

FIRST STEPS IN SCOUTING

BY
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GLASGOW
BROWN, SON & FERGUSON, LIMITED
52 TO 58 DARNLEY STREET
Publishers to Boy Scout Headquarters, London
1940

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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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To be Filled in by the Scout.

Name _____

Address _____

Troop _____

Patrol _____

County _____

Local Association _____

Date of Birth _____

Date of Joining _____

Passed Tenderfoot _____

Passed Second Class _____

Passed First Class _____

EMERGENCY ADDRESSES.

Nearest Doctors _____

(Fill in two or three names in case one is out.)

Nearest Hospital _____

Nearest Chemist _____

Nearest Ambulance Station _____

Nearest Police Station _____

Nearest Fire Alarm _____

Scoutmaster's Address _____

Patrol Leader's Address _____

Fill in the above very carefully. When sending a message let it be a written one, as verbal messages are often misconstrued.

PREFACE.

JUDGING by letters received from Commissioners, Scoutmasters, and other workers in the Boy Scout movement, there appears to be need of a small book, costing a small sum, giving full instruction in the Tenderfoot and Second Class Tests, on the lines of *Boy Scout Tests and How to Pass Them*.

This book is published with the object of meeting this want; and to give boys, when they join, full instruction on the tests they will require to pass up to their Second-Class Badge.

It is often difficult, when boys first join, for the Scoutmaster or Patrol Leader to find time to give them instruction immediately in the elementary tests; there are so many things in a troop to attend to, and the youngsters have to wait till time can be found to teach them.

I hope that this book will be found useful to give to boys explaining all the tests they require to learn.

As it is not possible to pass all the tests in one day, and as it is sometimes difficult to remember what tests each individual has passed, a page is provided at the end of the book where each test can be signed up when passed.

ROBERT E. YOUNG.

FIRST STEPS IN SCOUTING.

TO THE NEWLY-JOINED TENDERFOOT,

PRESUMING that you have just joined a troop, there are several things that you want to know. First of all, you must get firmly rooted in your mind that you are becoming a member of one of the very largest organisations in the world, with branches in practically every country. Not only so, but each branch is welded to the other by the Scout Law, binding every individual into a great brotherhood of boys and men, who are all trying their best to train themselves into strong, honest, good, clean-living citizens, and to do their best every minute of the day to help others weaker than themselves.

You must try to realise the responsibilities you are taking on. If you should stoop to a low, mean, selfish action, you are not only tarnishing your own character, but you are also bringing discredit on the whole of this great organisation. If you don't look out to do a kind action every day, if you are rude or discourteous, if you are not cheerful in the face of troubles or dangers, people say, "Oh! there's a Scout for you," in a tone implying a slur on the whole movement.

It must sound very difficult for a little chap to bear all the responsibilities of the Scout Law; no doubt if you were the only one trying to do so it would be impossible. Remember, however, that there are hundreds of thousands of boys and men throughout the world earnestly trying their best to obey the law and that each one of them is willing to lend you a hand and help you through.

Anyone can dress up in Scout uniform, and gain a certain number of badges, but he is no more a Boy Scout than a monkey is if he does not do his very best (and none can do more than that) to obey the Scout Law. If you are in difficulty or trouble, don't hesitate to speak to your Patrol Leader or Scoutmaster; they have come through the mill, and know what is worrying you, and they are ready and willing to help you.

There is no room for slackers, snobs or bigots in our movement. We are all in it, from our beloved Chief downwards, to do our best and work our hardest. If you are willing to do that you will be warmly welcomed by us all, whether you are rich or poor, prince or peasant, and no matter to what religious denomination you may belong, provided you attend its services.

We want to teach you how to be physically, mentally, and morally strong enough to face life's dangers and temptations, to be self-reliant, and able to fend for yourself wherever you may be, and, above all, to help others whenever you can.

COST OF UNIFORM.

Many boys are prevented from joining the Boy Scouts by the idea that the uniform is a costly item. When it is recollected, however, that the shirt and shorts can be worn when not scouting, the only necessary articles in addition are the staff, hat, neckerchief, and shoulder knots. There are many extra articles which may be bought if wanted, which, however, are by no means necessary, such as whistles, lanyards, axes, money pouches, etc.

The colour of shirt varies in different counties and troops. Either navy, khaki, or green are the three colours generally in use and are stocked by all outfitters and by Imperial Headquarters.

Deducting the cost of shirt, shorts, and belt, articles which can be worn every day, the cost of the extra items which are only of use when Scouting is not great, and they will last for a long time.

Of course, boys are not refused admission to any troop because they cannot afford to buy the uniform, but naturally the boy feels, although he should not, that he is not a full blooded Scout until he is dressed as a Scout. Many kind friends of the movement in the various counties and towns are willing to help poor boys to get uniform; in addition, most counties and some troops have funds to assist poor boys in this.

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Don't buy any article without first consulting your Scoutmaster. Boys have often bought blue shirts when the troop wear khaki, shoulder knots of one patrol when they are posted to another one, neckerchiefs of the wrong colour, and so on.

The kilt may be worn instead of shorts. (See Policy Organisation and Rules, 280.)

What to do on Joining.

No doubt you will be rather overwhelmed by the large number of badges a Scout can try for, but remember you must learn to walk before you can run, and before you can attempt any of the proficiency badges you must thoroughly master and pass the Tenderfoot and Second-Class tests. In the following pages all the tests are carefully explained.

First of all, however, you should either buy or get the loan of *Scouting for Boys*; in that book the true meaning of Scouting and the Scout spirit are fully explained.

Doubtless your first desire is to get your Tenderfoot tests through as quickly as possible, but don't be in too great a hurry. You must learn them so that they are not forgotten in a week or two.

First of all carefully read over the Scout Law and see that you fully understand it. You must be sure that you understand every sentence, because when you make the Scout Promise you have to promise "To obey the Scout Law." After that learn the Scout Signs and Salute, then the Union Jack and finally the knots. As you pass each item, get whoever passes you to sign his name against it in the space provided at the end of this book.

Having passed your Tenderfoot you are ready to make the "Scout Promise". Don't do this in any spirit of levity or with the idea that it is merely a matter of form and that when once made to be rapidly forgotten. You are not asked to take an oath or to sign a declaration of any kind. Our Chief simply puts you "on your honour as a Scout" to do your very best to obey the three points of the Scout's Promise.

INVESTITURE OF SCOUTS.

Cermonial for a Tenderfoot to be invested as a Scout.

The troop is formed in a horseshoe formation, with Scoutmaster and Assistant Scoutmaster in the gap.

The Tenderfoot with his Patrol Leader stands just inside the circle, opposite to the Scoutmaster. The Assistant Scoutmaster holds the staff and hat of the Tenderfoot. When ordered to come forward by the Scoutmaster, the Patrol Leader brings the Tenderfoot to the centre. The Scoutmaster then asks: "Do you know what your honour is?"

The Tenderfoot replies: "Yes. It means that I can be trusted to be truthful and honest." (Or words to that effect.)

"Do you know the Scout Law?" – "Yes."

"Can I trust you, on your honour,

1. To do your duty to God, and the King?
2. To help other people at all times?
3. To obey the Scout Law?"

Tenderfoot then makes the Scout sign, and so do the whole troop whilst he says:

"On my honour, I promise that I will do my best –

1. To do my duty to God, and the King.
2. To help other people at all times.
3. To obey the Scout Law."

Scoutmaster: "I trust you, on your honour to keep this promise. You are now one of the great brotherhood of Scouts."

The Assistant Scoutmaster then puts on his hat and gives him his staff.

The Scoutmaster shakes hands with him with the left hand.

The new Scout faces about and salutes the troop.

The troop salute.

The Scoutmaster gives the word, "To your patrol, quick march."

The troop shoulder staves, and the new Scout and his Patrol Leader march back to their patrol.

When taking this promise the Scout will stand holding his hand raised level with his shoulder, palm to the front, thumb resting on the nail of the little finger and the other three fingers upright, pointing upwards. Scouts carrying staves use left hand.

This is called "THE SCOUT SIGN," and is given at the making of the Promise or re-affirming.

When the hand is raised to the forehead, it is the "Salute."

You can now proceed with your Second-Class Tests, taking them in the most suitable order, and getting them signed up in the spaces at the end of the book as passed.

The following are the required tests, and the uniform rules as laid down by Imperial Headquarters.

Tenderfoot. – To become a Scout a boy must have attained the age of 11, but not have reached his 18th birthday unless about to become a Rover.

He must satisfy his Scoutmaster that he knows the Scout Law and Promise, Signs and Salutes; the composition of the Union Jack and the right way to fly it; uses of the Scout staff and the following knots: – Reef, sheet bend, clove-hitch, bowline, round turn and two half hitches, sheepshank, and understand their respective uses: and how to whip the end of a rope.

He will then make the promise.

He is then a Tenderfoot and entitled to wear the Scout badge and uniform.

Uniform.

The Scout Badge. – Which is granted by the local Association on the recommendation of the Scoutmaster, must be worn (in cloth form), by all grades of Scouts in uniform, on the centre of the left-hand pocket of the shirt, and should be worn (in metal form) in buttonhole of coat in mufti.

The possession of this badge is important, as it indicates the wearer as a Scout. To enable the Local Association to remove it on the resignation or suspension of the Scout, they should retain ownership themselves.

A Scout wears uniform as follows, with the appropriate badges of rank described in the Rules.

Hat. – Khaki colour (four dents), flat brim, leather band round crown, strap or lace. (The lace or strap should be worn at the back of the head, and the former tied in front on the brim of the hat.)

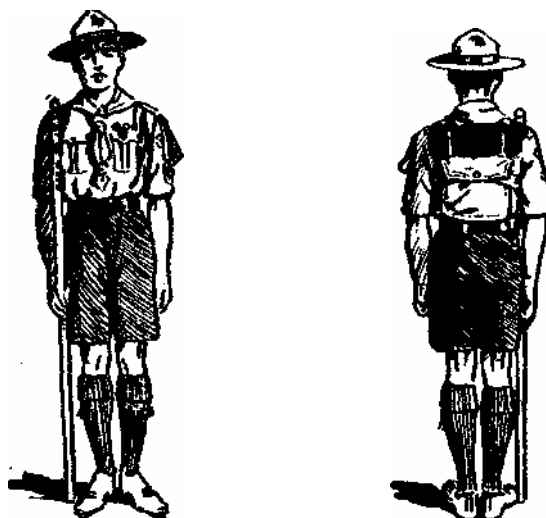
Scarf. – Of the Group colour, worn loosely knotted at the throat or a Group ring (other than Gilwell pattern) of one pattern may be used instead of the knot.

