



NOVA SCOUTER

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Dear Scouters:

It is my sincere pleasure to announce the appointment of Justin Chenier as the Council Youth Commissioner for Nova Scotia Council, effective September 13, 2016.

Justin is currently a member of the 2nd Berwick Venturer Company in Kings Area where he also has served as Area Youth Commissioner. Justin is a voting member for Nova Scotia Council and currently serves as the Deputy Council Youth Commissioner for the Youth Network. Justin has earned his Chief Scout Award and Queen Venturer Award and has been the recipient of the Medal of the Maple and the Medal for Good Service.

Outside of Scouting, Justin attends High School in Kings County where he has just entered Grade 11 and has been involved in leadership roles within his school community.

Justin is passionate about youth involvement and is committed to the 5 Priorities of Scouts Canada as well as the continued implementation of the Canadian Path.

Please join me in thanking Alex Wilson for his service as Council Youth Commissioner in Nova Scotia. His hard work brought in many new members to the Council Youth Network and built a strong foundation for Justin to grow from. Thank you Alex.

Justin can be reached at Justin.chenier@scouts.ca

Welcome Justin! Yours in Scouting,

Caitlyn Piton
National Youth Commissioner &
Chair of the National Youth Network

Adventure is Calling...

By Hannah Estabrook
DCC Communication Team

When was the *last* time that you (and your Scouting group) did something for the *first* time? My guess is; too long ago! It's about time that we all injected a little more adventure in to our lives, and Scouting is the perfect opportunity to do just that. From learning new skills, to exploring unfamiliar places, to meeting new people... adventures can come in all shapes and sizes, and don't need to be complicated, expensive or involve extensive planning.

Regardless of what form it comes in, adventure is a concept essential to the Scouting model, and is highly emphasized under the new Canadian Path guidelines- and for good reason! A healthy dose of adventure challenges youth to push their personal boundaries and achieve feats they never thought possible, while positioning them on an exciting path to self-discovery, confidence and valuable skill



development. When I look back at my own five years as a Scout, it is undoubtedly those wild, wacky and wonderful adventures that I remember most fondly!

Don't know where to start? Need some fresh ideas? No problem! The following table offers some unique adventure ideas for different Scouting sections, from Beavers through to Venturers. Each adventure fits in to one or more of the six Program Areas, as outlined in the Canadian Path. So, what are you waiting for? *Adventure is calling.*



Adventure is Calling... (continue)

Beavers:

During a regular meeting time, take your Colony on a short evening hike at a local park. Encourage Beavers to come prepared with a flashlight, extra layers and a snack. Mid-way through the hike, consider stopping for a fun group game or activity, and finish off the evening with snacks and hot chocolate. **(Environment and Outdoors)**

Invite a parent or community member to one of your meetings to lead a simple yoga and meditation session. Beavers will enjoy trying out the fun and challenging poses, and will also benefit from learning the basic principles of mindfulness and focus. Afterwards, try incorporating yoga in to some active games to play at future meetings; yoga freeze tag, Simon says etc. **(Active and Healthy Living)**

Volunteer as a Colony to prepare food and serve at a local soup kitchen, offering hot meals to those in need. With Scouters' help, Beavers will be eager to try their hand at cooking, plus, meeting and interacting with people of different demographics will be a very valuable experience for them. **(Citizenship)**

Cubs:

Go on a group bike ride at a local trail or park. Try to plan your route so that there is an exciting destination like a waterfall, lake, viewpoint or picnic area. Depending on the abilities of your Pack, the bike ride could be less than an hour, or a whole half-day adventure. **(Healthy and Active Living)**

Learn about and discuss local environmental issues, then decide together on a concrete action that you could all take to improve the situation. Ideas include a doing beach cleanup, planting trees or native wildflowers, building bat houses or organizing an awareness campaign. **(Environment and Outdoors/ Leadership)**

Have Cubs bring in old, unwanted materials like plastic bottles, worn clothing, pieces of wood, cardboard boxes, jars and newspaper, then work in teams to create one-of-a-kind sculptures and art work. Set up the creations like an art gallery, and invite parents to attend at the end of the meeting. **(Creative Expression)**

Scouts:

Organize a camp cooking night where each Patrol plans and prepares a healthy camp meal like stir-fry, couscous, chili, soup, curry, rice and beans or fried potatoes. Once all the meals are prepared, allow Scouts to sample the dishes prepared by each Patrol. Encourage Scouts to try some of the recipe ideas on their next overnight camping trip. **(Healthy and Active Living)**

