

STARTING TO SCOUT



On my honour I promise that I will do my best,
To do my duty to God and the King,
To help other people at all times,
To obey the Scout Law.



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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 QUALIFY AS A TENDERFOOT SCOUT A BOY
MUST BE At LEAST 12 YEARS OF
AGE AND –**

1. Know the Scout Law.
2. Know the Scout Signs and Salute.
3. Know the composition of the Union Jack, and the correct way to fly it.
4. Know the uses of the Scout staff.
5. Be able, using rope, to tie and explain the special uses of the following knots: Reef, sheetbend, clove-hitch, bowline, round-turn and two half- hitches, sheepshank. Know how to whip the ends of a rope.
6. Be invested by his Scoutmaster in the pretence of his fellow Scouts.

**TO QUALIFY AS A SECOND CLASS SCOUT A
TENDERFOOT SCOUT MUST –**

1. Have had at least one month's service as a Tenderfoot Scout.
2. Have a knowledge of Health Rules and elementary First Aid.
3. Know the Semaphore (or Morse) alphabet and numerals; send and read simple message.
4. Follow a track a half mile, or describe the contents of a shop window, or remember 16 out of 24 articles observed for one minute (Kim's game).
5. Go a mile in 12 minutes at Scouts pace.
6. Lay and light a wood fire in the open, using not more than two matches.
7. Cook in open, over campfire, a quarter-pound of meat (not bacon or weiners) and two potatoes. The Examiner may require that this be done without utensils.
8. Know and point out the 16 principal points of the compass.

To the Boy who is Starting to Scout

Every boy's ambition is to be a truly manly man, upright and honourable in all things, and to make a good name for himself in the world. A true Scout is always a manly boy, and a manly boy will grow up to be a manly man.

To be a true Scout you must first take as your foundation the Scout Promise and Law, and do your best to live up to them. At first this seems to be a hard thing to do, and probably it would be very hard if you had to do it alone. There are, however, in this great world-brotherhood of Scouts hundreds and thousands of boys and men earnestly trying their best to obey the law; and each one of them is willing to lend you a hand and help you through.

Do your best to do a Good Turn to some person every day. No matter what may happen, Keep Smiling!

Be neat in appearance, both in Scout uniform and your ordinary clothes. Remember that neatness is one of the signs of business ability first looked for when a boy applies for a position. The start in life of many a "big man" was his neat appearance.

Study hard at school, and really earn promotion. Be regular and conscientious in the performance to your religious duties. Be true to your chums, and ever ready to give the other fellow a helping hand; and do not forget to help Father and Mother at every opportunity.

When preparing for your Tenderfoot and other tests be thorough. Learn to tie the knots quickly and correctly. A knowledge of knots is always useful; sometimes it is necessary in saving life at a fire or in a water accident.

Learn your First Aid thoroughly. You may be called upon at any moment to put this into practice.

Wear your Scout buttonhole badge at all times. Be courteous when speaking to your elders. Be fair in your sports, clean in your speech and above reproach in your habits.

Get all the fun and health and happiness you can out of Scouting, and see to it that every camp, bike, troop meeting or rally in which you take part adds something useful to your store of knowledge. A true Scout always enjoys himself, and at the same time is fitting himself for the greater future of manhood.

Work hard when you work.

Play well when you play,

DO A GOOD TURN EVERY DAY.

Tenderfoot Tests

It should be noted that a boy may not wear the Scout buttonhole badge or the Scout Uniform until he has passed the Tenderfoot Scout Tests. The tests are as follows:

Test No. 1. – *Know the Scout Law.*

THE SCOUT LAW

1. **A Scout's Honour is to be trusted.** – If a Scout says, “On my honour it is so,” that means that it is so, just as if he had taken a most solemn oath. Similarly, if a Scout officer 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 word of 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 to wear it again.

2. **A Scout is loyal,** to the King and to his officers, to his parents, his country, his employers, or to his employees, and to his comrades. He must stick to them through thick and thin, against anyone who is their enemy, or who even talks badly of them.

