make an easily noticed shelter. Orange biodegradable surveyor's tape hung in and around a tree enhances visibility. Matches for a fire are okay, but the glow of a 12-hour light stick tied to a low branch is better.

A Fox40™ whistle is a must. Attach it to a tiny teddy bear. It will provide both solace and conversation.

Practise being lost several times a year with your kids. Repeat the basics: staying put, emergency signaling with three whistle blasts, and building your "lost" camp. (The Huga-Tree survival program is excellent.) Having the right tools, the knowledge to use them and a winning attitude all contribute to a successful rescue.

— Ted Parker works with the 19th Nepean Scouts, ON.

SARDINES WILL TRAVEL

by David Giles

You've seen it before: Cubs, Scouts and Venturers digging into their carefully prepared survival kits to pull out chocolate bars, GORP, energy bars and other emergency food.

"But it *is* an emergency Hawkeye," they mumble. "Well, sort of anyway."

The least hint of hunger — even an initial twitch — may represent a desperate situation for a youth out on a hike. I have the perfect solution; it will ensure that no survival kit gets raided needlessly of food.

Put a can of sardines in everyone's survival kit. This is the only food any



"Hey! Water activities are more fun if you take reasonable precautions."

Photo: Paul Ritchie

kit needs. Its low weight (106 g) will go unnoticed in all but the smallest fanny pack. Sardines provide high protein which will sustain an individual longer than any energy bar. Sardines also make an excellent fishing bait if you're not rescued for several days.

Though not a sweet tasting delicacy, sardines are packed in water, oil, mustard, tomato or lemon sauce. Few kids will open them up just for a casual snack. If a child does, you know it really is an emergency!

According to Brunswick Canadian Sardines of Black Harbour, NB, a tin of sardines has a shelf life of about five years if stored and handled properly. Reportedly, freezing or heating has little affect on sardines, though it does change the texture and cosmetic quality. (I recommend replacing all perishable food in your survival kit once a year.)

Next time you overhaul your survival kits, think about sardines. If you really need emergency food, these little fish will provide all the nutrition your body requires.

— *David Giles Scouts in Nipissing District, Ontario.*

INDISPENSABLE RESCUE TOOLS

by Mickey Gordon

Last year I attended a Wolferee with over 400 Cubs. At bedtime someone noticed that a child from my pack was missing. After a quick search, we mounted a major rescue operation, but one question arose immediately: just what does the Cub look like?

How do you describe one of 400 Cubs? At this point all children look alike.

I reached into my briefcase and pulled out a school photograph of the youth, and passed it around for all the rescuers to see. We also had a tin foil footprint of him. Then we set out, knowing exactly what he looked like. Soon we found the missing Cub, safe and sound.

Here's the "be prepared" message: carry a photograph of your Cubs with you during all Scouting activities. Also, make tin foil footprints before setting out. A little preparation can save a lot of grief.

— *Mickey Gordon comes from Selkirk, Manitoba.*

WATER SAFETY WEEK: MAY 30 TO JUNE 6

Drowning is not only predictable, but preventable.

This year, plan some safe water activity to recognize Water Safety Week: May 30 to June 6.

"Insist all children wear PFDs, and wear them properly," says Beth Clark, National Coordinator for the Canadian Red Cross Water Safety Services. "Parents too should wear their PFD."

While wearing a PFD is an important first step to water safety, choosing the right PFD is equally important. Check for a snug fit. Look for the approved label from Transport Canada or the Canadian Coast Guard. Select the best style for your water or boating activity and a colour that increases visibility. Red, orange and yellow are your best bets.

Make this summer a safe one on the water. Set the groundwork by celebrating Water Safety Week. X

Build Leadership Skills in Youths: *Some Tips*

by Bryon Milliere

Scouting provides many opportunities for all young people to practise leadership skills. This issue of *Bridge the Gap* will give you ideas how youths of all ages — from Beavers to Rovers — can benefit from leadership training. When you've found each child's talents and interests, create opportunities to show them off.

Beavers

Remember the book, *Everything I Really Need to Know, I Learned in Kindergarten?* Learning to share, work together and show respect for others' needs fosters important relationship skills. This can start in Beavers.

How do you foster this growth? Have fun with your Beavers and those



Photo: Barrett and Mackay

Even cooking a simple meal can offer leadership training opportunities.

skills will grow naturally. Listen to their ideas, their hopes and their fears. Having their ideas heard can mean more to a child's sense of self-worth, than actually having their ideas acted on. Your example may be the model these children carry into adulthood.

Cubs

Sixers and seconds organize, represent and communicate with members of their six. They meet as a special group called a Sixers' Council to give the leadership team suggestions on pack programs and activities. Gathering ideas and input from others in their six helps them develop communication skills. Where else can a child under eleven years old exercise skills valued in senior management roles?

Find creative ways to give Cubs choices. Brainstorm answers to specific questions. Ask which star requirements they want to work on as a group; offer Cubs favourite choices for activities or themes from a given list. Your Scout Shop offers eight, ready-made months of JUMPSTART programming; other packages will follow. Ask your Cubs which themes appeal to them and tackle these first.

Help individual Cubs set goals and make choices. Which badges do members want to achieve over the next

three months? What assistance do they think they'll need? Ask them to write in their *Cub Book* the date they want to receive the badge. Cubs may feel more comfortable doing this in a small group, with a friend or with Kim.

Applying these elements of planning and goal-setting prepares the way for more complex goals later in life.

Scouts

Opportunities to exercise leadership skills begin to blossom in Scouts as the youthful ability to reason expands. Make sure your program provides a safe environment where youth can make personal choices and consider consequences.

As a leader, be prepared for sudden jumps and occasional drops in a Scout's abilities. As a youth develops competence and confidence in a given area, a Scout will require less direction from leaders. (Notice how Scouts react when leaders provide more direction than necessary.) Be alert and respond to each Scout's development. Help kids recognize their progress.

Patrol leaders now have an excellent resource designed specially for them: *The Patrol Leader's Handbook*. It describes their role, how the Court of Honour works, weekly responsibilities, how to build up a patrol, decision-making and much more — a must for every patrol leader.

WHAT TO ASK YOUTH

Here are some questions to ask your members.

1. What did you enjoy most this year? (What really ripped?)
2. What were you hoping we would do that we didn't do?
3. What would you like to do next year?
4. If I wasn't involved in Scouting, I would _____

Junior Leadership Roles

A Cub can help Beavers as a Keoo; a Scout can help Cubs as a Kim. Activity leaders are youths aged 14 and 15 who work with Beavers and Cubs, while Scouters-in-Training are 16 and 17-year-olds who help with Beavers, Cubs or Scouts. Kims and Keos are usually chosen by their leaders after a request has arrived from the section seeking their service. These young leaders can become significant assets for your leadership team.

Keoo

Keoo provides an effective contact between the colony and its leaders. When Keoo asks Beavers for ideas, they're more likely to speak freely. Keoo can also give Beavers a glimpse of the Cub program. Give Keos real opportunities to lead according to their abilities. Draw on their ideas of what Beavers will enjoy. Ask them what they liked most about Beavers.

Give each Keoo a copy of *The Keoo Book*. In workbook format, it explains Keoo's role and gives practical tips on how Keoo can contribute to the leadership team.

Kim

Make Kim an active member of your team. Your program planning and decision-making will assume greater youth focus when Kim provides frank input. Have your leaders developed the best program idea ever? Test it with Kim. Ask Kim to seek out input from pack members. Allow Kim to grow into the role under appropriate adult supervision.

Be sure to provide Kim with *The Kim Book*. This book reviews Kim's role, provides a place to write important contact information and gives specific tips on leading each element of the Cub program.

Activity Leaders and Scouters-in-Training

Work with these junior leaders to develop their leadership skills. Your team will benefit from their age (close to youth in the section), their emerging abilities and boundless energy to keep up with the younger Scouting members. Draw on and recognize their strengths. Hold them up to younger members as an example of success in the program.

Caution! Be aware of the limitations of these young leaders. Adult leaders need to ensure that they don't take on roles beyond their capabilities. This could put other youth at

risk. Young leaders often overestimate their own (and others') abilities. Their inexperience may cause them to overlook potential risks. Adequate supervision, along with some coaching in risk assessment, will teach valuable lessons to our junior leaders, and help everyone manage risk.

The National Youth Committee created a youth leadership program called *Focus*, where youths teach other young people. Contact your council for more information.

Scouting *does* offer amazing opportunities to hone leadership skills in young people. Sometimes all it takes

Give everyone a chance to 'shine.' Find each child's talents and interests, then provide opportunities to show them off.

Work with other Scouters to provide training events for junior leaders. Councils often organize one-day or special weekend events especially for them. When young leaders return, provide opportunities for them to apply their new skills.

to transform a game into a super leadership training opportunity is one small change in the rules. Make sure your program helps young people take the lead more often. ^

Ways to Find Out What Youth Want

Ask

Review events and new activities with youth members and with your leadership team. At your first regular meeting after a camp, ask the youths what they liked best about the camp. After trying something new at a meeting, ask each member to tell the group what they appreciated most. What did they like least? What did they learn? Were they challenged?