Shirt. – Blue, khaki, green or grey, with two patch pockets (buttoned), and shoulder straps optional; or a jersey or sweater of the same colours. Bright metal buttons must not be worn.

Shorts. – Blue, khaki or grey. Kilts, with plain leather sporrans, may be worn by any troop in Scotland; also, in other countries, by Groups of which every member is of Scottish descent, *i.e.* has at least one grandparent of pure Scottish blood and provided they all wear the kilt. Groups in Ireland or of Irish descent may wear kilt under similar conditions,

Belt. – Brown leather or web.

Stockings. – Any plain colour; worn turned down below knee with green tabbed garter showing on outside.



Boots or Shoes. – Brown or black.

Shoulder Knot. – Llama braid six inches long, ½ inch wide, of Patrol colours, on left shoulder.

Shoulder Badge. – Indicating the Group; worn on right shoulder, or on both, according to the custom of the Group.

County or other Emblem. – If, and as authorised (see Rules 342-345).

Staff. – Every Scout, including Sea Scouts, should be equipped with a natural woodstaff, marked in feet and inches, to be carried on all appropriate occasions.

The above is the correct Scout uniform, and with the exception of authorised badges and decorations and the articles mentioned below, nothing must be added to it. Correct Scout uniform only must be worn in public. Unauthorised badges, fancy decorations and personal adornments must not be displayed. Scouts in camp may, at the discretion of the Scoutmaster, wear any clothing they desire, but whenever they appear in public outside the camp limits they must be properly dressed.

Optional Articles.

The following may also be worn: –

Haversack or Rucksac. – On appropriate occasions; worn on the back and not at the side.

Lanyard. – To carry whistle or knife.

Knife. – Carried on the belt.

Hand Axe. – May be carried on the belt but only on appropriate occasions.

Length of Cord. – Carried on belt.

Overcoat, Mackintosh or Jacket. – Bright colours or loud patterns not allowed. When not worn, this should be carried in the most convenient way, and so far as possible in a uniform manner.

Sea Scout Uniform.

As for Scout, but: –

Cap. – Bluejacket's cap (with white cover for summer) with ribbon inscribed "Sea Scouts."

Shirt or Jersey. – Blue. Jerseys having the words "Sea Scouts" in white letters across the chest. Shirts, an anchor badge on the right breast.

Shorts. – Blue.

Stockings. – Blue, long enough to turn up over the knees, if necessary, in bad weather.

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Whilst fishing or boating in bad or cold weather, there is no objection to Sea Scouts wearing trousers, but on shore and on ordinary occasions shorts are to be worn, and no Sea Scout should ever be seen in trousers except in the special circumstances mentioned. The wearing of such articles of clothing as a Bluejacket's jumper is not permitted. Waterproofs or oilskins and sou' westers may be worn at the discretion of the Scoutmaster.

TENDERFOOT TESTS.

It should be noted that a Tenderfoot may not wear the Scout badge until he has passed the Tenderfoot tests and made the Scout Promise. The tests are as follows: –

Test No. 1.

Know the Scout Law and Promise, and understand their meanings.

The Scout Law.

(1) A SCOUT'S HONOUR IS TO BE TRUSTED.

If a Scout says "On my honour it is so," that means it is so, just as if he had made a most solemn oath.

Similarly, if a Scouter says to a Scout, "I trust you on your honour to do this," the Scout is bound to carry out the order, to the very best of his ability and to let nothing interfere with his doing so.

If a Scout were to break his honour by telling a lie, or by not carrying out an order exactly when trusted on his honour to do so, he may be directed to hand over his Scout badge and never wear it again. He may also be directed to cease to be a Scout.

(2) A SCOUT IS LOYAL to the King, his country, his Scouters, his parents, his employers, and to those under him. He must stick to them through thick and thin against anyone who is their enemy or who even talks badly of them.

(3) A SCOUT'S DUTY IS TO BE USEFUL AND TO HELP OTHERS. And he is to do his duty before anything else, even though he gives up his own pleasure, or comfort, or safety to do it. When in difficulty to know which of two things to do, he must ask himself, "Which is my duty?" – that is, "Which is best for other people?" – and do that one. He must be prepared at any time to save life, or to help injured persons. And he *must try his best to do at least one good turn* to somebody every day.

(4) A SCOUT IS A FRIEND TO ALL AND A BROTHER TO EVERY OTHER SCOUT, NO MATTER TO WHAT COUNTRY, CLASS OR CREED THE OTHER MAY BELONG.

Thus, if a Scout meets another Scout, even although a stranger to him, he must speak to him, and help him in any way that he can, either to carry out the duty he is then doing, or by giving him food, or, as far as possible, anything that he may be in want of. A Scout must never be a SNOB. A snob is one who looks down upon another because he is poorer, or who is poor and resents another because he is rich. A Scout accepts the other man as he finds him, and makes the best of him.

"Kim," the Boy Scout, was called by the Indians "Little friend of all the world," and that is the name that every Scout should earn for himself.

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(5) A SCOUT IS COURTEOUS: That is, he is polite to all – but especially to women and children, and old people and invalids, cripples, etc. And he must not take any reward for being helpful or courteous.

(6) A SCOUT IS A FRIEND TO ANIMALS. He should save them as far as possible from pain, and should not kill any animal unnecessarily – for it is one of God's creatures. Killing an animal for food, or an animal which is harmful, is allowable.

(7) A SCOUT OBEYS ORDERS of his parents, patrol leader, or Scoutmaster without question.

Even if he gets an order he does not like he must do as soldiers and sailors do, he must carry it out all the same *because it is his duty*; and after he has done it he can come and state any reasons against it; but he must carry out the order at once. That is discipline.

(8) A SCOUT SMILES AND WHISTLES under all difficulties. When he gets an order he should obey it cheerily and readily, not in a slow, hang-dog sort of way.

Scouts never grouse at hardships, nor whine at each other, nor grumble when put out, but go on whistling and smiling.

When you just miss a tram, or someone trends on your favourite corn – not that a Scout ought to have such things as corns – or under any annoying circumstances, you should force yourself to smile at once, and then whistle a tune, and you will be all right.

The punishment for swearing or using bad language is for each offence a mug of cold water to be poured down the offender's sleeve by the other Scouts. It was the punishment invented by the old British Scout, Captain John Smith, three hundred years ago.

(9) A SCOUT IS THRIFTY, that is, he saves every penny he can and puts it into the bank, so that he may have money to keep himself when out of work, and thus not make himself a burden to others; or that he may have money to give away to others when they need it.

(10) A SCOUT IS CLEAN, IN THOUGHT, WORD, AND DEED, that is, he looks down upon a silly youth who talks dirt, and he does not let himself give way to temptation, either to talk it, or to think, or to do anything dirty.

A Scout is pure and clean-minded and manly.

The Scout Law.

It is perhaps rather difficult to remember the different heads of the law. The following is easily learned and is a good way of memorising the headings: –

Trusty, loyal and helpful,
Brotherly, courteous, kind,
Obedient, smiling and thrifty,
Pure as the rustling wind.

The Scout's Promise.

The Scout's Promise is as follows: –

“On my honour, I promise that I will do my best

- 1) To do my duty to God, and the King.
- 2) To help other people at all times.
- 3) To obey the Scout Law.”

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Test No. 2.

The Salutes and their Importance.

The three fingers held up (like the three points of the Scout's badge) remind him of his three promises in the Scout's promise.

(1) Duty to God and the King. (2) Help others. (3) Obey the Scout Law.

All wearers of the Scout badge salute each other once a day.

The first to salute should be the first to see the other Scout irrespective of rank. Scouts will always salute as a token of respect, at the hoisting of the Union Jack; at the playing of the National Anthem; to the uncased National Colours, to Scout flags other than Patrol flags when carried ceremonially and to all funerals.

On these occasions, if the Scouts are acting under orders, they obey the orders of the Scouter in charge as regards saluting or standing to the alert. If a Scout is not acting under orders he should salute independently.

The hand salute is only used when a Scout is not carrying his staff, and is always made with the right hand.

Saluting when carrying a staff is done by bringing the left arm smartly across the body in a horizontal position, the fingers showing the Scout sign just touching the staff.

When in uniform a Scout salutes whether he is wearing a hat or not, with one exception, namely, in church when all Scouts must stand at the alert instead of saluting.



Fig. 1



Fig. 2



Fig. 3



Fig. 4

Test No. 3.

The Signs.

The Scout sign is given by raising the right hand level with the shoulder, palm to the front and fingers as in Fig. 2, but the Scouts carrying staves use left hand. This is used by all ranks only during the making or re-affirming of the Scout Promise even if in church or on any parade.

Scout signs can be made on the ground or wall, etc., close to the right-hand side of the road, but should never be used where they will damage or disfigure the place.

At night sticks with a wisp of grass round them, or stones, should be laid in similar forms, so that they can be felt.



Road to be followed.



Letter hidden three paces from here in the direction of the arrow, the number of paces to be marked in the square.



This path not to be followed.



"I have gone home."

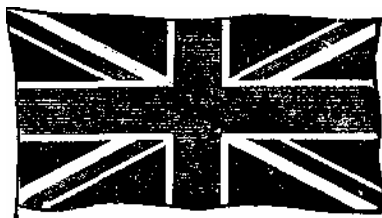


(Signed) Scout No. 3 of the Wolf Patrol 1st Glasgow Troop.

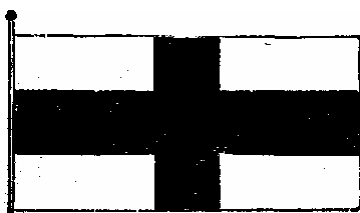
Practise these and others which can be made with stones, leaves or knotted tufts of grass. (See *Scouting for Boys*, p 47.)

Test No. 4.

Know the composition and history of, and how to fly the Union Jack.