3. **A Scouts duty is to be useful and to help others.** And he is to do his duty before anything else, even at the cost of his own pleasure, or comfort, or safety. When he finds it difficult to decide 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. He must Be Prepared at any time to save life, or to help injured persons. And he must try 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.** – Thus if a Scout meets another Scout, even though a Stranger to him, he must speak to him, and help him in any way that he can – aid him in carrying out some task, give him food, or, as far as possible, anything that he may be in need of. A Scout must never be a snob. A snob is one who looks down upon another because he is poorer, or one who is poor and who resents another because he is rich. A Scout accepts the other boy as he finds him, and makes the best of him.

5. **A Scout is courteous.** – That is, he is polite to all, but especially to women and children, old people, invalids and cripples. And he must not take any reward for being helpful or courteous. In a word, a Scout is at all times a gentleman.

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. 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 is given an order he does not like, he must carry it out. Afterward he may state any reasons against it; but when the order is given, he must carry it out – at once. That is discipline,

8. **A Scout smiles and whistles under all difficulties.** – When he gets an order, he should obey it cheerfully and readily. Scouts never grumble at hardships, nor find fault with one another, nor swear when put out, but always “carry on,” whistling and smiling.

9. **A Scout is thrifty.** – That is, he is always ready to earn money honestly (which, of course, does not mean accepting a “tip” for a good turn), and he does not spend it foolishly or needlessly. Instead, he should place it in the bank against a time of need, or to help himself through college, or to start himself in business when older. Many young men are unable to start college or to take

advantage of excellent business opportunities because they lack capital which they might have possessed had they but saved a little each year when they were boys.

10. **A Scout is clean in thought, word and deed.** – That is, he will avoid the company of boys who persist in unclean talk or telling unclean stories, and he will not permit himself to think or do anything that is not pure and clean and manly.

Test No. 2. – *Know the Scout Signs and Salute.*

THE SCOUT SIGNS



Road to be followed.

Letter hidden three (or other number) paces from here in direction of arrow.
(Place figure in square to indicate other distances.)

This path not to be followed.

I have gone home.

Scout signature of Scout No, 3 of the Wolf Patrol of the 1st Carfow Troop.

THE SCOUT SALUTE



A Scout salutes with his right hand, (Figure 1, below) when either with or without a hat. The three fingers remind him of his three Scout promises: To **do** his best to –

1. – Do his duty to God and the King.
- 2; – To help other people at all times.
3. – To obey the Scout Law.

Figure 2 below shows the salute used when standing at the “Alert” with staff, and Figure 3 when marching.



Fig. 1. Fig. 2. Fig. 3.

When his hands are occupied, a Scout salutes by turning his head and eyes smartly to the right or left as the case maybe. When riding a bicycle, a Scout salutes in a similar manner.

When an officer approaches a group of Scouts, the senior Scout present will call the party to the alert, and himself salute.

When meeting one another for the first time in the day Scouts, or Scouts and leaders, salute; the first to see the other being the first to raise the hand, irrespective of rank.

Scouts and Guides salute each other when in uniform.

Scouts salute at the hoisting of the Union Jack, and when the National Anthem is being played.

Scouts always salute a funeral, when the hearse is passing, and when in civilian clothes raise their hats.

Remember that Scouts shake hands with the left hand when shaking hands with brother Scouts.

Test No. 3. – *Know the composition of the Union Jack and the correct way to fly it.*

THE UNION JACK AND THE RIGHT WAY TO FLY IT

The Union Jack is the national flag of the British Empire, and is made up of the old national flags of the three former kingdoms of England, Scotland and Ireland. In 1606 King James VI. of Scotland, who was also King James I. of England, added to the flag of Scotland (which was a blue flag with the white diagonal cross of St. Andrew), a red cross with a white border to represent the flag of England (which was a white flag with the red cross of St. George). Thus the Scottish and English flags were blended to form the first British Union flag.

The word “Jack” came from the ancient name “jacque,” given the shirt worn by soldiers over their armour, to distinguish them in the confusion of battle. Usually the shirt bore the cross of the Patron Saint of the soldier’s country. Thus a soldier in a white shirt with a red cross was known to be an Englishman, fighting under the “Jacque of St. George.”