Choices

Put up large posters in each corner of the room with different numbers, letter grades, adjectives or faces. Ask the

youths to go to the poster that best describes the way they feel about the camp, activity, meeting, or whatever you want feedback on. Then have each group gather in front of a poster discuss their reasons for choosing that poster. Each group should appoint a spokesperson and report back to the large group. You'll also find this technique effective for choosing proposed activities.

Count the Smiles

Young people communicate their level of interest and enthusiasm through their faces. Check yourself. Are you having fun yet?



Leading others can be fun!

Photo: Barrett and Mackay

Fun at the Pond

by Leslie Forward

Set Your Sails for Summer!

Let's put our boats and oars into the water and set sail for a wet, wild and wonderful meeting. Why not make it a mid-summer gathering?

Everyone enjoys water, whether it involves just watching the waves roll to shore or splashing friends in a full-blown water fight at the beach. Young children especially like activities that take place near water and boats. But before anyone can set sail, we need to make our own boats.

Styrofoam Boats

This is probably the easiest boat for young Beavers to build. You'll need styrofoam trays (recycled from home), thick straws, sheets of paper cut in the shape of a sail (experiment with shapes and sizes), and a small portion of plasticine.

Put plasticine in the centre of your styrofoam tray, then punch two holes in the sail. Push a straw through these, then into the plasticine. Set up a small wading pool outside so Beavers can test out the seaworthiness of their sailing crafts; a nearby lake

would be even better. Organize races across the pool or lake. If you're running your program indoors, set up a big fan to provide artificial wind.

Wooden Boats

Children love to use hammers, nails, saws and wood. Invite a carpenter to come and demonstrate the safe use of these tools, then ask the guest to help Beavers saw pieces of wood into boat shapes. Let them hammer cabin shapes onto the pieces of wood, too.

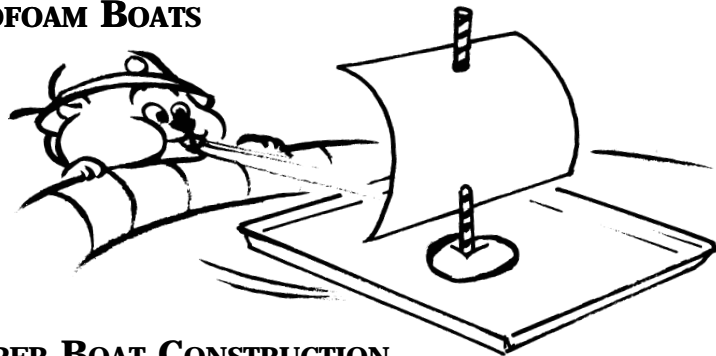
Older Beavers might want to use more tools (e.g. saws, chisels and sandpaper) to make a sloop or schooner. *Supervise this activity closely!* Invite Cubs to help out. When your older Beavers have shaped their hulls, let them drill holes into the top of the boat and insert small wooden dowels for masts. Let them cut out sails from white cloth and rig the boat with thin string or thick thread.

Paper Boats

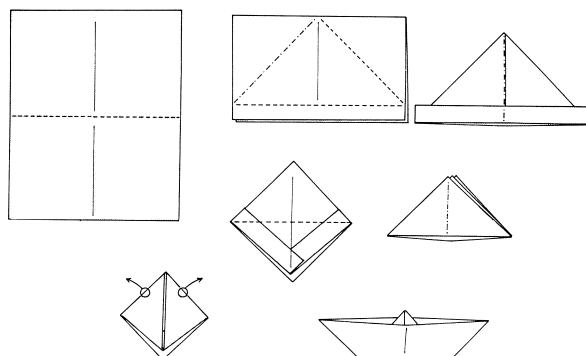
Young Beavers will find these boats simple to make. Just ask older children for folding instructions if you forget. (See diagram)

To waterproof boats and add a splash of colour, run a wax crayon all over the paper before folding. Once more, float the boats in your wading pool. Add sails and rigging (string) to make the boats more realistic. Some Beavers might even want to add plasticine to the bottom to provide a more stable sailing platform.

STYROFOAM BOATS



PAPER BOAT CONSTRUCTION



Family Sail-Away

For really adventurous colonies, organize a day-long canoe trip or sailing adventure for Beavers and all family members. Meet with qualified canoeists (perhaps Cub and Scout leaders?) and plan your outing. Make sure you provide safety instructions to everyone before setting out. Of course, boaters must wear a properly-fitting PFD and all leaders must be qualified paddlers. Beavers too should have paddles so they can fully enjoy the day. Plan enough rest stops along your route so your voyageurs can stretch legs and use rest rooms. If you don't live near a lake, find out if you can paddle in a public pool.

Don't forget snacks and a campfire program in the evening. If you invite some Cubs, they can describe the Cub program and generate interest in swimming up.

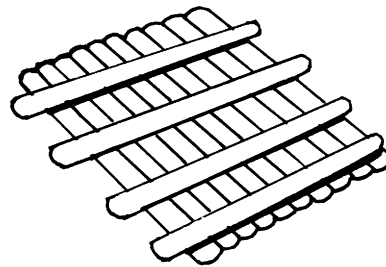
Nothing is so peaceful as paddling along in a canoe and admiring God's wonderful creation. Look for birds, beavers and fish. Encourage Beavers to talk about ways they can take care of God's world.

Up the Lake Game

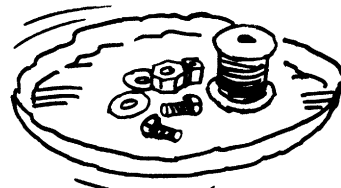
This game helps teach teamwork. Divide your colony into tail groups or lodges. Each team has to get into a canoe and travel through an obstacle course. As each team arrives at the

finish line, other Beavers should cheer them on. The course may involve turns, twists and easy climbs over obstacles.

CARGO RAFT CONSTRUCTION



(COFFEE STICKS)



(PLASTICINE)

Make the canoe by cutting out a bow and a stern from thick cardboard boxes. Beavers get inside the frame to race through the course. You might even play this game as a non-competitive relay race. Simply make

individual-sized canoes and have team members navigate the course one at a time.

Cargo Rafts

Pioneers sometimes made barges or rafts to carry their belongings into the wilderness. Make a raft by placing a wide row of coffee sticks together. With white glue, fasten four sticks over top at a 90 degree angle. (See diagram) Let the glue dry, then load cargo on the rafts to see how well they sail.

Younger children might want to make their raft or boat using plasticine. Flatten the plasticine and tip up the sides. Be sure to give each Beaver the same amount. Now give them some weights (e.g. pennies, metal washers, nuts and bolts) and see whose raft can carry the heaviest load.

Older Beavers will want to make rafts from twigs. Let them rope the twigs together with string. Do any Beavers want to set up a sail and tent on the raft?

The Storm: An Action Story

Let's take Beavers on an imaginary voyage through a winter storm. You'll need a parachute and several Nerf balls of different colours. The parachute represents the ocean, while the balls represent boats. Beavers should hold onto the edges of the parachute.

Year of the OLDER PERSON *Idea*

AS SUMMER APPROACHES, EVERYONE seems to get busier. Often families are too busy to visit aging parents. Have Beavers design cards for sending to grandparents and older family friends — just a simple card saying "I love you" or "You're special." A simple "hello" will brighten the life of any lonely person.

Just provide Beavers with craft supplies and several ideas, then sit back and let them dream up their own cards. Ask parents to provide addresses. Have Beavers write the address on each envelope and go out to the nearest mailbox to send them off.

If Beavers prefer, they could make up a collection of cards and deliver them to a seniors' residence during the summer.

25th ANNIVERSARY IDEA

Organize your Swim-Up ceremony outdoors by a lake or stream. Plan this important event with Cub leaders, thinking up ideas to really make it a special event for your Beavers.

Here's one idea. Why not position Beavers on one side of a small lake or stream and hold their opening ceremony there? (See Swim-Up guidelines in the *Beaver Leader's Handbook*.) Cubs should hold their opening on the other side. If conducting this ceremony by a stream, Beavers may wade across; if you're doing it by a lake, paddle Beavers across. Cubs might want to howl the new pack recruits across.

You might even plan a night Swim-Up ceremony. Your colony could light the path with sparklers, tin can lanterns or flashlights, then finish with a campfire. That's sure to make it a magical moment!

As the story unfolds, Beavers should make the 'ocean' move as the story dictates.

One day the ocean was very calm. There was barely a ripple on the water. Soon the wind began to tease the ocean. It whipped up little waves. What a perfect day for sailing! Soon, two or three boats ventured out on the water. The boats just loved the little waves; it was so easy not to go too near each other.

Now Mr. Wind grew tired of being so gentle. He wanted to blow with all his might. As he blew harder, the waves built up. The little boats were really tossed about. It became very difficult for the boats not to ram each other or to hit rocks on the shore. Oh how Mr. Wind blew! The waves rose into steep peaks. The little boats became tired and hoped Mr. Wind would become more gentle.