The Union Jack is the national flag of the United Kingdom and the British Empire, and is made up of the old national flags of the former three kingdoms. In 1606 King James I. combined the flags of England, which was a white flag with the red cross of St. George, and of Scotland which was a blue flag, with the white diagonal cross of St. Andrew. Thus the English and Scottish flags were blended to form the first British Union Flag.

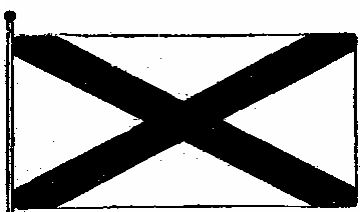


In 1801 a red diagonal cross with a white border, representing the white flag with the red saltire of St. Patrick of Ireland, was added to the flag, making the Union Jack of Great Britain and Ireland as we know it to-day.



Scouts must understand the right and the wrong way of flying the Union Jack; flown upside down it is a signal of distress.

It will be noticed that the red diagonal arms of the flag have white bands on each side, one side having a broad white band and the other side a narrow one. The broad white band should be to the top of the flag on the side nearest the pole.



In heraldry a diagonal cross is called a saltire cross. The background of the flag is known as the "field." White is silver, blue is azure. The correct description of the St. Andrew's flag therefore is "A silver saltire on an azure field." St. Patrick's flag – "A red saltire on a silver field."

Test No. 5.

Certain Uses of the Scout Staff. (Chart No. 24.)

The Scout staff is a necessary part of the Scout's equipment and the uses to which it can be put are many. The following are some of the different ways in which the staff can be used, and are illustrated in Chart No. 24, together with many others;

1. Beating out bush and heath fires.
2. Improvising a stretcher.
3. Scaling walls.
4. Keeping back a crowd.
5. Making patrol tents and tepees.
6. Making a tripod (three staves) to hang a pot over a fire.
7. Measuring heights and distances.

Chart No. 24. – Can be obtained from the Scout Shop, price 3d.

Test No. 6.

Tie the following knots: – Reef knot, sheet bend, clove hitch, bowline, round turn and two half hitches, sheepshank – and understand their respective uses.

The knots should always be made with rope, not with string. String is apt to slip round and alter the shape of the knot, but the knots, if properly tied with rope, will never slip. The Tenderfoot should also be shown the practical use of the knots.

For instance, it is not sufficient merely to be able to tie the "bowline." The Tenderfoot should be shown how to tie the loop round himself and round another Scout.

Before describing the knots and their uses, a short description of the composition of a rope may be found useful.

A rope is made out of a fibre called hemp. This is grown in several countries, but a rather peculiar fact is that each country's hemp is of a quite distinct character, and in most cases a totally different fibre.

Hemp is produced in Russia, Italy, India, Mexico, and New Zealand, but by far the largest hemp-producing country is the Philippine Islands. This hemp is called Manila hemp, after the name of the principal town in the Islands. It is exceedingly strong, and stands sea-water without becoming weak or spongy.

When sailors talk of Manila rope they mean rope made from Manila hemp. Yacht Manila rope is a term they use for a rope made from very good Manila hemp, which is a very pretty white hemp, and also very strong, and is used on all yachts where a pretty white rope is wanted, which, at the same time, is strong and can stand sea-water.

When a sailor talks of a hemp rope he means one made from Russian hemp; this is used for small ropes, such as the running rigging and the boltrope that goes round the outside of a sail.

At a ropework the hemp fibre is first of all spun into what is called "yarn." The yarns are then spun together to make a "strand."

A HAWSER-LAID ROPE is a rope made of three strands, laid what is called right-hand – that is to say, the strands run from left to right. This is the commonest kind of rope, and any Scout can see its composition by first unlaying the strands and then the yarns.

It is important to notice the "lay" of a rope when tying knots; don't tie a knot against the lay of the rope.

Three hawser-laid ropes laid up together left-handed form what is called a cable-laid rope.

So much for the ropes themselves; we will now consider how to tie the knots and their uses.

A "bend" simply means a knot.

"Bending" ropes means joining a rope to another rope or to a pole by a bend or hitch.

A “bight” is a loop.

A REEF KNOT, sometimes called the sailor’s square knot, is used for joining the ends of a rope together under strain. Used in tying a bandage and in tying up a parcel.

A SINGLE SHEET BEND is used for joining two ropes of same or different sizes together.

For wet ropes, or in order to give greater security, a DOUBLE SHEET BEND is used.

A CLOVE HITCH is used for securing a rope to a spar or pole. This hitch is generally used for commencing and for finishing a lashing.

A BOWLINE is a loop that will not slip.

A SHEEPSHANK. – For shortening a rope.

A ROUND TURN AND TWO HALF HITCHES. – For securing a rope under strain to a spar.

A REEF KNOT. – The simplest of all knots, and is always used when a common tie is required. Its formation may be easily traced in Figs. 1, 2, 3. Having constructed the knot as far as Fig. 1, be sure part *a* is kept in front of part *b* as here shown, and the end *c* led in according to the direction of the dotted line.



Fig. 1.

Fig. 2.

Fig. 3.

A COMMON BEND OR SHEET BEND. – In making a bend the ends of the two ropes are not used simultaneously as in forming a reef knot, but an eye or loop is first formed in the end of one of the ropes, and the other rope’s end is then rove through it in various ways according to the bend desired. Fig. 4, single-sheet bend.

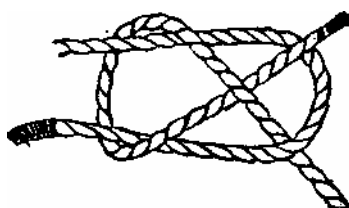


Fig. 4.

A CLOVE HITCH is really a jamming form of two half-hitches. Its formation is shown in three successive stages (Figs. 5, 6, 7).

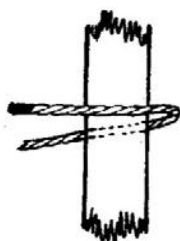


Fig. 5.

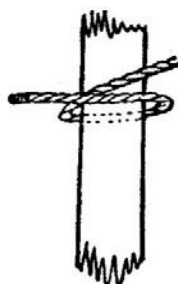


Fig. 6.

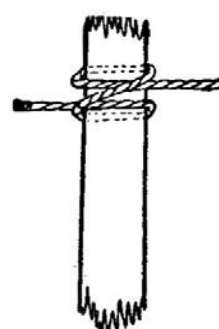


Fig. 7.

A BOWLINE. — First taking part *z* in the right hand with *y* in the left, throw a loop over *c*, the end, as in Fig. 8. Secondly,

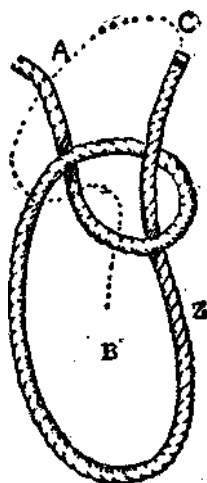


Fig. 8.

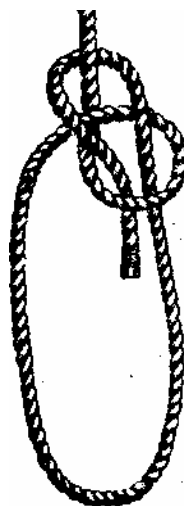


Fig. 9.

lead *c* round behind part *a*, and pass it down through the last made loop, as indicated by the dotted line, and haul taut as in Fig. 9.

A SHEEPSHANK. — It is usually inadvisable to cut a rope to shorten it; this bend is for shortening a rope without cutting it, and for strengthening a weak part of a rope. Gather up the amount desired in the form of Fig. 10. Then with parts *a* and *b* form a half hitch round the two parts of the bight as in Fig. 11.

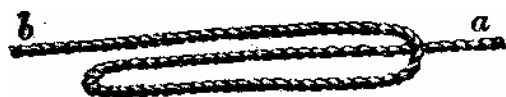


Fig. 10.

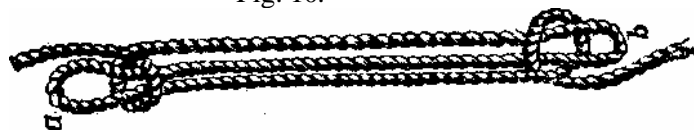


Fig. 11.

To render it still more dependable, the bight *a* and *b* may be seized or toggled to the standing parts as in Fig. 12.

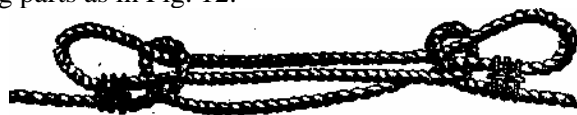


Fig. 12.

A ROUND TURN AND TWO HALF HITCHES. — The round turn is a complete turn of the rope round an article such as a spar (Fig. 13).

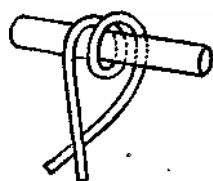


Fig. 13.

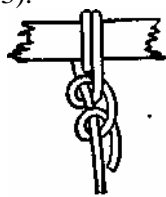


Fig. 14.

It will be seen that as the ends are brought together it really amounts to two turns. The half hitches are made as in Fig. 14. It is important to note that the two half hitches should be made exactly similar; that is, if the running end passes first over and then under the standing part in the first half hitch, it should do the same in the second. In fact, they form a clove hitch.

Test No. 7.

WHIP THE END OF A ROPE.

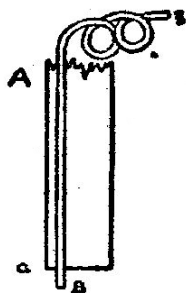


Fig. 15.

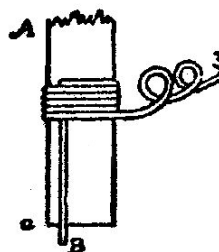


Fig. 16.

All ropes before being used should have the ends finished off in some way, to prevent them from coming unstranded. Whipping is a neat method, and is carried out as follows:

Take a piece of twine, and lay it along the rope to be whipped, the ends of twine and rope together (Fig. 15) Then, at a point 2 inches or so from the end of the rope, begin winding the twine round the rope and itself, keeping the turns together and pulling up tight (Fig. 16).

After about six turns, lay the twine in a loop about 4 to 6 inches in length along the rope, being very careful to hold the turns tight with finger and thumb (Fig. 17). Then go on with your turns, now over both returns of the twine (Fig. 18). After about six more turns, pull the remains of the loop through, and cut off both ends short.