Set up an orienteering course at a local park or other outdoor space to have Scouts practice their map and compass skills. Consider organizing Scouts in to teams and setting up the course so that each checkpoint provides a clue to help solve a riddle. For added challenge, Scouts could do the course at nighttime, so that they are forced to rely more heavily on their compasses to guide them. **(Environment and Outdoors)**

Ask older Scouts (Patrol Leaders perhaps) to think about a skill they know well that they could share with the rest of the Troop. Have each Scout plan a 30-minute session where they could teach this skill to the others in a hands-on way. **(Leadership)**

Venturers:

Work together on a long-term craft project to benefit a good cause in your community. Ideas include making a quilt to donate to a hospital or retirement home, knitting pet blankets for an animal shelter, or making a public art installation. **(Creative Expression/ Citizenship)**

Host a star-gazing night for a younger section (Scouts or Cubs) where you teach them about constellations, outer space and astrological phenomena, then use tools like star maps and compasses to help locate as many different constellations as you can. **(Environment and Outdoors/ Leadership)**

Start a group running club, and create a training schedule to prepare for an upcoming race in the community. **(Healthy and Active Living)**

Mock CJ

By Jessica Bouchard, AYC

On the weekend of September 16, all the Scouts going to the Canadian Jamboree 2017 in Cumberland area, gathered at Long Lake camp to spend the weekend to test their abilities and seek new skills from the Venturer company, who had been to the Scotia Jamboree, it was a learning experience for both youth and Scouters. On Friday night they saw how big their space was to set up their tents, which is 12 meters by 12 meters, they learned how to use the space wisely and effectively for all their tents and gear; they set a goal of setting up in an hour and a half, reaching it just as the sun was setting. While the Scouts were setting up their gear the Venturers tried their first go at hammock camping.

During the evening campfire while munching on smores, both sections talked about SJ, the ones that had gone talked about their favourite moments, while the others talked about what they hoped to do or see while at CJ. Some suggestions were horseback riding, archery, Ontree, and mud sliding. Stuffed with chocolate, graham cracker and marshmallow, they curled in their sleeping bags.

Morning rose early at 530 am for the Venturer Company as they set up the mock store and water station, with evil hearts they began morning wake up, screaming at the top of their lungs, they woke the sleeping beauties from their slumber. When everyone was up the Venturers organized the Scouts into teams, getting water and food, prepare the food and stoves, cooking, cleaning the pans, and grey water. The drowsy-eyed Scouts walked a little ways down the dirt road to grab the food and water with a small wagon, dragging it back to their site, they began to cook a breakfast of eggs, toast, cereal, and yogurt.

After an hour when all pots and pans were clean, they walked down the path to start their first activity, starting with the ground rules the Venturers showed the youth how to use a knife properly and safely with guidance from the Scouters. They then moved to hatchets, teaching

the proper use of the “blood zone” (Where no one should ever be when the person is using a sharp tool), and how far wood can fly if hit right. After all the wood was cut or shaven into shavings, the Venturers gave them the task of trying to boil a can of water with a drop of soap in it with what they had in front of them, going into partners the Scouts began. This was a real test of teamwork for a team of Scouts who only met each other a few times over the summer, a prize was also hung over their heads as they worked fast and hard to get a good fire to burn. When the last team finished, soap boiling over, the first 3 teams got a choice of suckers, the others got jolly ranchers. Stomachs growling, once again divided into teams the Scouts began a lunch of grilled cheese sandwiches with apples and slices of ham.

As lunch finished the Scouters began an inspection of the camp site and the Scouts tents, overall for their first inspection they did really well, everything was put away, all the tents were clean, and the ground wasn't covered in garbage. Beginning the next activity they were asked to choose a number between one and three; the first one they picked was setting up a tent blindfolded, split into two teams, one of them was a captain who wasn't blindfolded, they were allowed to tell the others what to do, but they couldn't touch the tent or the people, while the people blindfolded were allowed to touch the tent, after about 20 minutes of struggling one group had finally gotten their tent up, fly on and half pegged.

The second activity they choose was a blindfolded maze, where in an area that was roped off they had to make it to one side of the maze with out touching any of the objects or trees, the Scouters were also obstacles who could move, they were put into teams of two, one blindfolded, the other shouting directions, but the directions couldn't be generic like up, down, right, stop, north, east. After an infuriating 40 minutes of being turned back to the start or having been stopped by a human, one team finally made it, chanting for another round they played for another half hour. The last activity

was the human knot, where they stood in a circle, grabbed the persons arm across from them then just a random arm, then they were asked to untangle themselves. For the rest of the afternoon they went canoeing against strong waves and winds, which rocked the canoes back and forth nearly tipping themselves. After supper that included stew and rolls, they played two rounds of capture the flag. Then the Scouts, Venturers, and Scouters dragged their tired feet to the fire pit, they sang their lungs out to the full moon until the last piece of firewood burned, they told funny, sad, and scary stories as the embers died. Finally bone dead they retired to their tents and hammocks for a good nights sleep.