Finally, Mr. Wind tired of the game. He began to blow more gently.

The ocean grew calmer and soon it was safe for the little boats to return to shore.



Crow's Nest: A Listening Action Game

This game is great for getting rid of excess energy. Beavers move about the meeting room or act according to these commands:

Captain's coming: salute

Raise the boom: lie down on back with one leg extended up

Bomb overhead: lie on stomach with arms covering the head

Man overboard: pretend to throw a life ring

Row boat: sit one behind the other pretending to row

Go astern: walk backwards to the back of the room

Go to the bow: run to the front of the room

Crow's nest: everyone huddles in a group



A Sailing Song

(based on a Newfoundland folk tune)

I'se the bye that builds the boat
And I'se the bye that sails her.
I'se the bye that catches the fish
And brings 'em home to Lisa.

I'se the bye that uses wood
To make the boat to sail her.
I'se the bye that goes to the lake
And watches how I sails her.

This is how we make some boats
To have some fun and sail 'em.
This is how we sail the boats
Move fast with wind to sail them.

Hip yer partner busy Beavers
Hip yer partner Rainbow.
Let the Jones' come with us
To help our boats to go go.



Heave-Ho Raft Game

Tie ropes to some heavy blankets or canvas so you can pull them. (See diagram) Sit one Beaver on the 'rafts' (wearing a helmet) while other team members pull the cargo along. Set up an obstacle course around your play area.

A Slippery Treat

Jell-O™ is a terrific summer snack. Not only is it nutritious, but you can form it into all sorts of interesting shapes.

For this theme, make your Jell-O™ following package directions, but add two envelopes of gelatin to the powder before putting in the water. Prepare a separate plate for each Beaver. Using plastic knives, the children will now be able to cut out boat shapes in their Jell-O™ before eating them. Yum.

This boat theme could include a water park, balloon water toss (especially if it's hot), swimming, a bucket brigade race, and more. Ask your Beavers for their favourite ideas. ^

Cookie Monster Rampage Night

by Ross Francis

If there's one thing Beavers like it's cookies. Cookie monsters come a close second. In fact, Beavers like everything related to them, including stories, games and crafts. A Cookie Night, either planned into your regular program or as a special summer activity, is sure to generate enthusiasm. Use it as a fun recruiting "hook" for the fall.

Ask your Beavers and their friends to come dressed up as a cookie or Cookie Monster, and be sure they bring along cookie-related stories. Use the costumes and stories as a "show and tell" gathering activity.

Cookie Swap

Send a note home the previous week inviting Beavers to each bring along three or four different cookies from home so they can swap them for other varieties brought by their friends. After sharing, everyone will have three or four new cookies to

sample. (*Allergy Alert!* Make sure no one in your group has nut or serious food allergies. If any do, parents should send ingredient information with the cookies so everyone will be safe during the cookie swap.)



Monster Hat Construction

Open up your colony's craft box and let Beavers make a Cookie Monster from the materials they find. Provide white, brown, red, beige and purple construction paper, as well as cotton balls, glue and markers. Some children might want to make Cookie Monster hats by colouring and cutting out a Cookie Monster from con-

struction paper, then gluing it to a strip of construction paper that fits around a Beaver's head like a band. (See diagram)

Show your Beavers an example of a "Wanted: The Great Cookie Thief" poster. (See diagram p.24) You may just want to copy our diagram leaving a blank space for the "outlaw" so each Beaver can sketch a picture in. When finished, stick the poster to a piece of coloured paper slightly larger than the poster and let Beavers attach the notice on their home refrigerator. (Some colonies might choose to glue a photo of individual Beavers in the spot reserved for the outlaw.)

Invite parents to the pond so they can help make a batch of cookies. Give Beavers plenty of icing, miniature marshmallows and chocolate chips to decorate their own creation.

Cookie Jar Game

Each player will need one "cookie" made from construction paper. Write a number on each cookie — a different number for each child in your colony. Sit everyone in a circle and place a cookie jar full of animal crackers in the middle.

When a leader calls out two numbers (e.g. Cookie #4 and Cookie #18.),

Beavers with these cookie numbers must jump up, run once around the outside of the circle and back to their places before heading for the cookie jar. Your two runners may each take a cookie, then go back to their places to eat it. The game continues until everyone has had a treat.

“Bake the Cookies” Relay

For this game each team will need circles of construction paper for cookies (make at least two cookies for each Beaver), a spatula and a cookie sheet. Line your Beavers up in relay formation. Place a pile of your construction paper cookies, as well as a spatula, on a chair or on the floor in front of each team. At the far end of the room, place a cookie sheet on the floor for each team.

On “Go!” the first Beavers in each team pick up the spatulas, place a cookie on them, run carefully (so the cookie doesn’t fall off) to the cookie sheet where they deposit their cookie. Then they run back to their team and pass the spatula to the next Beaver who has a turn. The last child on each team must bring back the tray of cookies to their team to finish the game.

“Which Present Do You Want?”

Here’s a popular story that teaches a valuable lesson. You’ll need some props: a wrinkled and worn old paper bag full of cookies; and a beautifully wrapped gift box (complete with bows and ribbon), but filled with a crumpled



Have you seen this culprit?

old newspaper. Arrange your Beavers in a circle before starting the story:

“I have two presents for you. Here’s a really nice one. I spent all afternoon wrapping it just for you. Here’s the other one. I’m sorry I didn’t have time to wrap it as nicely. But I spent so much time on the other one that I didn’t have time to finish it. Now, which of these two presents would you like to receive?” (Pause, then continue.)

“Let’s start with the nice present.” (Ask a couple of Beavers to work together to open it.) “What’s this? Crumpled old newspaper! Well, it isn’t as nice a present as the wrapping made us think it would be, is it?”

“Hey, what about this one?” (Look disappointed.) “I guess this wrinkled old bag won’t have much good in it, if anything at all. Do you want to look?” (Let a Beaver look inside.) “What awful things are in it? Cookies?! Great! Well, I guess we were wrong to think that the nice looking package was the

one with the best gift inside. But why did we think the pretty bag would contain the nicest present?” (Allow time for Beavers to respond.)

“Sometimes people are just like these two presents. We can’t tell what they’re like just from how they look on the outside. Someone with shabby clothes and broken toys may be a great person inside. Someone with nice clothes and fancy toys may be quite nasty and greedy. Just as you couldn’t tell which present was best until you unwrapped them, you can’t tell what people are like until you get to know them.”

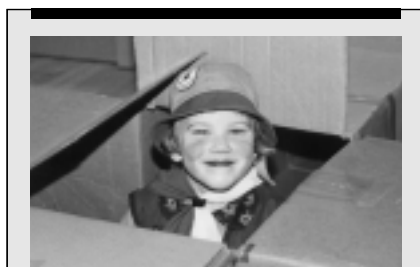
“You know, one way we can celebrate 25 years of Beaving is by thinking the very best of other people. Expect people to be friendly and kind. If someone says something unkind, just shrug it off and think that perhaps the person acted that way because he or she is having a bad day. Then, do something unexpected for the person to brighten their day.”

(Plan a short discussion about how important it is to “not judge a book by its cover” while you eat the cookies and have some juice. Ask your Beavers if they have ever changed their mind about someone after they got to know them better.)

25th Birthday Twists

Look for opportunities to put a 25th Beaver Anniversary “twist” on all your program activities. It might involve something as simple as writing a giant “25” on a Cookie Monster’s tummy, to organizing an elaborate 25th Anniversary Birthday Party and inviting all kids in your neighbourhood aged five to seven.

Beavers... it’s something worth celebrating! ^



YEAR OF THE OLDER PERSONS

Like everyone, seniors use springtime to throw out the “junk” accumulated during winter months. Beavers could help an older person do this. Perhaps parents could identify an older person needing assistance.

GET ACTIVITIES, GAMES, SONGS AND MORE!

Looking for some regular program help?

It doesn’t matter if you’re a brand new leader or a seasoned veteran of many Beaveerees, everyone can use more exciting program ideas.

Subscribe to our new “Program Tips” for some outstanding ideas you can use at your next meeting.

Just send an e-mail message to MAISER@SCOUTS.CA with the following in the first line of the message box: “Subscribe BPRG-L.”

When you do this, we’ll regularly send you games, songs, tips, activities and lots more to enhance your weekly Beaver program.

If you’ve got a favourite Scouter’s tip that you’d like featured, send it to us.

High Adventure, Low Risk

by Ian Mitchell

THE ASSINIBOINE PASS. It's remote, it's tough. It's a hiker's dream.

Preparing well for a trip like this will make the difference between successfully completing it and enjoying the experience, or putting those involved at great risk.

The 189th Deer Run Venturer Company (Calgary, AB) undertook the trip as partial fulfilment of Amory Adventure Award requirements. Their preparations included an exercise which, when it comes to risk management, allows a group to plan for many on-trail situations and emergencies. The exercise is not an elaborate one; members brainstormed a number of situations which could occur and would cause problems. They explored how best to deal with those situations (e.g. how to get help, training required, location of assistance, special equipment), and then ensured they had both the necessary equipment and knowledge before setting out on the adventure.