Fig. 17.

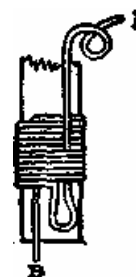


Fig. 18.

SAILMAKER'S WHIPPING. — An easy, and at the same time, very secure whipping is described below; this method is very strongly recommended for general use.

Unlay the end of the rope two or three inches and separate the strands. Take your length of whipping material, and place a loop of this over one strand, bringing the ends out between the other two strands. Relay the rope and wind the long end of the whipping round and round the rope in the usual way until a sufficient number of turns have been taken. The secret of successful whipping is to pull each turn just as hard as the yarn will stand, and lay all turns as closely together as possible. Keeping the strain on the yarn, slip the loop back over the end of the strand it surrounds, and pull it as tight as possible by pulling on the short unused end. Finally bring the end up so that it “serves” the third strand, and tie both ends

firmly together between the ends of the strands with a reef knot. The ends of the whipping should then be cut off close to the knot, and the loose strands cut neatly off about a quarter of an inch from the end of the whipping. This whipping if properly done should withstand all ordinary wear and tear.

If the yarn is waxed with soap, candle fat or beeswax, it works better and makes a much better job of the whipping.



SECOND-CLASS TESTS.

Before being awarded the Second-Class badge, the Scout must pass the following tests:—

Test No. 1.

First Aid.

18. (a) Know the general rules of health as given in *Scouting for Boys*, Camp Fire Yarn

(b) Be able to deal with the following:

Cuts and scratches.

Sprains.

Burns and scalds.

Bleeding from nose.

Stings and bites.

Sunburning, avoidance and treatment.

(c) Know how to clean a wound and apply a clean dressing.

(d) Have a knowledge of the triangular bandage as a large and small sling and as applied to knee, head and foot, and understand the importance of summoning adult help and treating for shock (not electric).

Rules of Health as given in "Scouting for Boys" (see Camp Fire Yarn 18, in *Scouting for Boys*). – Always sleep with windows open, summer and winter, and you will never catch cold.

Don't sleep in a soft bed or with too many blankets.

Do exercises given in Camp Fire Yarn 17 every morning, in order to work up the internal organs and circulation of the blood.

A cold bath or a rub down daily with a rough towel.

Breathe through the nose, not through the mouth. Deep breathing exercises develop the lungs and put fresh air (oxygen) into the blood.

Avoid alcohol in all forms.

Smoking is bad for boys. It weakens the eyesight, spoils the sense of smell, makes a boy shaky and nervous.

Plenty of games and running about in the fresh air.

Keep clean, not only your body but your clothing.

Drink plenty of water between meals, and first thing in the morning and last thing at night, but be sure it is clean and pure.

Remember and obey the tenth Scout Law.

Smile all the time and laugh as much as you can.

Everyone should know sufficient “first aid” to enable them to deal with every-day small accidents that happen at home, in school and at camp.

The Second-Class Test is designed so that even the youngest Scout is able to attend to his own and other people’s (less learned than himself) small accidents.

We must first, however, get into our brains that First Aid, not only Second-Class, but First Class and Ambulance Badge, is only an emergency action. It is not to cure except in very simple scratches, and so on. It is to prevent the damage becoming worse until it can be treated by the skilled man, who is a doctor.

In all serious accidents a doctor must be called in at once, or the patient taken to the nearest hospital.

Years of steady practice are necessary before one has the knowledge required to deal with serious cases. All we can do as “First Aiders” is to make the patient as comfortable as possible and prevent further infection of a wound or other complications taking place till the doctor can take the case in hand.

Cuts and Scratches. – These are every-day occurrences and often do not receive the immediate treatment they require. Our skin is a marvellous protection, as long as it is unbroken no poisons can enter into the blood, but the tiniest scratch opens the way for those horrid little things called germs entering into the blood, and causing all sorts of nasty things such as suppurating fingers, knees, and so on. How often, too, we hear people say, “it was only a tiny little scratch and now it is all swollen up and full of matter.” If the scratch had been treated at once this would not have happened.

Remember first that those horrid little germs are everywhere, on our hands, in carpets, tables, etc., and even floating in the air, so the first thing we have to do before treating bleeding of any kind is to give our own hands a jolly good wash in soap and water.

Small Scratches. – Attend to at once. Wash the wound well and also the skin round the wound, and then paint over with iodine. This should be quite sufficient. If this is not done the wound might become septic, that is poisoned, the poison may have been in whatever caused the scratch or even lying on the skin when it was scratched. If treated immediately, risk of any further trouble is small but the longer it is left the risk increases.

A Series of Scratches. – By this is meant a lot of scratches all together. The same thing as for a single scratch could be done, but if there is much exposed flesh the iodine is inclined to make the patient jump around and yell for several minutes: in other words, it nips a bit.

In this case use a wet dressing. First, however, wash the wound well as before.

A Wet Dressing is made as follows: –

Cut a piece of boracic lint rather larger than the wound, dip it in hot water, and apply to the wound. Then cut a piece of oiled silk about half an inch all round larger than the lint, place that over the lint. For comfort on the top of this place a wad of cotton-wool, and then keep everything in place with a bandage. Never put a bandage directly over a wound: a bandage is only used to keep a dressing in place.

Cuts. – Are treated with a wet dressing. Deep and large rugged cuts, and cuts made by a very dirty knife or other instrument, should be shown as soon as possible to a doctor as small particles of dirt, etc., get hidden and embedded and only a doctor can find out and treat cases of this kind.

It is an excellent thing to wash all round a wound with methylated spirits before putting on the dressing, but this is not always available.

Wet dressings should be changed night and morning and the wound washed all round.

Bruises. – As the skin is not broken, bruises are not serious, although sometimes horribly painful. It often relieves them to keep them warm by bandaging a thick pad of cotton-wool over them.

Burns and Scalds. – The difference between burns and scalds is: –

Burns are caused by *dry* heat, such as a child falling against the bars of a fire, when

the hands will be burned and the clothes set ablaze.

Scalds are caused by *moist* heat, as in a burn by steam, or a pot of boiling water upsetting over the legs.

There are three stages of burns, which differ according to the extent of injury: –

- 1) There is the simple burn, where the skin is only reddened.
- 2) The burn which causes blisters to form.
- 3) The most dangerous burn, the tissues of the body being charred and destroyed.

In the case of burns and scalds, other than simple ones, there is always a shock to the system, followed by congestion of the internal organs. If shock is severe give it immediate attention, even before attending to the local injury.

The signs of shock or collapse are: –

- 1) Body cold and clammy and patient shivery.
- 2) Patient becomes weak and voiceless.

Heat must be applied to the body by covering the patient up warmly with hot blankets and putting hot-water bottle (wrapped in a cloth) to feet. Give warm stimulating drinks. When patient recovers sufficiently treat the local injury as follows: –

Remove the burnt clothing with the utmost care, and see that no blisters are broken. Any part of clothing sticking to the flesh should be soaked with tepid water and taken off carefully.

As quickly as possible put the injured part in water at the temperature of the body, while you prepare a solution made from a dessertspoonful of baking soda in a pint of warm water. Bathe the injury in this solution and then apply strips of lint, linen or gauze soaked in the same solution and keep moist until medical aid is obtained.

Treatment of scalds is the same as above, only prick the blister and let out the water in the first place.

Young people cannot stand the shock of burns and scalds so well as older people, so for that reason Scouts should keep clear of all fire dangers.

Sprains. – A sprain is caused by a sudden jerk, straining or tearing the ligaments at a joint.

The signs are great pain, swelling, and later the part becomes purpley-blue.

The treatment is to put the part at rest and apply cloths dipped in cold water. Do not tie these tightly as, if the swelling continues, it would cause great pain.

In case of sprained ankle, cut the boot or shoe lace and remove the boot or shoe. If trying to remove it causes very great pain it should not be persisted with, but the foot with the boot still on can be put right into a pail of water.

Sometimes the pain is so great that the patient cannot bear cold fomentations, in which case the part should be bathed with water as hot as can be borne.

To Stop Bleeding. – Clean swabs of lint or cotton-wool soaked in hot water and pressed on the wound are usually effective for most small wounds.

Bleeding from Nose. – Breathe through mouth. Seat patient on chair with head slightly thrown back, arms raised above and behind the head. Apply cold (wet towel, ice or keys) to back of neck, feet in hot water. Press with finger firmly above upper lip. If ordinary methods fail, plug nostrils gently with strips of lint or cotton-wool.

Stings and Bites. – Try to extract the sting, by squeezing it out, or pulling it out with tweezers. Treat a wasp sting with vinegar or the juice of a raw onion, and a bee sting with ammonia or soda.

The Triangular Bandage and its Application.

Triangular bandages are the only ones used in first aid, and they can be used either full-sized, broad or narrow fold, as may be seen in Fig. 1.

In place of a proper bandage, the Scout neckerchief folded diagonally will serve the purpose. If the neckerchief is used however, great care must be exercised to see that it does not come in contact with the wound, because the dye from it might cause blood poisoning.

The Triangular Bandage may be Applied:

- 1) Unfolded (called a "whole cloth" bandage).
- 2) Folded twice (called a "broad" bandage).
- 3) Folded thrice (called a "narrow" bandage).

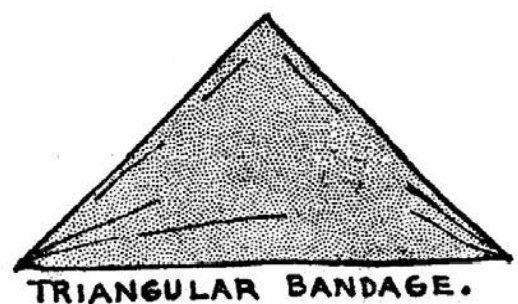


Fig. 1.—The Triangular Bandage.

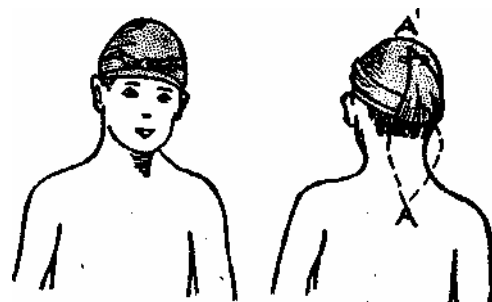
To Fasten the Bandage. — Either pin with a safety pin or tie with a reef knot.