The flag of St George, a red cross on a white ground.

The flag of St. Andrew, a white diagonal cross on a blue ground.

The flag of St. Patrick, a red diagonal cross on a white ground.

In 1801 the red diagonal cross, retaining a portion of its white ground (or field), representing the white flag with the red cross of St. Patrick of Ireland, was added to the flag, making the Union Jack of Great Britain and Ireland¹— and now of the whole



The wrong way to fly the flag. The right way to fly the flag.

If the candidate will carefully examine a Union Jack he will notice that the red diagonal arms of the flag have a narrow white band on one side of them and a broad band on the other. When the flag is being used, the broad band should be to the top of the flag on the side nearest the flag-pole, that is, the “hoist” of the flag; and towards the bottom of the flag in the free end, or, as it is called the “fly”. The picture on the left shows the wrong way to fly the flag, and the one on the right the correct way.

On holidays and other occasions when flags are flying, Scouts should take particular notice to see that none are up-side down, If they observe one, they should go to the owner, explain that the flag as he is flying it is a signal of distress, and show him how it should be flown.

Test No. 4. – *Know the uses of the Scout staff.*

USES OF SCOUT STAFF

There are many uses for the Scout staff, and any Scout who will sit down and think about it will be able to prepare a very long list of them. The following, however, are a few of the more important uses which every Scout should know:

1. Measuring distances. (The staff is five feet six inches in length and is marked off in feet and inches, like a measuring stick.)
2. Improvising stretchers.
3. Jumping ditches.
4. Self-defence.
5. Tent pole for small tent.
6. Making a shelter framework.
7. Feeling way over rough or marshy ground.
8. Forming fences to keep back crowds at fires, along lines of processions and street parades, in cases of accident, etc.
9. Improvising flag pole at camp.
10. Bridge-building.

When carrying his staff through the streets, the Scout should do it in a way that will not annoy or endanger other persons. And he should not use it as a club to strike every innocent curbstone, fire hydrant or tree he passes.

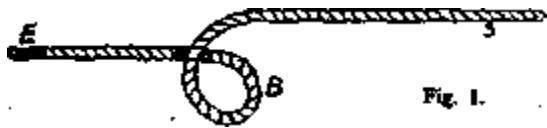
Test No. 5. – *Be able to tie the following knots – Reef, skeet bend, clove hitch, bowline, round-turn and two half-hitches, sheep-shank – and explain their special uses. – Know how to whip the ends of a rope.*

SCOUT KNOTS AND THEIR USES

A Scout learns to tie knots and to use rope because he knows that thousands of lives have been saved with ropes. And he also knows that many, many lives have been sacrificed to ill-made knots. The Scout should therefore be prepared and when necessity demands be able to tie the right knot in the right way. He should practice the knots with a long rope, not with strings.

There are three qualities to a good knot: 1. The rapidity with which it can be tied. 2. Its ability to hold fast when under strain. 3. The readiness with which it can be undone.

In order that he may more clearly understand the descriptions which follow, the Scout must constantly remember that the three principal parts of % rope are:



PARTS OF A ROPE

1. The Standing Part – The long unused portion (S in Fig. I) of the rope on which he works;
2. The Bight – The loop (B) formed whenever the rope is turned back upon itself; and,
3. The End, or Free End – The part (E) he uses in leading. Before proceeding with the Tenderfoot requirements the Scout should first learn the two primary knots – the overhand and figure-of-eight knots.



The Overhand Knot. – The overhand knot is the simplest knot made. It is very important, however, since it forms a part of many other knots. It is made by simply making a loop in the rope and passing one end, as **a**, through the loop, thus forming the right-hand knot, as shown in Fig. 2. If the loop at **x** is made to pass behind **b**, the end **a** will pass through the loop from this side and will form the left hand knot. The overhand is used principally in connection with other knots and in making hitches and splices. Used alone, it will draw tight.