Here's how the Venturers planned out various emergency scenarios:

A Broken Limb

Two people will stay behind with the injured person and two will find the nearest ranger station. Everyone has maps with trails and ranger stations marked. The injured person will then be brought out with a helicopter. If the injury takes place close to the end of the trip and the injury is not serious (e.g. toe injury) the scenario might change.



Heart Attack

Two people will remain with the victim and two people will go as fast as they can to the nearest ranger station. The victim will then be brought out by helicopter.

Bears

We will all take precautions (i.e. bear pole kit brought by each food team), but everyone will also know and practise bear attack survival action. As a further precaution, one Ven-

turer (Curtis) will wear a bear bell. Company members will also take flares and bear bangers.

Trail Closures

Every effort possible will be taken to either get to our pickup point on time or to contact our advisor to arrange a new plan. Cell phones are useless in this area, so we'll need to get to a place that has a radio phone (e.g. ranger station, inhabited mine, logging camp or lodge) to contact him. Everyone will carry an extra day's supply of food in case the new route is longer than the original route. Also, everyone will carry detailed maps of the area.

Medical Situations

All participants will have Standard First Aid training or better, and know where to seek help.

Planning Spells Fun and Safety

The scenarios these Venturers practised made them ready for almost any situation. In many cases, knowing what to do *immediately* after an emergency occurs, saves the day. Knowing what to do prevents panic from taking over. Instead, each member takes a role and completes a task.

"An ounce of prevention is worth a pound of cure." It's a popular saying because it makes such great sense. ^

AMORY ADVENTURE AWARD CHANGES

We've made the following changes so the Amory Adventure Award will be more meaningful for Venturers.

1. As soon as Scouts Canada receives an Amory Award application, it will issue participant uniform badges. This will ensure Venturers are recognized for their accomplishment immediately.
2. We've changed the cut-off date for applications to October 31. This will ensure that judging takes place before December 31, and winners are advised early in the new year.
3. Requirement #2 "Duration" will now read: "The adventure activity must last a minimum of four days, of which at least 84 hours must be consecutive." This will reinforce the "super activity" intention of the Award.
4. Requirement #3 "Logs" (d) will now read: "Record details of planning and preparation, including the roles played by each participant." This will ensure that one of the Award's objectives - limited adult participation - is met.

Get Activities, Games, Songs and More!

Looking for some regular program help? It doesn't matter if you're a brand new leader or a seasoned veteran of many Scout camps, everyone can use more program ideas.

Subscribe to our new "Program Tips" for some outstanding ideas you can use at your next meeting.

Just send an e-mail message to MAISER@SCOUTS.CA with the following in the first line of the message box: "Subscribe VPRG-L." We'll regularly send you games, songs, tips, activities and lots more to enhance your weekly Venturer program.

Confucius Says, “Every Game Can Be More Than One”

by Ian Mitchell

CONFUCIUS SAID that a great leader could hatch several games from one, using a little creativity. Have you seen evidence of this in your section?

Some leaders inspire awe with their skill when adapting games to suit themes or situations. Some raise the task to an art form. Yet any Scouter can make simple changes to accommodate different environments (outdoors or indoors). With minor changes you'll achieve different purposes, emphasize teamwork or just make more fun.

Read on and you'll discover how to transform two games into five or more, adapted to fit unique locations and themes. Using a little creativity, you'll find your games repertoire will increase exponentially.

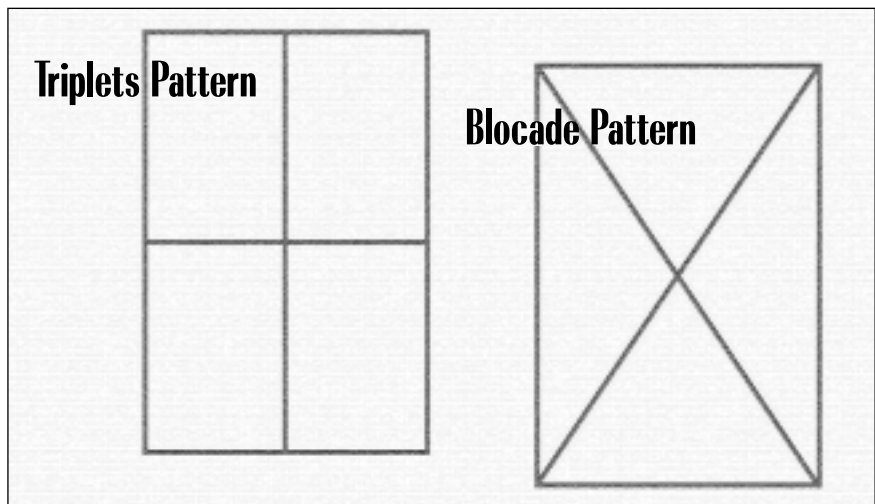
Blockade

Two Scouts should play this game on the beach. You'll need a sharp stick (to mark out the board) and two easily-identified markers for each player. (For example, one player may choose stones and the other sticks.)

Mark out a playing area on the sand with your stick (see illustration), then each player puts his markers down (in turn) on any spot of his choice; there are five spots — the four corners and middle.

Play continues with the Scouts taking turns moving one marker at a time. They're trying to block their opponent so he can't make any more moves. A marker may be moved along any of the three sides, or to or from the middle position. A player may jump his own marker, but may not jump his opponent's.

The first time Scouts play Blockade they may think it's impossible to block their opponent, but tell them to persevere and find the secret. Once uncovered, the task is easy.



Celebrate at the **GREATER TORONTO REGION JAMBOREE!**



Come to Greater Toronto Region's Jamboree!

Be there from July 8-15, 2000 at Fort George, Niagara-on-the-Lake, Ontario — the site of the 8th World Jamboree in 1955.

Everyone's invited, particularly those who attended the 1955 Jamboree. We'd like them to take part in our opening ceremonies.

Want more information? Contact us at: Greater Toronto Region's Third Jamboree, c/o Greater Toronto Region Scout Council, 265 Yorkland Blvd., Toronto, ON, M2J 5C7. Phone: (416) 490-6364 ext. 460. E-mail: j2k@scoutscan.net. Web site: www.scoutgtr.org.

Adaptation #1: Change Blockade into a game that builds teamwork or leadership skills by pairing Scouts into teams. Instead of using markers, two Scouts on a team become the markers themselves. They must now communicate and work together to defeat their opponents.

Adaptation #2: If you need a quiet game while you're stuck in tents due to dreadful weather, plan a Blockade tournament. Simply draw the boards on several pieces of paper or cardboard, and play Blockade like a game board. Winners can advance to a final.

Triplets

Here's a clever game based on Tic Tac Toe. Play it with a stick (to mark out the playing board), three markers (for player #1) and three different markers (for player #2).

Mark out the playing board on the ground. (See illustration) Players take their three markers and take turns putting them down on one of the spots where the lines intersect — a total of nine positions.

What's the object? Players must get their three markers in a straight line (vertically, horizontally or diagonally). A player can move only

one space at a time (no jumping) and cannot refuse to move.

Adaptation #1: Make this game into a patrol challenge. Use members of the patrol as markers. Make a rule that restricts talking to only those *not* on the board. Patrol leaders... lead on! Which patrol will rule?

Adaptation #2: Make this into another quiet board game played on paper. This again, is perfect for wet days at camp.

Adaptation #3: Play this game at a Winter Family Fun Day, making the board in the snow. Family members form into teams. Your markers will need to stay on the lines so they don't destroy the board. Great fun for all ages!

Adaptations

You can adapt games by changing:

- Equipment (markers become people)
- Where you play the game (outside at the beach or indoors in a tent)
- Adding or modifying rules (only patrol leaders may talk)

- Or any number of other methods.

By forming teams you add an entirely new dimension. Each adaptation offers more opportunities for development.

At your next Scouter's club, see how many interesting variations your leadership team can dream up using a single game. In fact, throw the gauntlet down to your Scouts! Give each patrol a different game and ask them to think up five variations. You could play games in the water, on a raft, in a tree or using only elbows.

Confucius would be proud of your creativity. ^

Get Activities, Games, Songs and More!

Looking for some regular program help?

It doesn't matter if you're a brand new leader or a seasoned veteran of many Scout camps, everyone can use more program ideas.

Subscribe to our new "Program Tips" for some outstanding ideas you can use at your next meeting.

Just send an e-mail message to MAISER@SCOUTS.CA with the following in the first line of the message box: "Subscribe SPRG-L."

We'll regularly send you games, songs, tips, activities and lots more to enhance your weekly program.

If you've got a favourite Scouter's tip that you'd like featured in the leader, send it to us.

Who'll Operate Your Boat this Summer?



Without "The Card" It Might Not Be You

by Ross Francis and the Canadian Power and Sail Squadron

MANY SUMMER SCOUT PROGRAMS, camps, jamborees and outings involve power-driven boats. Does your program include water-skiing, travel to and from camp by power-driven boat, using powered rescue craft, personal watercraft

or just touring along the river? If it does, then you need to hear about new legislation through the Canadian Coast Guard. It affects all power-driven boat operators this spring.