The following slings are applied with the triangular bandage.

The Narrow Arm Sling. — First fold the bandage narrow and place one end over the shoulder on the uninjured side allowing the other end to hang down in front. Bend the forearm to the required height and draw up the hanging end in front of it, over the shoulder on the injured side and tie the two ends behind the neck.

The Broad Arm Sling. — This sling is made exactly as for the narrow arm sling except that the bandage is folded broad, *i.e.*, once in itself.

The Large Arm Sling. — Spread out a bandage, put one end over the sound shoulder, letting the other hang down in front of the chest. Carry the point behind the elbow of the injured arm, and bend the arm forward over the middle of the bandage. Carry the second end over the shoulder of the injured side, and tie it to the other end with a reef knot. Bring the point forward and pin it to the front of the bandage.



Front View.

Back View.

Figs. 2 and 3. – Wound of the Scalp.

For a Wound of the Scalp. – Fold the lower border of the bandage lengthwise to form a 1½-inch hem, and place the middle of the hem over the centre of the forehead just over the root of the nose, the point hanging over the back of the head to the neck. Carry the two ends backwards above the ears (which are not covered), cross the ends at the nape of the neck over the bandage point and below the prominence on the back of the head. Carry the ends forward and tie in front of the forehead (fig. 2). Pull the point down, turn it over on top of the head and pin at A' (fig. 3).

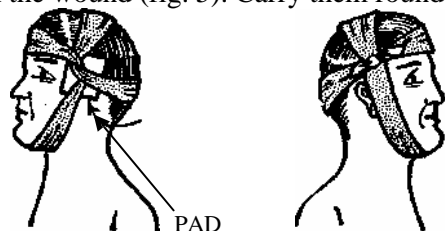
For Wound of Forehead or Back of Head. – Fold bandage narrow and place centre of it over pad on wound. Carry the ends horizontally round head, cross them, and knot over dressing.

For Wound of the Temple. – Place the centre of bandage folded narrow on the opposite temple to the one injured and



Fig. 4. – Forehead Bandage.

carry the ends respectively over the top of the head, and below the chin and cross them over the pad on the wound (fig. 5). Carry them round the head and tie on sound temple as shown in fig. 6.



Figs. 5 and 6. – Temple Bandage.

For Wounds of Chin, Ears or side of Face. – Place centre of bandage, folded narrow, under chin, carry ends upwards and tie on top of head.

For Wound of Neck. – Place centre of bandage, folded broad or narrow (according to extent of wound), on the pad; carry ends round neck, cross them, bring back and tie over pad.



Fig. 7. – Knee Bandage.

For Wound of Knee. – Apply broad bandage as shown and tie knot below kneecap (fig. 7).

The leg should be kept straight.

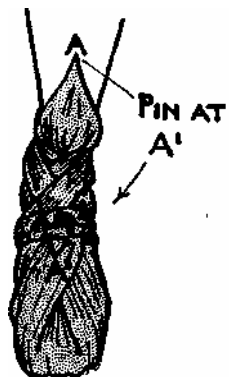


Fig. 8. – Foot Bandage.

For Wound of Foot. – Lay out bandage unfolded and place injured foot in centre of it with toes towards point. Draw point up over foot, and take one of the ends in either hand close to foot. Bring them forward round ankle to front and over the point. Cross them above and carry ends back round ankle. Cross ends behind, catching lower border of bandage and bringing ends forward again, tying in front of ankle. Draw point well over knot and pin at A' (fig. 8).

Test No. 2.

Know the Semaphore or Morse sign for every letter in the alphabet, and for the numerals, and be able to send and read a simple message. He must also understand the use of the calling-up sign and its answer, the general answer, the end of message sign and its answer, and the erase signal.

Semaphore.

At the start every Scout should realise that after a little practice anyone can easily read the Semaphore *provided it is accurately sent*; that is to say, provided that the signaller attends strictly to the following points: –

(i) He must stand exactly facing the person or station he is sending to, firmly on both feet, the feet to be 8 to 10 inches apart.

(ii) The flags must be held at the full extent of the arms, and the arm and flag should form one straight line.

(iii) Don't throw the arms to the rear.

(iv) Be very careful to place the arms in *the exact* positions for the letters. This is the most important point. Bad or careless sending is impossible to read, and the commonest error is not paying strict attention to this point.

(v) Letters *A*, *B*, and *C* must only be made with the right hand, and letters *E*, *F*, *G* must

only be made with the left hand. *Never* bring the arms across the body to form these letters.

(vi) Both flags must be of the same colour, and the sender must see that he is standing behind a background of uniform colour, the question of backgrounds will be referred to later on.

(vii) In sending letters where the flags are close together, such as with *O* and *W*, the flags must be kept separate and not allowed to cover one another.

(viii) When forming letters when both flags are on the same side of the body, such as the letters *O*, *X*, *W*, etc., the signaller should turn well round on the hips, but keeping his head and eyes straight to the front. The flags should also be on the same plane, that is to say, the one exactly above the other.

(ix) When double letters occur, the flags should be brought well into the body. *Don't* attempt the peculiar juggling performance which is sometimes done for double letters. In fact, never use any out-of-the-way means of trying to send faster, as they only lead to confusion.

(x) Don't send too fast and never send faster than it is within the powers of the reader to read without confusion. Doing this only means waste of time, through repetitions, etc.

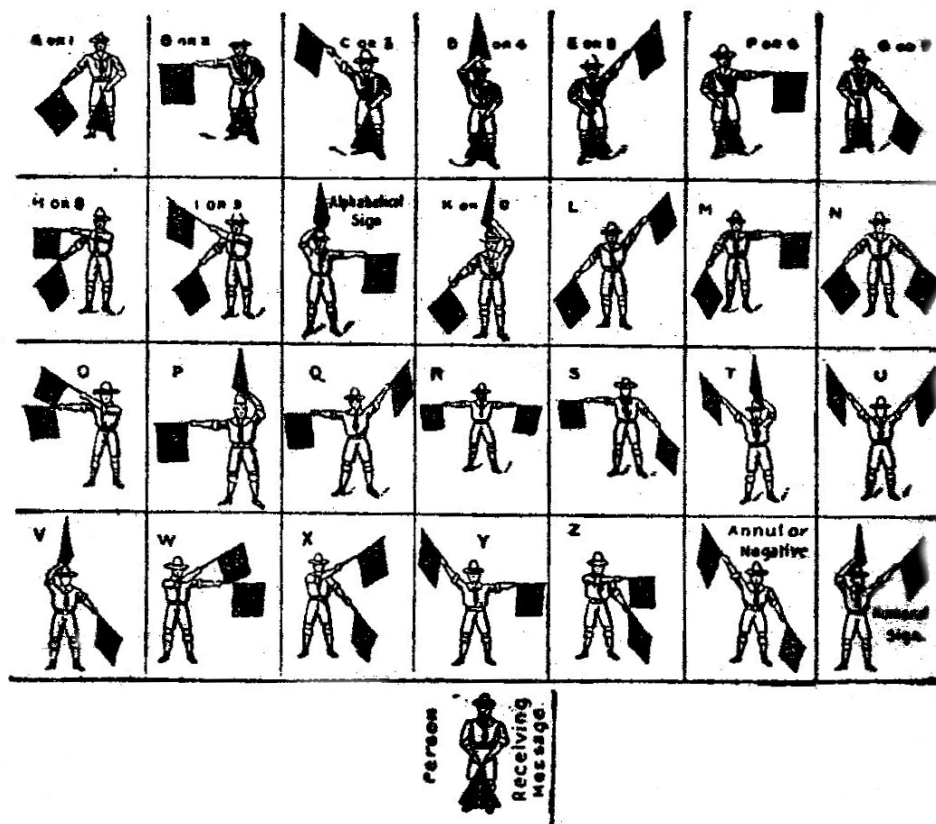


Fig. 1.

(xi) When at the “ready position,” or when making letters that require the use of only one arm, the flags should be kept right in front of the body, the point of the poles pressing against the legs.

How to Learn Semaphore. – The Scout should first be shown the correct angles at which to hold the flags, as shown in fig. 1. The easiest method to learn the alphabet is by circles.

1st Circle – A to G.

A, B, and C, sent with the right hand only.

D with either hand.

E, F, and G, with the left hand only.

2nd Circle – *H to N. Omitting J.*

Learners sometimes experience a little difficulty with this circle by forgetting that *J* is missed out. In this circle the right hand is held at the position for the letter *A*, the left hand only being moved in this circle.

3rd Circle – *O to S.*

The right hand at position for letter *B*, the left hand only being moved.

4th Circle – *T, U, Y, and Erase.*

The right hand at position for letter *C*, the left hand only being moved.

5th Circle – Numeral sign, *J* (or alphabetical sign), and *V.*

The right hand at position for letter *D*, the left hand only being moved.

6th Circle – *W and X.*

The *left* hand at position for letter *E*, the right in this case moving down 45° to show letter *X*.

7th Circle – *Z.*

When the Scout is able to go through the alphabet correctly, he should practise sending a letter and its opposite.

For instance, *H* is opposite to *Z*

<i>P</i>	»	<i>J</i>
<i>O</i>	»	<i>W</i> , and so on.

It cannot be too often repeated that sending is far more important than reading. Reading can easily be learned with a little practice, but a bad style of sending is very easily acquired, and once acquired it is difficult to get into the correct style.

Never send in a slovenly manner. Move the flags smartly from one position to another. Carefully study the diagrams and get into the habit of putting the arms into the *exact* position.

The best way of learning to read is to get a *good* signaller to send to you. If you can't get a *good* signaller, the next best way is to get a packet of "Semaphore Signalling Cards" as published by Messrs. Brown, Son & Ferguson, Ltd., Glasgow. These cards are useful for practising at odd moments when it is not possible to get someone to send.

Don't practise reading by signalling before a mirror. The letters are reversed and will only confuse you when you try to read an actual signaller. The only point of using a mirror is to see that you are placing the arms in the exact positions.

Numbers. – Numbers are sent as follows: – Numeral sign (opposite to letter *T*) sent as one group, then the sign for *A* is 1. *B*=2, *C*=3, *D*=4, *E*=5, *F*=6, *G*=7, *H*=8, *I*=9, *K*=0. After the figures are finished in order to return to letters the alphabetical sign (letter *J*) must always be sent in one group. For instance, to send "56 Scouts" proceed as follows: Numeral sign (group) 56 (group) alphabetical sign (group) Scouts (group).