Figure of Eight Knot

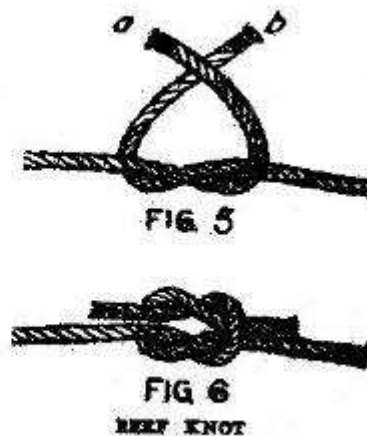
This knot is made by making a loop in the rope by passing the standing part **b** at **x** as shown in Fig. 3. The end **a** is then passed beneath the standing part **b** and is brought back through the loop **y**. It is drawn tight by pulling on the standing part (Fig. 4). The knot is used on the ends of ropes to prevent them from slipping through a pulley or hole.



The Reef Knot. – Sometimes called the Square Knot. The commonest knot for joining the ends of two ropes, and probably the knot that is most often made, is the sailor's true knot or reef knot. In making it care should be taken not to make a granny knot (Fig. 7). The reef knot holds. The granny knot may slip, or if it holds may be very difficult to untie.

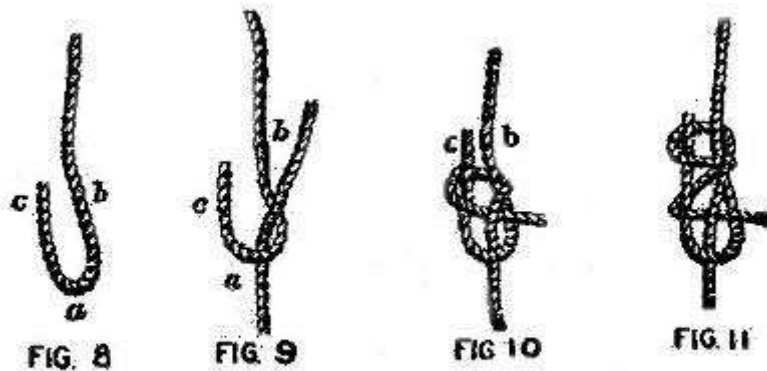
First the right-hand form of the overhand knot (Fig. 5.) then cross the strands (**a** in front of **b**) and tie the left hand overhand knot. Notice that the ropes leave the loops together (Fig. 6). The reef knot can be quickly and easily untied, and is secure and reliable except when it is made of rope of different sizes. The ease with which the knot can be tied and untied makes it

very useful in reefing sails, and its smoothness and secure character makes it of use to the farmer in fastening the ends of binder twine when threading the binder.



The Sheet Bend. – The sheet bend is a knot used for tying together ropes of different sizes. It is frequently used by sailors to “bend” a “hand line,” or throwing line, to the heavy hauser of a vessel that is being docked, so that the hauser may be pulled ashore. In making the sheet bend the ends of the two ropes are not used simultaneously, as in the making of a reef knot. Instead, a loop, or bight, is formed in the end of the larger rope, as in Fig. 8. The second rope’s end is passed under the loop (Fig. 9) at point A, and is brought up through the loop. The end of this rope is then taken round the outside of B and C (Fig. 10) and passed under itself.

The Double Sheet Bend (Fig. 11) will hold still better, and is less likely to jamb than the ordinary sheet bend. It is made in the same manner, except that the second rope is taken twice around the loop before passing under itself.



SHEET BEND

The Clove Hitch – This is perhaps the most used and at once the most useful of all the hitches, as it will take a strain in either direction without slackening. It is used for mooring ships, heads of derricks for guy lines, and all kinds of rigging work, and it is always used for commencing and finishing a lashing. It is easily undone. There are many ways to tie it, but every Scout should at least know how to tie it around a pole.