As of April 1, 1999, you needed a Canadian Coast Guard Pleasure Craft Operator card to legally operate any power-driven boat. The only exceptions involve people 55 years of age and over, or those who have already taken an accredited boating safety course.

Get the Facts

The Canadian Power and Sail Squadrons have compiled the following questions and answers to help you understand the new legislation.

Q: Am I required to have a Pleasure Craft Operator card?

A: Yes. As of April 1, 1999, anyone wishing to operate a power-driven boat required the card. Certain age and horsepower restrictions will apply for youths; there will be a "grandfathering" clause and a phase-in process.

Q: What is the deadline for getting a Pleasure Craft Operator card?

A: The criteria are specific. If you were under 16 years of age on April 1, 1999, you must obtain the card *as soon as possible*. Enforcement will begin September 15, 1999. If you are 16 years of age or older, and operating a small (less than four metres) power boat, you have until September 15, 2002 to get the card. All other boaters not covered by the above criteria must obtain the card no later than September 15, 2009.



If you operate a power boat of *less than four metres* you must get "the Card" by September 15, 2002 (this includes personal watercraft operators).



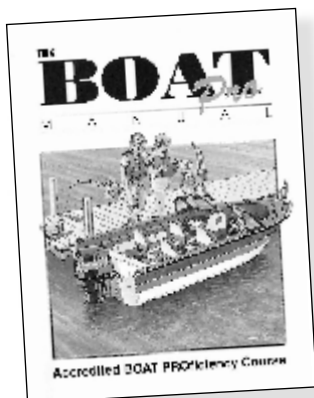
All other power boat operators must get "the Card" by September 15, 2009.



Also effective April 1, 1999, if you are under 12 years of age, you will not be able to operate a power-driven craft of more than 10 hp. If you are over 12, but under 16, you will not be able to operate a power-driven craft of more than 40 hp.



You must be 16 or older to operate a personal watercraft.



The Boat Pro Manual

Q: What is the requirement for obtaining a Pleasure Craft Operator card?

A: You must earn a grade of at least 75 percent on a 36-question multiple choice examination that has been accredited by the Canadian Coast Guard, and written under properly-supervised conditions.

Q: Do I have to enroll in a boating safety course before writing the exam?

A: No. You can try the exam without enrolling in a course, but

we strongly recommend that you take a little time to study an accredited manual or take a course.

Q: Where can I take a boating safety course?

A: *The Boat Pro Manual* (refer to the *Scout Handbook*, Powercraft Badge segment) is the Canadian Power and Sail Squadrons' (CPS) accredited course. It is available through squadrons across Canada and from several CPS "recognized providers."

Q: Is there a practical, on-the-water component to the Boat Pro course or exam?

A: No. The course and exam involve theory only.

Q: How long is the Pleasure Craft Operator card good for?

A: It's a lifetime card.

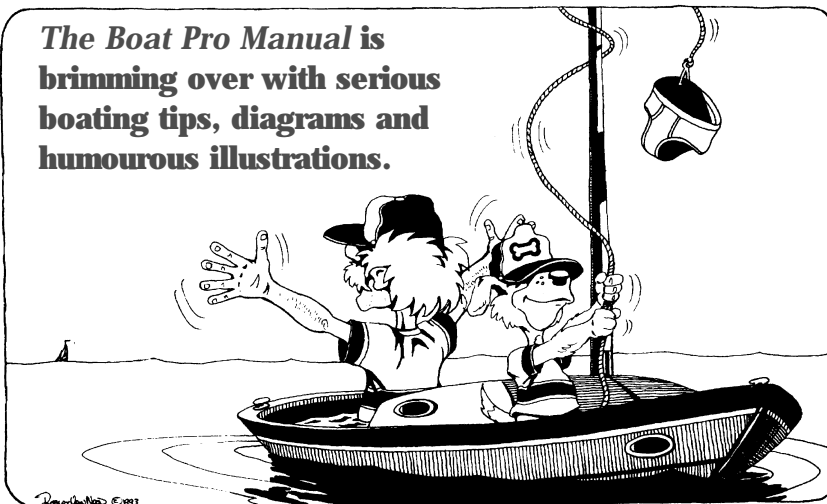
Q: Is the card a Boat Operator License?

A: Definitely not. It is proof that a person has achieved a defined standard of knowledge on boating safety. It is not a license to operate a boat.

Q: How much does *The Boat Pro Manual* cost?

A: You can buy a copy from Canadian Power and Sail Headquarters and from most Squadrons for \$10. The examination involves an additional cost, as does instruction.

The Boat Pro Manual is brimming over with serious boating tips, diagrams and humorous illustrations.



Q: How much does a Boat Pro course cost?

A: Check with your local squadron or CPS "recognized provider." Call CPS Headquarters at 1-888-CPS-BOAT to find your closest resource. The recommended cost of a full eight-hour course (including the manual, but not the exam) is \$35-\$45.

Q: Does the cost of the Boat Pro course include the examination?

A: No. The cost of the exam is separate. Through a local Squadron or CPS "recognized provider," the suggested cost is \$20.

Q: Can I study the *Boat Pro Manual* at home or with friends?

A: Absolutely. The manual is ideal for home study, but you must still write the supervised examination to obtain "the Card."

Great Program Idea

Earning a Pleasure Craft Operator card might prove a popular program for Scouts and Venturers. It would be particularly helpful if they want to work at summer camp.

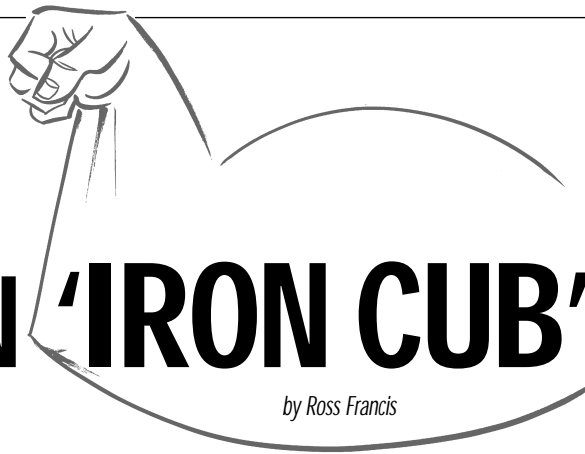
Want more information about the Boat Pro course and where you can find one? Contact: Canadian Power and Sail Squadrons, 26 Golden Gate Court, Scarborough, Ontario, M1P 3A5. Call (416) 293-2438, 1-888-CPS-BOAT, 1-888-277-2628. Fax: (416) 293-2445. E-mail: hqg@cps-ecp.ca. Web: www.cps-ecp.ca. ^

Program Links

Scouts: Powercraft Badge

Get Activities, Games, Songs and More!

Just send an e-mail message to MAISER@SCOUTS.CA with the following in the first line of the message box: "Subscribe OPRG-L."



PLAN AN 'IRON CUB' EVENT!

by Ross Francis

In the words of Ms. Frizzle from the Magic School Bus, **"IT'S TIME TO TAKE CHANCES, MAKE MISTAKES AND GET MESSY!"** (Translation: Get out there, try new things, don't be afraid to make mistakes and enjoy yourself.)

Why not plan a one-day (or even a weekend) pack extravaganza full of challenges? Perhaps it could be an "Iron Cub" event where leaders award points to sixes as they complete various challenges with prizes for everyone when they finish.

In sixes and accompanied by a parent or leader, Cubs can hike, bike, walk, run, paddle or gallop to each of a number of stations where they complete various tasks or skill-testing activities.

Make sure your Cubs are properly equipped and clothed for the events. Check to see that each Cub has a water bottle, a snack and an extra sweater in a small pack before setting out. (Note: Before the event, leaders should send a note to parents describing activities and listing what Cubs should bring. A leader or parent with each six should also have a first aid kit.)

Take Your Pick

Following are a number of ideas for different stations or activities.

Bike Fun

If Cubs are traveling by bicycle:

1. Make a "Pit Stop" where Cubs learn and practise basic maintenance for bicycles. This should include: check tire pressure, tighten all nuts and bolts, check handlebar and seat heights (adjust if necessary), and check brakes and reflectors. Don't forget to make sure all bikers wear properly fitting helmets.
2. Organize a "Rodeo Stop" where Cubs test and improve their riding skills. Use a long rope to make a circle on the ground that Cubs have to follow. As they improve their control, make the circle smaller or add a second circle creating a figure 8. Take two lengths of rope (each 10 metres long) and lay them on the ground parallel each other about half a metre apart. Arrange the ropes to form a twisty path for the Cubs to follow on their bikes. Check their stopping skills by laying the rope on the ground; see who can stop closest to the rope without touching it.

3. Arrange a number of 2-litre pop bottles on the ground in straight lines and zigzag patterns. Ask Cubs to weave around these pylons to complete a bike course. The slowest rider to complete the course without putting a foot down on the ground wins.