How to send a Message in Semaphore. – In sending words or groups of letters, the arms are brought down to the "ready" position after each word or group.

The arms are *not* brought back to the ready position after each letter, but moved smartly to position for each letter in the word, making a pause at each letter according to the rate of sending. If the arm is already in position to form, or assist to form, the next letter in the word it will be kept steady. For instance, take the word "milkman." The right arm is at position for letter *A* all through the word, and does not require to be moved; the left hand only in this case forming the different letters.

When sending a message the sender should have someone to read the message to him, and the reader someone to write it for him. The reader should read each letter and *never attempt* to try to guess the word. This only leads to mistakes.

The reader should call out each letter in a loud voice, and when the sender comes down to the ready position the reader says "group," which informs the writer that it is the end of a word or group.

Morse.

In the Morse system letters are formed by what are termed “dots” and “dashes.”

In signalling, these signs are conveyed by several different means, but the difference is quite easily distinguished by the time taken in making them. Whatever the means used, or whatever be the rate of sending, the dash is *always three times the length of a dot*. This is a most important point, and must be strictly attended to.

By this system the letters may be represented by the short and long waves of a flag, the short or long exposures of the light of a lamp, by short or long calls of whistles, etc., or by sound, as with a “tapper,” “buzzer,” or telegraph sounder.

Whatever means of transmission is used, the following points must be strictly adhered to:—

1. A dash is three times the length of a dot.
2. A pause of time equal to the time of a dash must be made at the end of each letter.
3. A letter must be made *continuously* from start to finish, without any interval between the elements composing it.

This must be done so as to prevent a letter being misread as two or more other letters. For instance, the letter *C* is – • – •, and the letter *N* is – •, therefore if a pause was made after the first dot in *C* it would be read as two “N’s”

Flags.

4. *Always*, no matter what the rate of sending is, make an appreciable pause at the *bottom* of the dash. *Never* pause at the top until the end of the letter.
5. Bring the flag back smartly to the “Prepare to Signal” after each word or group, holding the flag into the body with the left hand.
6. The signaller must stand exactly facing, or with his back to, the distant station, according to the direction of the wind; but whatever the latter, he must stand square, so that he can wave the flag at right angles to the line of sight to the distant station.
7. The pole must be kept upright and the point not allowed to droop to the front or rear, so that the flag is waved in a vertical plane, and not swept round to the front, or overhead.
8. The pole must be held at the extremity of the butt.
9. All motions of the flag must be sharp, both whilst signalling and in moving from one position to another.
10. The flag must be kept fully exposed when sending; it must at other times be completely hidden from the view of the distant station.
11. The dots and dashes must be uniform in length; and bear the correct proportion to one another.

With the Flag. – Flags are of two sizes and of two colours. The small flag is quite large enough for Scouts. The size is 2 feet square with a pole 3 feet 6 inches long, $\frac{3}{4}$ inch in diameter at the butt, tapering to $\frac{1}{2}$ inch at the point. The colours are (1) white with a blue horizontal stripe, for use with a dark background, such as a wood; (2) dark blue, for use with a light background, such as a white house.

Folding the Flag. – To fold the flag, hold the pole in the right hand, under the armpit, butt to the rear, seize the left top corner of the flag, folding it diagonally across to the right bottom corner, and taking care that the two ends of the tape are clear, then by a twisting motion roll the folded flag round the pole, and secure the end by passing the end underneath the last turn.



Fig. 2.

When using the flag the motions should be performed entirely by wrist work, the body should not be constrained in any way.

To keep the flag unfurled, wave the flag so that the point of the pole describes an elongated figure-of-eight.

Prepare to Signal. Position as figure 2.

READY. – Letting the flag fly, raise the pole with the right hand, grasping it at the extremity of the butt with the left, which should be level with the chin, and about 8 inches from it. Both elbows free from the body, the eyes to look to the front, the pole to be at the same angle as when at the “Prepare to Signal” (fig. 3, A).

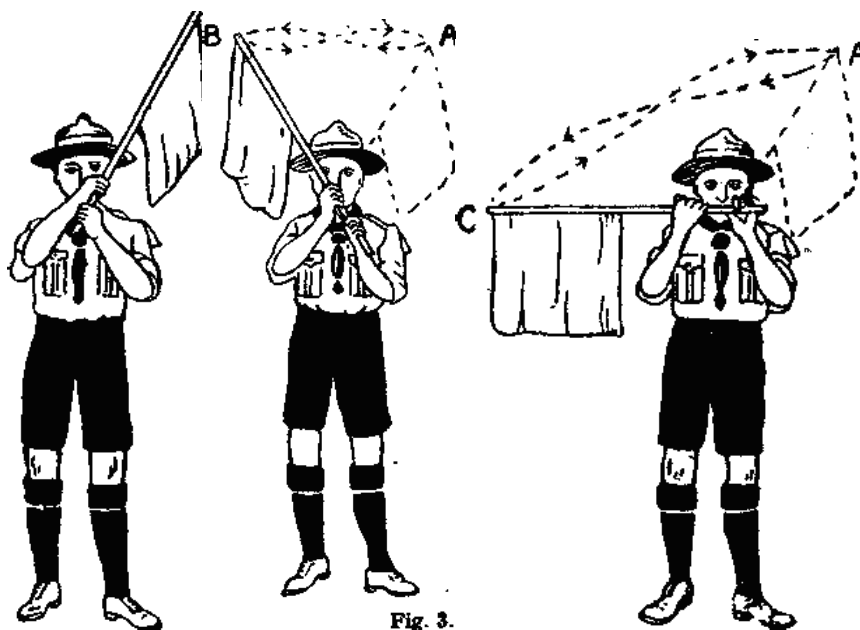


Fig. 3.

EXAMPLES.

Dummy Key (see fig. 4). – The sound made by it is similar to that of a telegraph sounder.

From the first, Scouts should be instructed in reading from and sending on this instrument.

This is the best way to learn Morse. If a Scout can send and read the dummy key easily he will find no difficulty in sending and reading by lamp, heliograph or buzzer.

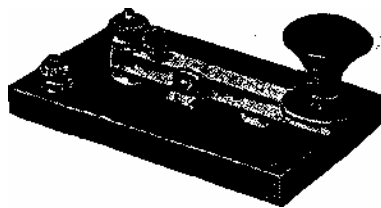


Fig. 4.

This is a similar instrument to that used in the post office for telegraphing. When sending, the knob should be held with the thumb and two first fingers, the key being depressed evenly and to its full extent for dots as well as dashes; the fingers should not leave the knob, but by relaxing the pressure the spring should be allowed to pull the key back to its normal position. At first the learner should be instructed to make the letters by numbers, as when at flag drill. When the letters can be thus, formed correctly, they may be made in quick time, the instructor first making the letter so as to give the learner a correct idea of the time. After this letters may be grouped, and sentences, messages, etc., sent as an exercise. Great pains should be taken to ensure the learner forming the letters correctly and uniformly and observing the correct separating intervals. Sending at fast rates should not be attempted before a good style has been acquired at slower ones. The hand and wrist must work quite freely and without constraint; the signaller should practise sending with both hands, the disengaged one being kept on the baseboard so as to hold the instrument firmly. At first the beat should be as large as possible, but afterwards it must be gradually reduced.

By obtaining a complete mastery in sending on the dummy key, much time will be saved in acquiring proficiency in sending both on the heliograph and lamps.

How to Learn the Morse Alphabet. – The Morse alphabet is so made up that those letters which occur most often in an English sentence are represented by the shortest symbols. Don't attempt to learn the alphabet until a correct method of sending dots and dashes has been acquired. An excellent method of practising is to send a series of dots and dashes continuously until tired, never pausing at the top of the dot or dash (that is, at points A or B in figure 3), but always making an appreciable use at the bottom of the dash (point C in figure).

The simplest way to learn the alphabet is as follows: –

	. E		— T
	.. I		— — M
	... S		— — — O
 H		
<i>Opposites:</i> —A	. —		— . N
B	— — V
D	— — U
F	. . — .		. — . . L
G	— — — W
Q	— . — .		— . — — Y
<i>Sandwiches:</i> —K	— . — .		R . . .
P	. — . . .		X — . . .
<i>Letters with no Opposites</i> —C	—	J	. — . — .
		Z	—
<i>Numerals</i> —1.	. — . — . — .	6.	. —
2.	. . — . — .	7.	. . . — . .
3.	. . . — . — .	8.	. — . — . .
4. — .	9.	. — . — . .
5.	0.	— . — . — .

A good way to learn the alphabet, although on paper it looks very ridiculous, is to call dots “iddy,” and dashes “umpty.” This gives really the sound made by tapper. For instance, C — • — •, it would be called “umpty iddy, umpty iddy,” with a strong emphasis on the “umpty.”

Learn E, I, S, H, and T, M, O, first; they present no difficulty. Then try sending and reading

words formed by those seven letters, such as: – It, is, she, his, set, torn, met, hot, test, shoes, host, etc., until the letters are easily read and sent. Then take the next two letters in the list, A and N, and make words with those, in conjunction with the seven letters already learned; then take two more letters, and so on. Don't try to learn too many letters at first, or you will only muddle yourself. Learn a few letters thoroughly, and don't proceed to the next letters until the first ones are thoroughly mastered. In sending words combine the letters last learned with the letters already known.

General (Morse and Semaphore).

At the end of each word or group the sender comes down to the "ready." If the reader has read correctly he acknowledges the group by sending A in semaphore and T in morse. If the reader has not read the message he makes no sign and the sender repeats the word or group. The method of answering numerals is given on page 22.

*When it is desired to send any message from one station to another the sending station will call up the distant station sending the calling up sign VE, until answered by the distant station. If the distant station is able to receive the message it will reply K, meaning "Go on." The sending station will acknowledge this by the general answer and then proceed with the message. If, however, the distant station is not ready, or for some reason or other is unable at the moment to receive the message, it will send Q, meaning "Wait," which must be acknowledged by the general answer. The sending station will then wait until it receives K from the receiving station. On receiving K it will, as before, acknowledge it by the general answer and then proceed with the message.