Sunday morning they began to break camp as soon as breakfast ended, tired and still in Pjs they fitted all of their wet gear onto the trucks. After all was taken down, a domino effect happened as soon as someone kicked the ball through a crowd of youth. Screaming and laughing they played till they were told to get ready to leave. Just as the last truck pulled out, the skies opened up. The Scouts accomplished a lot, they learned the basics to start them to get their permits, showed what CJ is going to be like and had fun doing it. The Venturers learned how to set up a successful camp, tried hammock camping, and taught what they knew to a younger group.

Training Tidbits

Group Commissioners. Congratulations to the following 5 Scouters who completed the Group Commissioner milestone training – Darlene Redman and Ed Redman (1st Chezzetcook), Derrick Fleck-Lawrence (1st Riverlake), Tom Francis (1st Prospect) and Doug Leblanc (Chebucto West). And, thank you to the trainer/facilitator George Mawko for conducting the four hour in-person training on Saturday 10 September. A second session is being planned for Cape Breton region Scouters in early October; contact your AC and the DCC Training to indicate your need for this course.

Canadian Path. Is your Area/Group/Section on the Canadian Path? Cobequid Lakes sure is! Nearly 60 Scouters representing all levels of scouting from this Area attended a 3 ½ hour in-person information workshop. Thanks to Jim Hickey (the AC) and his team of trainers – Doug Reid, Rick Gruchy and Peter Comeau, to ensure the Canadian Path is successfully implemented this cycle in Cobequid Lakes. It was also encouraging to see the large number of the Canadian Path manual in the hands of the Scouters. Happy trails all!

RESPECT Training. Scouts Canada adopted the Respect in Sport for Activity Leaders training (RESPECT) that has been developed by Respect Group, a Canadian leader in youth safety and abuse prevention training. **This training**

replaces Scouts Canada's current Child and Youth Safety (CYS) training for volunteers.

RESPECT training is being used by leading youth organizations, sports leagues and community organizations across Canada. It has been developed through collaboration with the Canadian Red Cross and utilizes their curriculum that deals specifically with all forms of abuse, bullying and harassment. Scouters with a current RESPECT certificate through other agencies can apply it to meet Scouts Canada's requirements. The training is portable and can be used to meet the volunteer requirements of any other organization.

RESPECT must be completed by August 31, 2017. The training is mandatory and will cost \$30.00 to be paid by the individual. It is accessible through the David Heustis Learning Centre in myscouts.ca and replaces Scouting Fundamentals (Module 1) Session 5: How Scouting Helps Keep Youth Safe. Safe Scouting for Parents training for Parent, Guardian or Adult Overnight does not change, nor do the requirements for who must complete it.

Active Scouters and Rover Scouts who have completed Scouts Canada's current CYS training must complete RESPECT by August 31, 2017. New Scouters who register for the 2016/17 Scouting year are encouraged to complete the RESPECT as part of their registration, however, should they choose to take the current Session 5

training, they will have until August 31, 2017 to complete RESPECT. It is valid for a period of 5 years.

IMPORTANT PAYMENT INFORMATION

Local Scout groups may opt to pay for RESPECT on behalf of their leaders through an available Pre-Registration Code Option. Groups wanting to exercise this option, may obtain a pre-registration code to be used by their leaders during the registration process. Use of this code bypasses the requirement for individual leaders to pay with a credit card. Groups must agree via email to be responsible for all uses of the code(s).

Two pre-registration code options are available:

One Pre-Registration Code for all users: allows for the code to remain open in the future as new leaders join.

Example: A Group has 15 leaders and obtains 1 code. The code is issued and the Group receives an invoice for \$30/user plus applicable taxes. All 15 leaders complete the program. Next year, 3 new leaders join the Group. The code usage is checked once annually, and an invoice for the additional 3 users is sent to the Group. A single-code-for-all method provides easy administration for the Group, however there is the possibility for users to share the code with others who are not eligible for it.

Individual Code/User Option: an individual code is issued for each user. After it is used once, it is no longer available to anyone else to register.