Canoeing Magic

If your Cubs are traveling by canoe:

1. Provide "on land" basic instruction before venturing out on the water. Get a Scout or Venturer to point out various canoe parts, demonstrate basic paddling strokes, show several portaging techniques, and how to choose a properly-fitting PFD or lifejacket.

Make sure each canoe has a painter (bow line attached to the front of the canoe), some sort of sound signaling device (a Fox 40™ whistle on each PFD is a good idea) and a bailer (a sponge is also useful to soak up water splashed on board). Don't forget that each Cub and leader must wear a Transport Canada-approved PFD or life-jacket that fits well.

2. Set up a series of buoys for paddlers to navigate around to test and develop their paddling and turning skills. (Let them practise before they tackle the buoys; this will avoid on-board arguments and keep frustration levels down.)
3. If you have access to bikes and canoes, why not plan a "triathlon" where Cubs walk, run, hike, paddle and bike over a given course completing various tasks as they go.

Shoot 'Em Up Baby

Give each six a camera and a list of items that they must capture on film as they hike along a trail. These items might include four different animals in their natural habitat, three different birds, cloud formations, two wildflowers, three different trees, their whole six and leader in a phone booth. What other ideas can they think up? Toss in several "comical" picture ideas as well!

Each six must also capture another six on film as those members test their skills, but without them knowing the picture is being taken.

We're Covered!

Using a small tarp (9' x 9') and some rope, erect a shelter that will protect the whole six from the elements. Are Cubs interested in testing their shelter? Great! Pour a pail of water on the roof. Is everyone protected well?

What's Cooking?

When lunch time rolls around have the Cubs prepare and cook their own meal. If campfires are permitted, let young members prepare this tasty treat. Slice a hotdog from end to end about half way through and place cheese in the opening. Wrap the hotdog with bacon and fasten a toothpick at each end. Cook the hotdog on a stick over the fire until the bacon becomes crisp. Place in a bun, add your favourite relish and eat.

If campfires are not permitted, Cubs could cook their lunch on a camp stove. Grilled cheese sandwiches with peanut butter inside is both nutritious and delicious.

Hunt the Penny Game

Test your accuracy with a compass with this "Hunt the Penny" game. Put a penny on the ground at your feet. Set your compass to 60 degrees, and turn facing this bearing. Walk 10 paces, stop, then add 120 degrees to your present bearing. (This makes your new bearing 180 degrees.) Walk 10 paces along this bearing, stop and add 120 degrees once again (making 300 degrees). Walk 10 paces again and you should arrive back at your shiny penny.

If you don't arrive back at your penny, it means that you either didn't walk the correct compass bearings or your paces were not uniform.

Make this game more difficult by increasing the number of paces you walk.

Idea Potpourri

Other fun things to do include:

- Follow a trail of froot loops through the woods while drawing a map of the trail. Cubs can record compass bearings, features, paces, etc. (Make sure the last Cubs through pick up the froot loops.)
- Arrange a Kim's game using natural objects. Position seeds, cones, needles, leaves, bark, grass, flowers, etc. in a small box. Cubs should view the contents for one minute then huddle together to record what they saw. Award points for accuracy (i.e. 1 point for "cone", 3 points if they can identify the kind of cone.)
- Decode a message and perform the actions described in the message. (Relate this to some badge or star work.)

- Paint a picture using only natural objects. Award points for each different colour your Cubs use. Make sure your pack limits its impact on nature

Don't Stop Here

Now that you have a good starting point for your Iron Cub Challenge Day, ask the kids for more activities that they would like to do. Don't make your Iron Cub challenge too difficult. The top priority of all Scouting activities is fun.

With spring, all Cubs will want to explore outside as much as possible. Let them experience the beauty of spring, its fresh air and exploding blossoms. ^

Program Links

Cubs: Cyclist Badge, Watercraft Badge, Photographer Badge, Canadian Camper Award, Camping Badge, Cooking Badge, Green Star

GET ACTIVITIES, GAMES, SONGS AND MORE!

Looking for some regular program help?

It doesn't matter if you're a brand new leader or a seasoned veteran of many Scout camps, everyone can use more program ideas.

Subscribe to our new "Program Tips" for some outstanding ideas you can use at your next meeting.

Send an e-mail message to MAISER@SCOUTS.CA with the following in the first line of the message box: "Subscribe CPRG-L." We'll regularly send you games, songs, tips, activities and lots more to enhance your weekly Cub program.

If you've got a favourite Scouter's tip that you'd like featured, send it to us.



Bring your scout group and stay in our camp village on the doorstep of the beautiful **Bowron Lake Wilderness Park.**

Experience fun outdoor activities such as canoeing, kayaking, hiking, fishing, camping and our world class canoe circuit.

An adventure of a lifetime.

Phone for more information.



Lodge Address: Becker's Lodge
PO Box 129, Wells, B.C. V0K 2R0

**Reservations: 1-800-808-4761
or 250-992-8864 - fax: 250-992-8893**

www.beckers.bc.ca

“That Person Deserves an Award!”

The honours and awards process: Part 1

by Rob Stewart

The scene: You're at a meeting listening to a Scouter report on a recent event she organized that was particularly successful. Obviously the kids loved it. Perhaps several new Beavers, Cubs or Scouts will join the Movement just because of this Scouter's extra effort.

Have you ever paused and wondered if the Scouter was recognized for such outstanding work? Have you ever nominated someone for an honour or award?

Many Scouters find it easy to identify someone who deserves recognition for exceptional service. What they find difficult is the process involved in making sure it happens.

Formal and Informal Recognition

Scouting has a formal process for service awards, outstanding service awards, gallantry awards, meritorious conduct awards, the Jack Cornwell Decoration and the Award for Fortitude. Over the next few **Leader** issues, let's consider the process for each. Perhaps it will inspire you to take action when you see a Scouting member who should be publicly recognized for outstanding service by a provincial or national commissioner.

Scouting has many informal ways to recognize leaders or special youths. Everyone should use these methods to congratulate consistent performance. Of course the easiest way to thank someone's special effort involves saying “thank you” to people who help in any way. Also, you'll find a variety of plaques and appreciation certificates in local Scout Shops you can present at any event, banquet or other occasion that offers an opportunity to recognize someone for a job well done.

Long and Faithful Service

Scouting recognizes annual service by allowing leaders to wear a silver emblem for each year of service and a gold emblem for each five year period. Given the advances in office automation, most people can learn quickly how long a leader under their direction has worked. Does your council have a data base for Scouters? If not, just give a quick check of membership forms to identify years of service.

No Scouter should have to ask for his or her service pin. It's important to have someone regularly identify Scouters eligible for service awards.

When does the eligibility period for service awards begin? According to *By-Law, Policies and Procedures*, a person becomes an adult at 18 years of age. However, we also give consideration to youth members who serve as Scouters-in-training; add the years they serve to future roles as a leader. The Honours and Awards Committee uses this definition to determine the starting point of eligibility for long service awards in Scouting.

Outstanding Service

In the eyes of most Scouters, perhaps the most difficult award application process involves the one for outstanding service to Scouting. I'll take a step-by-step approach to explain the process. This should eliminate most perceived problems.

Step 1: Identify the Scouter You Feel Deserves Recognition

If you believe a person should be considered for an outstanding service award, start the process now. Contact your local Honours and Awards Committee to see if someone has already started an application. If not, volunteer to help.

Who is responsible for initiating awards? In many councils, section leaders think it's the role of the Honours and Awards Committee; in fact, *anyone can initiate an award*.

Step 2: Gather Information

Just follow these easy steps:

- Check with your Scout office to see if the individual you believe deserves some attention (the nominee) has received recognition in the past.
- If the person has previously received an award, describe only service *since* that time.
- Refer to the information normally listed on the application form.

- Contact other Scouters who know or have worked with the nominee to get their input.
- Keep the application a secret from the nominee. (There's no use getting hopes up needlessly.)
- Include only service to Scouting, not to other organizations (e.g. churches, civic committees).
- Sit down in a quiet place and list all the information you have gathered.
- Obtain a copy of the application form.

Gathering information can be time-consuming, but it's important. Make sure you review all areas of the nominee's Scouting service. The more time and effort you put into this step, the more accurate your picture of the person's service and the more chance others on the Honours and Awards Committee will agree with your beliefs.

Step 3: Identify Outstanding Service

Having listed the information on a piece of paper, try zeroing in on what makes this person deserving of an award. Identify a number of points. Consider each point separately and ask yourself if it warrants outstanding service.

At this point you might ask yourself, "what is outstanding service?"

Joan Randall, Chair of the National Honours and Awards Committee, says there is no definite checklist of criteria. When reviewing each award application, Committee members look for actions, roles and responsibilities that are above and beyond the service expected of "average" positions.

Here are several examples:

- Evidence that the person helps run a high quality section program.
- Service to Scouting outside the person's own group or district.
- Training (taken and given).
- Ability to get others involved.
- Creative ideas or activities used or introduced.
- Involvement with jamborees (local, provincial, national).
- Sacrifice of holidays for camps and training, etc.
- Networking with other sections, groups, councils.
- Displayed dependability, loyalty and supportiveness.