Should the one station merely want to get into touch with the distant station before it actually has a message to send, it call up by means of the ordinary signal VE, and on receiving it will acknowledge with the general answer and then send VA, meaning "I have nothing to communicate at the moment." The receiving station will reply with the general answer. When the message is ready the sending station will again call up, and on receiving K will acknowledge with the general answer and proceed with the message.

Should one station see another and not be sure of its identity, it will not send VE at the first, but will proceed to send AA (meaning "Who are you?") until answered. The distant signallers on receiving AA will acknowledge with the general answer, and will then send details of their identity, *e.g.* "----- Troop" or "---- Patrol, --- Troop" concluding with the end of message signal AR answered by R. If it is then desired to send any message to them, VE will be sent in the ordinary way.

If, however, no further communication is desired, GB will be sent as laid down in the following paragraphs.

At the end of every message, whether written on the message form or not, the sending station will send AR. On seeing this the receiving station will immediately, and before making an answer, raise their flag to the position of "Ready," and keep it there whilst looking through the message again. In the case of disc, lamp, or heliograph, the receiving station will keep their light exposed, but if electric a succession of long flashes will be made instead in order to save current. When working with buzzer one long dash is sufficient.

If satisfied that the message has been received correctly, the receiving station will then reply by sending R. As R is itself an answer (to AR), no reply is to be sent to it.

When a station desires to cease communication altogether it will send GB ("Goodbye"), which will be answered by GB. No station should move without first sending this signal.

* Note: – This description of how to send a message is not necessary for Second Class, but it is inserted here to enable Scouts to work on with the subject.

Checking Figures. – When figures are sent by a sending station the receiving station will always check them back by the alphabetical check, *i.e.*

A for 1	E for 5	H for 8
B “ 2	F “ 6	I “ 9
C “ 3	G “ 7	K “ 0
D “ 4		

Test No. 3.

Follow a trail half a mile in twenty-five minutes; *or, if this be impossible*, describe satisfactorily the contents of one shop window out of four, observed for one minute each, or Kim's Game, to remember sixteen out of twenty-four well-assorted small articles after one minute's observation, and an efficient performance of Scout's Pace.

Note. – It is wise that boys should be trained in both following a trail and Kim's Game.

Following a Trail. – This section of the Second Class badge is to test your powers of observation. One of the most important things a Scout has to learn is that he lets nothing escape his attention. He must notice small points and signs and then make out the meaning of them, but remember that it takes a good deal of practice before you will get into the habit of being able to do this successfully.

Always make a point of noticing things near to you and ahead, and do not miss the small things, as it is often some minute object that will help you in following your trail.

In following a trail you should practise on following simple signs for a short distance, then later on you will find that it is possible for you to carry on for longer distances.

When tracking, always keep in a straight line unless you find signs instructing you to turn off. Many Scouts who cannot find an obvious sign ahead of them turn off right or left, but you should go straight ahead for some distance and make a thorough search. Try to think as the person who has laid the track would think and you may be certain that if he wanted you to branch off one way or the other he would give the necessary sign. If you lose the trail, make a wide search over the ground which is likely to show an impression, first choosing the line which you yourself would have followed.

If a track leads into a stream, do not presume that it necessarily comes out on the other side, because it is quite likely that the person tracked may have entered the stream merely for the purpose of covering his tracks and may have come out again some way up or down stream on the same side. Always mark the place where the track is lost so that you can take it up again when you have found some more “sign.”

Nothing is more important in tracking than constant practice. Every Scout should make use of every opportunity of following up tracks with different kinds of ground and getting information from them. If possible, when you have got the information, try to check this to see how correct you were in your deductions.

Kim's Game. – As with following a trail, go slowly. It is no use starting off with the full number of articles required in this test. Start with a dozen articles and take your time in looking at them and then see how many you can remember. Then you can add some more and see how successful you are.

As with most things, practice makes perfect and you will find that, after practice, it will not be difficult to pass your Kim's Game.

It is necessary to make one point quite clear and that is, when you write down what you have seen, you must state quite clearly what the article is, giving as much information about it as you can.

A tip that might help you is to look at the smaller things first. You will remember the larger articles far more easily. Do not hurry over your observation.

Go a mile in twelve minutes at "Scout's pace."

It should be noted that the mile has to be done in twelve minutes, not in *less* than twelve minutes. The object is to practise the test so that it is done as nearly as possible in twelve minutes. Say within half a minute either way.

In the same way as a man knows that by walking at a certain pace he covers a mile in fifteen minutes, so a Scout should know that when he goes at "Scout's pace" for twelve minutes he has gone a mile. Anyone can do the mile *within* twelve minutes at "Scout's pace"; what is required is to do the mile, in as nearly as possible, *exactly* twelve minutes.

Test No. 4.

Demonstrate correctly the following:

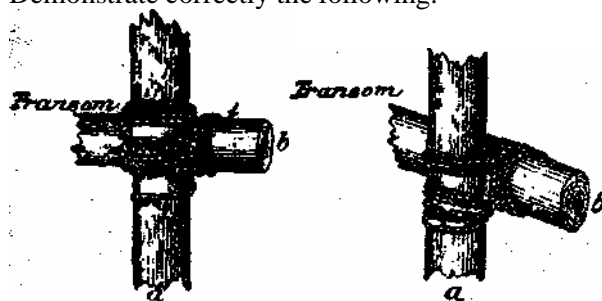


Fig. 1.

(a) Square and diagonal lashings.

(b) Timber hitch and rolling hitch and fisherman's knot.

Square Lashing. – The "square lashing" (fig. 1) is used when two spars are to be lashed together at right angles (or nearly so), such as a horizontal to a perpendicular spar, or transverse to longitudinal. In the latter case the lashing may be commenced on either, but in the former case it should commence on the upright spar below the position for the horizontal one. A clove hitch is first made round the upright and the end of the rope twisted round the standing part of the lashing to stow it away. The lashing now proceeds round the back of the horizontal spar; round the face of the upright spar, above, round the back of the horizontal spar on the opposite side from first turn, then round the face of the upright spar, below, thus reaching the place from which it started. At least four of these turns should be taken in succession, keeping them inside on one spar, and outside on the other, never allowing them to over-ride. A strain should be put on each turn by using a leverage. Two or more frapping turns are now made between the spars, and well beaten in, so as to tighten up all the turns of the lashing. Two half hitches, or a clove hitch, are made on the most convenient spar to secure the end of the lashing, any portion of the rope left being neatly stowed away. Great care should be taken to see that this clove hitch is pulled well into the corner from which the rope takes off.

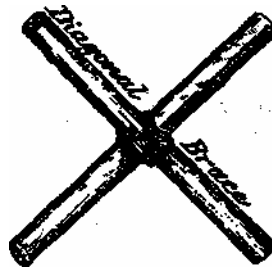


Fig. 2.

Diagonal Lashing. – When the position of the spars to be lashed is such as to have a tendency to their springing apart, the diagonal lashing (fig. 2) is applied. This lashing is

commenced with a timber hitch, made round both spars at the angle of crossing, drawing them together. Three or four turns are then taken across one fork; next, three or four turns round the other fork; frapping turns are made to tighten up all the turns, and the lashing finished by two half hitches round the most convenient spar.

Frapping Turns, as used in the foregoing descriptions, are turns with the rope taken alongside each other (not overlapping) to draw together the binding of the lashing; that is to say, they are bound to the lashing *between* the two spars which are being lashed together. During the construction of these lashings the turns should be well beaten together, so that a thoroughly tight lashing is the result. The test of a good lashing is both its neatness and its firmness, and slovenly, loose work should not be allowed even if time is short. The golden rule to observe is—never hurry a lashing.

A *Timber Hitch* is a useful way of securing a rope quickly to a spar, but when there is to be a long and continuous strain, or when it is required to keep the end of a piece of timber pointed steadily in one direction, it should be supplemented with a half hitch (figs. 3, 4).

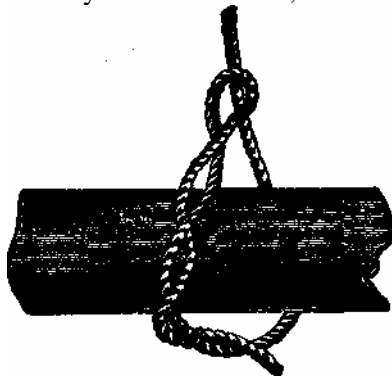


Fig. 3.

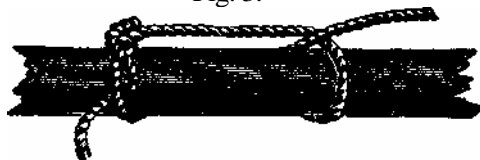


Fig.
4.

Pass the rope round the spar, make a half hitch round the standing part, and twist round several times in the same direction as the half hitch. In fig. 3 the hitch is purposely left very loose so that its formation may be the more easily seen.

A *Rolling Hitch* is useful for attaching a rope to another rope which has a strain on it, or for attaching a rope to a spar. Start with, a half hitch, then take a round turn round standing part and other rope finishing off with another half hitch similar to the first one. It is principally used for securing the tail of a handy billy or snatch block to a larger rope, or when hanging off a rope with a stopper.



Fig. 5.



Fig. 6.



Fig. 7.

Note that the round turn in (fig. 6) is taken round both the standing part *a* and the larger rope. The great value of this hitch is its non-liability to slip in the direction *B* (fig. 7). If, however, owing to an extremely severe strain or other causes the hitch is inclined to slip, the end *c* should be backed round part *d* of the first rope, that is, twisted around it in long lays in the opposite direction to that in which the hitch was formed, and the end secured by a stop (fig. 8).

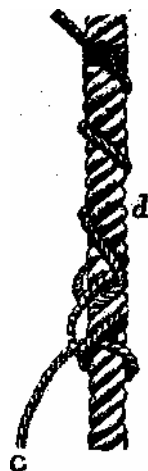


Fig. 8.

The Fisherman's Knot. – This knot is used to tie together two wet or slippery lines, also sheets or blankets in case of fire.

With the running end of each line tie a thumb knot round the other and then pull them together.

It should be noted that the running ends must lie alongside the standing ends, as in the reef knot. If this is not done the knot will not pull up fair. Fig. 9 is correct and fig. 10 wrong.

Fig. 11 shows the completed knot.