Example: A Group has 15 leaders and elects to obtain 15 individual codes. The Group is billed for the number of codes requested. Further codes may be requested at any time. The Group is responsible for distributing codes to individual users. An individual-code-per-user method virtually removes any notion of fraudulent use, however does require the Group to distribute the codes.

Payment options for Groups:

When an invoice is issued for a Pre-registration Code(s), Groups have the option of paying by cheque or credit card.

Local units requiring additional information, or wanting to purchase a pre-registration code(s), may contact:

Mark Allen, the Respect in Sport contact for Scouts Canada at:

E-mail: mallen@respectgroupinc.com, or
Phone at: 705-300-2120

INCIDENT REPORTS: *When in doubt, fill one out*

We all love paper work. Personally, there is nothing I like more than filling out an Incident Report after a busy weekend at camp. Okay, I'm being facetious. Incident Reports are likely the most important piece of paper work we need to complete as Scouters and no one really likes to complete them.

Why are Incident Reports so important?

The short answer to this question is that Incident Reports provide you and Scouts Canada with a concise description of the

incident and what steps were taken to address it. This is why you should complete one as soon as possible after an incident occurs; memories fade quickly and writing it down will help you remember what happened and what you did long after the incident.

When should you complete an Incident Report?

An Incident Report should be completed for any behaviour or event that raises safety concerns. Examples include: Injury, illness, behaviour inconsistent with the

Code of Conduct, property damage, and complaints. Sometimes there are questions about what constitutes an injury? The easiest answer to this is, if the injury required First Aid or you felt it necessary to tell the parents about the injury, you should complete an incident report. Likewise with behaviour issues. If you had an incident that resulted in a child or youth getting hurt or it was serious enough that you felt it necessary to contact parents, you should complete an incident report. In a case where you felt the behaviour or injury was serious enough to send a Scout home from Camp, you should send a report to safety@scouts.ca ASAP.

Who should complete the Incident Report? Usually an incident report should be completed by the Scouter who was closest to the incident, who saw it happen, or was the first to hear about it. However, sometimes at a larger event or camp, there may have been numerous Scouters involved as the Scout may get sent on to another Scouter for assistance (for example, the Scout gets told to go to a first aid station). In these cases it is best practice for everyone who has had contact with the Scout around the incident to complete the incident report. Please do not assume that someone else will complete the incident report. While it may seem like overkill, we do not mind sorting through several incident reports regarding the same incident.

What should be in an Incident Report? When completing an incident report, please be concise and factual, providing as much information as is necessary for the reader to understand what happened, the nature of the

injury / damage / behaviour, and what steps were taken in response to the incident. If there are any further questions, you may be contacted. It is important to know that if someone contacts you regarding an incident report, they are not looking to attach blame, they are only trying to get the information straight or just to follow up with you to make sure everyone is safe and alright.

In the end, we are all responsible to make sure our youth have safe fun Scouting experiences. However, the nature of Scouting necessitates some element of risk. If there is an incident, it needs to be documented so that there is a record of what happened and how we responded. If you are unsure if you should fill one out, you should probably complete one. Always remember, **“When in doubt, fill one out.”** No one will ever tell you that you should not have completed it.

As always, if you have any questions about completing an Incident Report, you can contact:

Maritime Support Centre at
902-423-9227

Safe Scouting at safety@scouts.ca, or
me at rgruchy@scouts.ca.

You can also download an Incident Report at:
<http://www.scouts.ca/bpp/forms/Incident-Report-Form.pdf>

Scouting learn 2 Camp

When you say to a Scouter, “Want to Learn 2 Camp?” most Scouters would look at you and say, "No that's ok , I know how to camp. " What if you never camped in your life or you have lost the idea of what so great about camping? We all know that camping is beginning to be a lost art. That fact is not lost on the Province of Nova Scotia's Department of Natural Resources. They started a program to help people learn what it takes to camp. I had worked for DNR on previous Learn 2 Camp events but this year the event was uncertain, so scouts to rescue, we worked as partners to make this happen. Naturally Scouters took the lead in menu planning, cooking , camping instruction, and setting up tents. DNR supplied Blomidon Provincial Park and handled the advertising, registration, plus paper work .

The weekend fast approached like any camp, details, buying food, and deciding which scouters would lead which programming. We needed volunteers to help run the camp 11 scouters, and most importantly 6 youth from all corners of Kings Area Scouting and DNR personell came to pass their love of the outdoors on to new campers. The participants came from all walks of life , some had grown up with camping but lost it, and three new Canadian families who stated that “If we're going to be Canadians we have to learn 2 camp – it's a Canadian thing to do.”