You might think up dozens of other activities and characteristics that qualify as outstanding service. What's the first and most important characteristic? It's your belief that your nominee deserves recognition.

Step 4: Describe the Points Identified in Step 3

Develop a statement that clearly explains each of the points you have listed. Some typical questions to ask yourself may include: What was done? When was it done? How was it done? Who else was involved? What was the result? How did Scouting benefit? What is happening now (is there a legacy)?

What's 'On Tap' in the Future?

Next month we'll explore this topic more and look at specific awards like Meritorious Conduct, Gallantry, the Jack Cornwall Award and the Award for Fortitude.

Don't forget! Pick up a copy of *A Guide to the Honours & Awards of Scouts Canada* at your local Scout Shop or through your council office. λ

Make Sure Members 'Get With the Program'

by Ian Mitchell

When someone joins Rovers, as in any other Scouting section, the person should experience fun, respect and an exciting program. This usually happens, but recently I've heard from a number of young adults who are experiencing just the opposite. Following is one Rover's (edited) letter.

"A friend told me she's not enjoying Rovers. She hasn't been involved long, just four months. Rovering begins with 'recruits' becoming a page. Pages aren't real Rovers; a Rover must sponsor them if they measure up so they can then become a squire. In our group, squires are little more than personal slaves; they get treated like dirt until they've completed their initiation — a period that may go on and on.

I've had reservations about the Rover hierarchy in the past. I always thought that maybe it was "just me" not wanting to endure the initiation period. But now that my friend has expressed the same concerns, I think Scouts Canada needs to do something. Are all Rover crews like this one?"

No! No! and No!

Most Rover crews do NOT treat new members like this.

While it's a good idea to introduce perspective members to crew membership and the program before asking them to make a commitment, everyone should keep in mind "why" we have the page and squire phase. Obviously, this Rover crew doesn't understand.

*Crew activities
should make new members
feel welcome and respected.*

Rituals, ceremonies and all other aspects of crew activities should make new members feel welcome and respected. Rovers need to involve new members in crew activities quickly and encourage them to become fully participating members.

The new program emphasizes this through "individual sponsors." Usually experienced Rovers, these individual sponsors provide both support and guidance to a new member. They act as friend, instructor, big brother/sister or mediator, depending on the individual's needs. This process has just one purpose: it allows a new member to become comfortable with the group and with the part they play.

Watch Out for Abuse

Leaders and Rovers should watch for abuse of the program. Everyone should feel welcome. All members should be treated with respect and be encouraged to participate, without exception. That's the Scouting way. ^

HOW DO YOU SHOW YOUR SCOUTER'S PRIDE?

by Ben Kruser

National Retail Services selected seven products for adult members who'd like to show their Scouting pride. They offer uniqueness, high quality, and the ability to delight almost anyone. Don't just use these as gifts or "thank you" recognition; display them with pride in your home and office.

Each product will make you and others say, "WOW!" Watch for a mini-brochure featuring these "Scouter's Pride" products in an upcoming **Leader** magazine.

Scouts Canada Logo Golf Balls

Golf tournaments are becoming more and more popular for both fundraising and general recreation. Now you can find Scouts Canada's official logo on the TOP FLITE XL 90 titanium golf balls. These balls are respected for quality and performance.

Leather Notepad

You'll enjoy this high quality leather notepad featuring a gold leaf Scouts Canada logo positioned tastefully in the corner. Super for meetings and seminars.

Leather Portfolio

This companion to the leather notepad also has a gold leaf logo in the corner. Great for Scouting and professional business meetings.

Turned Chestnut Hiking Staff

Extremely impressive, this full chestnut staff has a spiral cut to show off its creamy white core. It's suitable for hiking or as a mantlepiece to display hiking medallions.

Windmill Lighter

This lighter is renowned for its piezo-electric ignition system and water resistance. It comes in a gun metal finish with our official logo.

Stained Glass Replica

In 1953 (the year of the 2nd Canadian Jamboree), the Boy Scouts of Scotland presented the Boy Scouts of Canada National Council with a magnificent piece of stained glass. The work depicts a kilted Scout and the Scottish flag. A fleur de lis, a stylized maple leaf and other objects embellish the stained glass. We've turned this into a beautiful, nearly full-scale replica (19 cm x 32 cm). Do you know of any other stained glass work depicting Scouting, either in Canada or elsewhere? Call me with details.

Capredoni Crystal

This crystal tops our product line in terms of quality. Made from customized crystal, it's carved and molded by Mr. Capredoni himself. A full 15 cm high, iceberg style, poured crystal block, it features a three dimensional sculptured picture of the Scout sign overlaid on a maple leaf background. This crystal will be the centerpiece of any living room or corporate office. ^

SCOUTER'S 5

A Great or Poor Leader: Which Are You?

- Great leaders are friendly.
- Great leaders explain.
- Great leaders are always lots of fun to work with.
- Great leaders like to try new things.
- Great leaders respect other people's points of view.
- Great leaders aren't afraid of making mistakes.
- When conflict erupts among Scouters, great leaders say, "We'll work this out and make a better program because of it."
- Poor leaders ignore personnel problems in their leadership team.
- Poor leaders think there's only one way — theirs.
- Poor leaders say, "There's no point trying it again."
- Poor leaders don't like unexpected changes.
- Poor leaders look at other people's bad points rather than their potential.

— Thanks to Guy Mandeville, Trenton, ON.

Scouter's Five Minutes

May '99

RECIPES

Microwave Peanut Brittle

- Ruth Dubeau of North Bay, ON, guarantees that this microwave peanut brittle will be a hit at any Scouting event. It takes 10-12 minutes to make. (Allergy alert! Make sure no one in your section has a peanut allergy.)

Mix 250 mL sugar and 125 mL white corn syrup in a large casserole bowl; microwave at a high power setting for four minutes. Stir in 250 mL roasted and salted peanuts; microwave for three to five minutes until the mixture is light brown.

Add 5 mL butter and 5 mL vanilla, then blend well. Microwave the mixture one to two minutes more. The peanuts should now be lightly browned and the syrup very hot. Add 5 mL baking soda, gently stirring until the mixture is light and foamy.

Pour the peanut brittle onto a lightly greased cookie sheet or unbuttered non-stick cookie sheet. Let cool for at least half an hour. Break into small pieces and store in air-tight container. De-licious!

Wild Teas for Camp

- Guy Mandeville (ADC Training, Trenton District/White Pine Region, Ontario) suggests you taste nature's teas this summer. This list of his favourites will provide ideas for your own culinary explorations.

Warning! Don't pick plants in areas that have been sprayed with harmful chemicals.

Clover: For delicious clover tea, take completely dried flowers and rub them

(continued next page)

Recipes

May '99

Be a

leader

Reader!

Leading the way
10 times a year!

Mail to: Box 5112, Stn LCD-Merivale
Ottawa, ON K2C 3H4

Subscription rates:

Registered Adult Members Scouts Canada
and non-members \$8.56 / year (Includes GST)
Outside Canada \$18 / year

Please send me the Leader. I enclose my cheque (money order) for:

1 year 2 years new subscription advanced renewal

Please charge my: Visa Mastercard Card no. _____

Expiry Date: _____ Signature _____

Name _____

Address _____

City _____ Province _____

Postal Code _____

G.S.T. Reg. No. R100 794528

the leader

into small particles. Use one tea-spoon in each cup of boiling water.

Goldenrod: Both the dried leaves and blossoms of this plant make a good tea. Make it by taking 15 mL of either, and adding 250 mL boiling water.

Juniper: Make juniper tea by boiling berry-less sprigs in water. Strain before drinking.

Thin Leaf Plantain: Use one half handful of crushed leaves to 250 mL of boiling water. Allow to steep 30 minutes.

Pine: This delicious tea is made by boiling two handfuls of young needles in boiling water. (Some people chop the needles up.) Allow the needles to steep for at least 10 to 15 minutes.

Raspberries: Brew this delicious tea using either young twigs or leaves.

Wild Rose: Put rose hips into boiling water. Experiment with different quantities of rose hips until you find the perfect taste for your palate.

Sassafras: This favourite of old-timers and miners is brewed using the roots.

Strawberry: Add two handfuls of leaves to boiling water. Let steep.

Recipes

A Scouter's Vision

Silken water, silent glide are in my mind's eye
Shining brilliance, peaceful sunset,
forests beckon, silent cry.
A Scouter's quest is to hear the call
To show compassion, befriend them all.

To share the world, eyes big with wonder
To build their dreams, not put asunder.
Not always easy; paddle hard, cross the beam
Find your strength, help the others;
you're part of a team.

The future is now; what part will you give?
Of yourself to another, that they may live
A life of adventure, wondrous with others
No one's a stranger; we're really all brothers.

A long way we've come, but there's far to go.
Mountains of achievement,
it's amazing you know!
Gentle rhythm, even pace, the finish line's near,
Though steady will win, the journey's in here.

Songs in heart, flames aglow,
Join the circle, love and grow.
Give thanks, spread the word
in uniform dressed,
Take the hand of a young life,
and know you are blessed.
— Barb Kwasnicia, Atikokan, ON.