This knot should not be confused with the fisherman's bend or hitch.



Fig. 9 Right.



Fig. 10 Wrong.



Fig. 11.

Test No. 5.

Firelighting. – Lay and light a wood fire in the open, using not more than two matches, natural tinder to be used whenever possible.

The mistake usually made by a Tenderfoot is to start with too large a fire. Sufficient wood should first be collected and kept at hand. A very small fire should first be made and lighted, and, when thoroughly alight, small pieces added from time to time, gradually increasing the quantity and size of the pieces.

A fire should not be lighted in a hollow where there is no wind, but at a point where a fair amount of wind can reach it.

When the fire is fairly alight place some logs at the back of it, that is, at the side

opposite from which the wind is coming, then lay a channel by laying some logs on each side of the fire, leaving only an opening towards the direction from which the wind comes.

Care should be taken not to lay the fire against the trunks of growing trees, and also that branches are not taken from growing trees, unless express permission has been given by the owner of the ground to do so. Turf should be removed and laid aside, to be replaced afterwards.

In very wet and stormy weather a fire can be started with small chips taken from the centre of a log of wood. To start the fire lay the paper and chips inside a pail lying on its side (as a last resort a billy would do for this) then, when fairly lighted, turn it out on the ground, adding small pieces as before.

Test No. 6.

Cooking. – Cook a quarter of a pound of meat and two potatoes, without cooking utensils other than a billy-can, over a wood fire in the open.

Test No. 7.

Know the safety rules and care of a hand-axe and knife. Demonstrate the correct ways of chopping fire-wood.

SAFETY RULES.

Never play the fool with an axe; it is a dangerous weapon *Scouting for Boys* (Boys' Edition, p. 70).

The following safety rules are practised and insisted upon by all good Scouts: –

Mask axe when not in use in its case or by driving into log.

Stand firm and square to the job.

Remove all onlookers two axe-lengths and all other obstructions or impediments one axe-length away. (An axe-length is the distance from shoulder to axe-head with the arm stretched out.)

When cutting a loose stick or branch have something solid for a chopping block immediately under the cut.

Shout "Timber" or give some other loud cry when the tree you are felling shows signs of moving.

Never stand close behind a falling tree: keep to the side.

Make sure a felled tree will not roll over before approaching it or before cutting a branch off it on which it may be resting.

Rest when tired, masking the axe in a convenient log.

Carry the axe on shoulder, edge outwards or preferably with head in hand, arm by the side, edge inwards. Companions should walk on the other side.

Care of Hand-axe and Knife. – Both should be quite sharp and a rub on the grindstone now and then is necessary. Use plenty of water so that the steel does not overheat in the process, and start well back from the edge on each side and gradually work forward. It is safer to turn the wheel away from the blade and not towards it. Finish off the job on a whetstone. It is worth while buying a piece of carborundum stone for occasional touching up. Knives need somewhat similar attention and should be kept clean as well as sharp, carrying a sheath knife make sure that the sheath is quite safe. It is dangerous to cut towards the body especially when seated; all cutting should then be done in front of the knees.

Test No. 8.

Compass. – Demonstrate the practical use of a compass and know the 16 principal points.

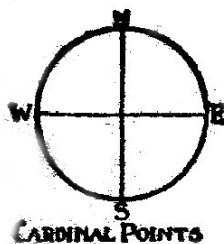


Fig. 1.

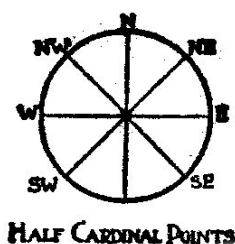


Fig. 2.

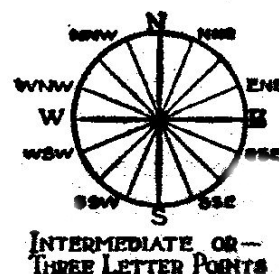


Fig. 3.

Some people teach the compass as if it was something to be overcome by an effort of memory. This is a mistake. It should be taught by beginning with the cardinal points and progressing through the other smaller divisions.

Each quarter of the compass contains 8 points=90°. Every Scout knows the four *cardinal points* (fig. 1) North, South, East and West. He should also know that if he faces the North, East is on his right-hand side and West on the left.

The next division is between those cardinal points; these points are North-East (N E), South-East (S E), South-West (S W) and North-West (N W) (fig. 2); North-East being halfway between North and East, South-East between East and South and so on. These points are called the half cardinal points.

The next division is between the cardinal and half cardinal points; these points are called the intermediate or three-letter points (fig. 3). There are eight of them altogether. Starting from North towards East, the first one of these points is half-way between North and North-East and is called North North-East (N N E). The next is between North-East and East and is called East North-East (E N E), that is two Easts to one North, which means that it is nearer East than North. It should be noted that when an intermediate point begins with East or West the two Easts or two Wests never come together. To continue round the compass the next intermediate point is East South-East (E S E), then South South-East (SSE). South South-West (S S W), West South-West (W S W), West North-West (W N W) and North North-West (N N W). This completes the 16 principal points required for the Second Class Test.

Test No. 9.

Service. – Have at least one month's satisfactory service as a Tenderfoot, and satisfy the Scoutmaster that he can repass his Tenderfoot tests. That is to say, one month from the date of investiture as a Scout, and *not* from the date of joining.

HEADQUARTERS RULES.

TENDERFOOT. – To become a Scout a boy must be between the ages of 11 and 18, except in the case of a young man about to become a Rover Scout. A Scout should leave the troop at the age of 18 unless he receives the District Commissioner's sanction to remain.

The Tenderfoot Badge is granted by the Local Association on the recommendation of the Scoutmaster.

It is worn on centre of left hand pocket of the shirt or in buttonhole of coat in mufti.

SECOND CLASS SCOUT. –

The Badge is granted by the Local Association on the recommendation of the Scoutmaster.

It is worn on left arm, between shoulder and elbow.

FIRST CLASS SCOUT. – Before being awarded the First Class badge, a Scout Class Second *must* have attained the age of 14 years, and satisfy his S.M. that he can repass his Tenderfoot and Second Class test; and pass the following tests:

1) *Swimming.* – Swim fifty yards. If a doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass for one of the following badges: – Camper, Handyman, Healthyman, Naturalist, Pioneer, Stalker, Starman or Tracker.

2) *Pioneering.* – Demonstrate correctly the following: (a) sheer lashing, (b) back and eye splices, (c) fireman's chair knot and man harness knot.

3) *Signalling.* – Send and receive a message either in Semaphore, at rate four (twenty letters a minute) or in Morse at rate three (fifteen letters a minute). He must also understand the alphabetical check for numerals.

4) *Estimation.* – Estimate without apparatus, distance, height and numbers within 25 per cent, error each side.

5) *First Aid.* – Know the position of the main arteries (names unnecessary) and be able to stop bleeding; how to recognise and apply first aid to fractured arm, forearm and Collar bone and the importance of not moving other suspected fractures; and the proper method of dealing with any of the following emergencies; Fire, drowning, fainting, ice breaking, electric shock, grit in the eye, and fits. Be able to throw a lifeline with reasonable accuracy.

6) *Cooking.* – Cook satisfactorily (over a wood fire in the open) two out of the following dishes: – Porridge, bacon, hunter's stew – as may be directed; or skin and cook a rabbit; or pluck and cook a bird; also, make a "damper" or a "twist", baked on a thick stick.

7) *Mapping.* – Read and be able to use a one-inch Ordnance Survey map (or its local equivalent) and draw an intelligible rough sketch map. Use a compass and point out a compass direction by day or night without the help of a compass.

8) *Axemanship.* – Use a felling axe for felling or trimming light timber, or if this be impracticable, be able to log up a piece of timber and demonstrate the theory of felling a tree. (The term felling axe includes both three quarter and half size.)

9) *Journey.* – Go on foot or row a boat, alone or with another Scout, for a total distance of 14 miles, or ride an animal or bicycle (not motor) a distance of 30 miles: he must write a short report of the journey with special attention to any points to which he may be directed by the Examiner or his Scoutmaster (a route map of the journey is not required). The journey should occupy 24 hours and camping kit for the night must be taken and used. Whenever practicable, the camp site must be of the Scout's own choosing, and not where other Scouts are camping. His S.M. or examiner may indicate the route and suggest the approximate area but not the actual position where he will make his camp. In abnormal circumstances the L.A. may give permission for the above paragraph to be made easier to meet

First Steps In Scouting

exceptional cases. This test should normally be the final one taken for the First Class Badge.

Where thought desirable, the L.A. or D.C. may authorise the boy's own S.M. to examine in tests 2, 4 and 6.

Badge worn on left arm between shoulder and elbow.

KING'S SCOUT. – (1) Must be a First-Class Scout, qualified to wear four of the following badges, of which Ambulance Man and either Civil Defence, Pathfinder, Coast Watchman or Pilot are obligatory; Airman, Ambulance Man,* Climber, Coast Watchman, Cyclist, Fireman, Handyman, Horseman, Interpreter*, Oarsman, Pathfinder,* Pilot, Public Healthman, Rescuer, Signaller.*

(2) He must be *re-passed in all his qualifying badges once between twelve and eighteen months from the date of his being awarded the badge, except in the case of those badges which are marked with an asterisk, i.e. Ambulance Man, Interpreter, Pathfinder and Signaller, which must be re-passed annually in accordance with Rule 436. The re-examination is normally carried out by an independent examiner, but in the case of those in italics the re-examination may be made by the S.M. or other warranted Scouter.* He must cease to wear the King's Scout badge should he fail in any of them.

Note. – The following badges will not in future be asterisked in the Rules: Airman, Camper, Climber, Coast Watchman, Cyclist, Fireman, Handyman, Horseman, Naturalist, Oarsman, Pilot, Pioneer, Public Healthman, Rescuer.

Tenderfoot Badge.

Passed

Signature of Examiner.

Date.

1. Scout Law and Promise
2. Salutes
3. Signs
4. Union Jack
5. Uses of the Scout Staff
6. Knots
7. Whip a rope
8. Investiture

Second-Class Badge.

Passed.

Signature of Examiner.

Date.

1. First Aid
2. Signalling
3. Observation
4. Lashings and Knots
5. Fire Lighting
6. Cooking
7. Knife and Axemanship
8. Compass
9. Service and Revision

Badge Awarded