The weather was great and participants learned how to cook over propane stoves, dessert on the open fire that they learned to build. Participants learned all aspects of camping from setting up tents to washing up outdoors in a basin. They asked questions which made for great discussion and best of all they took in every minute of the camp experience .

We were supported by the NS council office, the NS commissioner, Howard Eaton, came along with the Area Support Manager. The province even sent the local MLA to welcome everyone. We finished the night off with - what else - a Scout camp fire complete with songs, skits, and yells. The following day we woke to - what else - overcast and possible rain. Breakfast was scout tradition, pancakes and bacon, with ample camp coffee. Time to pack up and close camp, take pictures, and give out certificates of achievement to those new campers. Some enthusiastic new campers stayed to learn geocaching and nature hike with scout guides. All in all a great success with Scouters doing what they do best: passing on their love of the outdoors.

We could only imagine this is what Lord Baden-Powell experienced so many years ago when he had the first learn 2 Camp on Brownsea Island.

NS council learn 2 Camp team



All Scout Groups welcome to J.O.T.A. at Camp Roderick, Pictou County

We are hosting J.O.T.A. at Camp Roderick, Pictou County on Oct. 14,15,& 16 2016. This is open to all cub and scouts groups in Nova Scotia. Prince Edward Island and New Brunswick are also welcome. Groups should come self contain. We will have the Pictou County Volunteer Radio Club set up so the youth can talk all over the world to other scouting youth. We might have canoe instructors, archery club, Ground Search and Rescue putting on map and compass course and what to do when you are lost. Also if some of the Scouters want to put on work shop about : stoves and lanterns, axes and saws, starting fires, no trace camping, etc.

Scott Murdoch

Area Commissioner

Phone: (902) 922-2805

Mail: scott.sherill@live.ca

Also there is a trail around our 50 acre camp to go on a hike. The cost is \$5.00 for youth and Scouters. Groups are responsible for their own paper work , like camping forms, physical fitness forms, permission forms etc. Groups can use our water and washing station, so you don't have to pack wash basins, dish soap or bleach. Some cabins are available, first come first serve. Also if you want to go canoeing take your life jackets: youth and Scouters. If you are thinking of coming to camp, you can call or drop me an email so I can tell you how to get to Camp Roderick.

Youth Positions - DEADLINES EXTENDED

If you're a Scout, Venturer or Rover, enthusiastic about scouting and looking to become more involved then you should apply TODAY! We have extended the deadline for applications by seven days so let's get those applications in!!

There are a number of areas across the council with Area Youth Commissioner Vacancies. The Area Youth Commissioner (or AYC) position is an important role at both the area and council level. As an AYC you'll act as the youth voice on the area service team and be a member of the area key three, with the Area Commissioner and Area Support Manager. You'll also represent your area

Justin Chenier

Council Youth Commissioner & Council Youth Voting Member

Nova Scotia Council, Scouts Canada

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902.692.9350

on the Nova Scotia Council Youth Network. If you are interested apply by sending a brief resume, including both scouting and non-scouting experience, as well as a cover letter outlining why you're interested, to justin.chenier@scouts.ca no later than Friday, October 14th. If you have any questions please don't hesitate to contact me.

For more information on the positions available visit: <http://nsc.scouts.ca/nova-scotia-council-youth-positions>

Yours in Scouting,

RAVE 2016 at Camp Lone Cloud on Miller Lake

Mark your calendar! RAVE 2016 is confirmed for November 4-6 at Camp Lone Cloud on Miller Lake!!

RAVE stands for Rover and Venturer Event. RAVE is the annual social event of the fall for Venturers and Rovers.

You can expect lots of games, activities, a movie, time to socialize - lots of fun to be had. We will also be working a FOCUS course into the weekend. FOCUS is a requirement to be an OOS at CJ. Those of you who may have taken FOCUS in the past will likely find this a little different from what you took.

A separate program for Advisors is being set up by our team, so that Advisors can also have a special weekend to remember as well.

The cost of the camp will be \$25 per youth participant and \$15 per scouter, groups should come **completely self contained**, but there will be hot chocolate, and Mug Up provided.

Attached is the registration form for RAVE, please fill it out and send it to the Maritime Service Center along with the registration fees, no later than October 28,2016.

Please note that this has been sent out to all Venturer and Rover Advisors as well as all Ventures and Rovers that are currently active in MyScouts, in Nova Scotia. Please discuss this event as a section to ensure that **everyone** is aware of the event.

Thanks and see you on the Island November 4-6!

Justin Chenier
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