Peaceful Closing for Your Meeting

May God who created you give you light.
May God who sustains you make you wise.
May God who protects you give you joy.
May God who surrounds you give you peace.
— Hazel Hallgren, Red Deer, AB.

Scouter's Five Minutes



NATIONAL EDUCATION CAMPAIGN ON SCREENING

Volunteer Canada provided Scouting with valuable information and help when we developed our volunteer screening process. Through training programs and consultation, Volunteer Canada and local volunteer centres help organizations (such as Scouting) to design appropriate screening programs.

This spring marks the launch of Volunteer Canada's public education campaign stressing the importance of screening volunteers. Heritage Canada joins several other federal agencies (including the Solicitor General, Justice and Health Canada), in support of this phase of the project. Together with its national partners, Volunteer Canada will distribute posters, brochures and public service announcements promoting the need for screening.



Balloon Bursting Race Is Dangerous

I read with interest the balloon game article (*Games*, March '99, p. 35). But one game, the Balloon Bursting Race, is very dangerous. For 20 years, I've been a first aid instructor and instructor trainer with St. John Ambulance.

Every year children die from inhaling burst balloons. Inhaling is a reflex action among humans who are startled. If people are close to a bursting balloon, they run the risk of breathing in a piece of the balloon.

Even first aid action for choking will not always force out balloon fragments. The Heimlick manoeuvre works by putting pressure on the lungs to expel foreign objects out of the mouth and throat. However, a balloon fragment may flex with the pressure and not be forced out.

Leaders and youths should be very careful around balloons and should never intentionally blow up a balloon until it bursts. Let's work hard to make our programs safe for children.

— Paul Westcott is a Service Scouter in Newfoundland.

Diaper Dump Porridge? Come On!

I never thought I'd complain about **the Leader Magazine** but it seems all reasonable taste has gone out the tent flap. I'm referring to the *Venturer Log* piece last January entitled "Gross Grubs."

Diaper dump porridge, spit wad sandwiches and nose blow burritos are just not suitable Scouting ideas. Get a grip. Do you really think B.-P. had cat litter casserole on the menu at Brownsea? No more please.

— Akela F.G. Weatherbee, NS.

Editor's Note

We knew this article was nudging the limits slightly — but not by much. Besides, Scouting is primarily about youth having fun in an outdoor, fun program. If you can offer some creative cooking ideas, do it.

Lighten Up and Get the Meaning

I couldn't believe someone would write you in the February **Leader** and complain about the pioneer home remedies that you published in the August-September '98 issue. The person's comment was: "If we start Scouters off with home remedies like these instead of encouraging good scientifically established medicines and procedures, we are opening ourselves up to all sorts of liabilities."

I was flabbergasted to read this! What's next in Scouting? Banning books like the *SAS Survival Guide* or *The Edible Wild*?

— Herb Reinhart, ON.

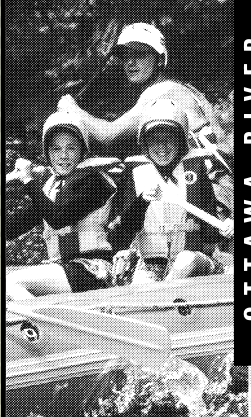
Scouts Help During Colombian Earthquake

During the devastating earthquake that struck Columbia last January, Scouts worked hard helping others throughout the catastrophe. Many laboured with emergency teams selecting, classifying and packaging relief items sent from countries from around the world.

Colombian President Pastrana asked the Scouting Association to take charge of provisional campgrounds set up for the homeless, and a Columbian Executive Director of Scouting began organizing everything immediately.

Thanks for your concern. Scouting is flourishing in Colombia; our Scouts are still working to help others during this time of need, just as B.-P. intended. X

— Alejo Echavarría, Board of Directors, Colombian National Scouting Association.



WHITewater FOR SCOUTS

SPECIAL RATES ON ALL OUR PACKAGES

Learn whitewater, teamwork, water safety and a bit of history.

- Low intensity rafting trip for age 7 and up and High Adventure rafting for those 13 and older.
- Flatwater canoeing in historic Voyageur canoes.
- Kayak School with all equipment included - 2 to 5 day sessions.
- Qualified guides and instructors, excellent equipment, a range of camping and meal options.
- Waterfront and dryland recreation and sports.

WILDERNESS TOURS

Box 89 Beachburg ON K0J 1C0
tel: 1-800-267-9166 fax: 613-646-2996
email: wt@wildernesstours.com
www.wildernesstours.com

My Last Message



From the Chief Executive

by John Pettifer

THREE LAST MESSAGES were contained in our Founder's papers after his death in 1941: one to the public, one to the Scouts (that you can read in the *Scouting for Boys* publication), and one to the Girl Guides.

In his message to the public, B.-P. refers to the "spirit" that he found had developed in the Move-

ment; he hoped this spirit would be "developed still more widely in the next generation."

As I write these words, it's but a few days before I retire and hand over the responsibilities to Scouts Canada's new Chief Executive, Phil Newsome, whom I commend to you, having worked with him for many years.

Vision and Spirit

Looking back, it is my hope that my life and work will have contributed in some small way to passing on the Founder's vision and spirit of Scouting to yet another generation. I joined as a young person for the fun and games (or was it because my Mother made me?). However, with the passing of years, a deeper understanding of the vision and the spirit shaped and moulded my very being. Gradually, the commitment I first made when invested, the promise I made before friends, and Scouting's great principles and values led to a way of life that continues today.

Before me flow images of many young people who went through my Cub pack and Scout troops in England, Germany and Canada. I cherish many memories; memories of great volunteer leaders who I've known and worked with across Canada; of Woodbadge sessions and campfires; of banquets, Beaver sleepovers, Kub Kar rallies, camporees and jamborees. Recollections of group committee meetings, council meetings, and innumerable coffee shop discussions working through issues and celebrating successes are wonderful keepsakes. I'll especially treasure memories of my executive staff colleagues who serve (often unseen and unknown) to ensure a smooth administration. I truly

believe Canada has the greatest professional team of any Scout Association anywhere in the world.

Canada Needs Scouting!

Our country needs Scouting as much now as in the past. Around the world, the Movement continues to



*John Pettifer
and his wife
Barbara*

shape and mould millions of young people. Scouting is a great force! It develops individuals and builds international peace.

One image that will never leave me involves seeing representatives from almost all nations of the world working, playing and socializing together at a World Jamboree and World Conference. Political enmity was forgotten in the spirit of fellowship. The spirit of Scouting flourished when the Palestinian Scout Association was welcomed into the World Organization, having been proposed for membership by the Israeli Scout Association. This is Scouting!

Changes but Stability

While Scouting's management is on the verge of major change in Canada, the principles, the values, and B.-P.'s essential vision remain unaltered. Recent surveys have shown that the enjoyment level of program activities, through which we achieve our Mission, remains incredibly high. As well, recent changes allowing all young people to take part in our programs have positioned Scouting to make an even greater impact on the lives of young Canadians.

I retire confident that Scouting is in great hands, and that each of you as leaders, volunteering your time, talents and abilities, will continue to share Scouting's spirit and vision. It has been a privilege to have worked with you, and to have served you. Thanks for all you have done and continue to do.

B.-P. finished his message to the public by saying, "The most worthwhile thing is to try and put a bit of happiness into the lives of others." God bless you as you do this. Baden-Powell would have been proud of you. [^]

John Pettifer
Chief Executive 1992-1999

Photo: Scouts Canada Archives



Introducing Phil Newsome Scouts Canada's New Chief Executive

Phil Newsome took over as Scouts Canada's Chief Executive on April 1, 1999.

Born in Hamilton, ON, Mr. Newsome earned a Bachelor of Commerce degree from Concordia University in Montreal, QC. He worked as a Provincial Field Executive from 1968-72 in Nova Scotia, and from 1972-78 in Quebec. From there, he became Director of Programs at the National Office in Ottawa until 1986. Since then, Mr. Newsome has worked as the Provincial Executive Director in Nova Scotia.

Mr. Newsome has a broad range of Scouting experience, including:

- Member of National Staffing Task Group
- Program Chair, 1993 Executive Staff Conference
- Staff resource for CJ'81, CJ'85, CJ'89, CJ'93, CJ'97 and WJ'83.

Serving the Community

Phil has always been very active in non-Scouting activities. His involvement with the Halifax Rotary Club spanned almost 14 years, where he served as Chair of the Youth Committee, Director, Secretary and President. He was also active on the Halifax-Dartmouth United Appeal Committee, and Nova Scotia Camping Association.

His hobbies include canoeing, sailing, swimming, riding (western equestrian), woodworking and flying.

A future **Leader** issue will profile Phil Newsome in greater depth.



Winter, Spring, Summer or Fall

Experienced shoppers know where to go and what to buy!

The Scout Shop. Try us first for the best selection of outdoor family camping equipment, affordable prices, and the knowledge that your purchases help support local Scouting.

To find out your closest Scout Shop
call 1-888-726-8876 or visit www.scouts.ca.