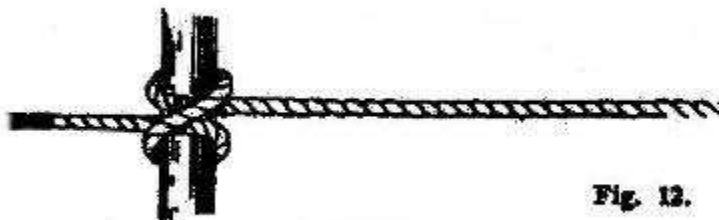
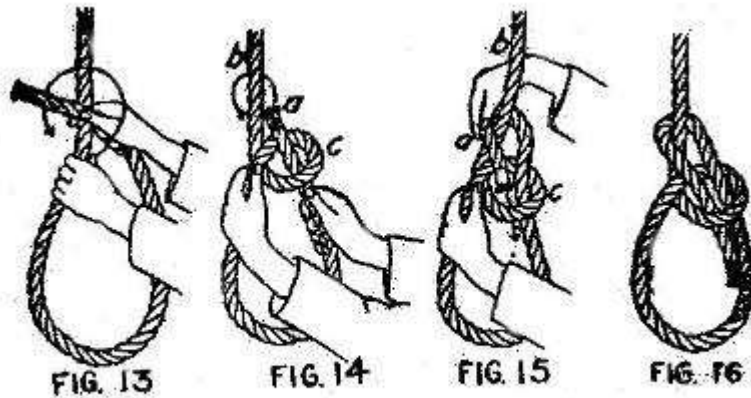


Fig. 12.

CLOVE HITCH

Holding the standing part in the left hand, the end should be passed around the pole, over standing part, around pole again and finally lead underneath the last turn. After this the hitch should be pulled tight. The result will be as in Fig. 12.

The Bowline. – The bowline is without question the most useful and the most important of the different knots. It is easily tied, will not slip or draw tight and may be easily untied. It is used in fastening animals, has been used many times in lowering persons from burning buildings, and is often used by sailors in mooring their ships; hence the name bowline, from the line being fastened to the bow of the vessel. Of the several ways of tying the bowline, the overhand method is perhaps the quickest and the **easiest**.



THE BOWLINE

With the right hand on the end of the rope and the left on the bight, in the position as shown in Fig. 13, make a loop by bringing the left hand around the end of the rope, as indicated by the direction of the arrow in Fig. 13. Now, with the left hand hold the loop in place. Grasping the end of the rope **a** with the right hand, bring it around beneath the standing part (**b** in Fig. 15) and back through the loop **c**.

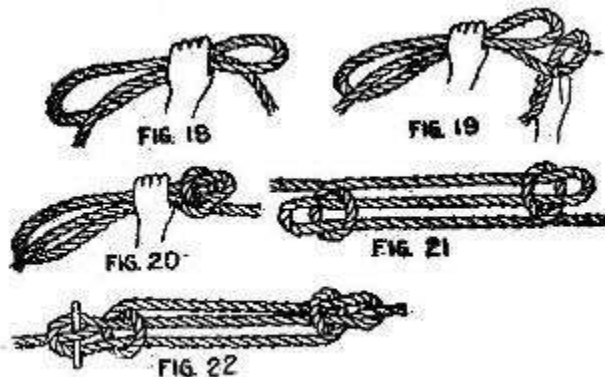


FIG. 17

Round Turn and Two Half Hitches. – The readiness with which this knot may be tied, with either light or heavy rope; its security, and the ease with which it may be freed, makes it an excellent knot for securing a towing rope to a disabled automobile, and for similar purposes.

The illustration (Fig. 17) explains clearly. It is important to note that the two half hitches should be exactly similar; that is, if the free end passes first over and then under the standing part in the first half hitch, it should follow the same course in the making of the second.

The Sheepshank. – for shortening ropes of any size, either temporarily or permanently, there is no form of fastening that is more satisfactory than the sheepshank. This hitch is made by grasping the rope in the left hand, then bringing it up with the right hand so as to form a loop large enough to reduce the rope to the desired length (Fig. 18) The ropes are then held in the left hand as in Fig. 18, a half hitch is made with the right hand (Fig. 19) and passed over the end (Fig. 20).



THE SHEEPSHANK

Reversing the rope, grasp the other end in the left hand as shown in Fig. 18 and complete the hitch as described in Figs. 19 and 20. Fig. 21 shows the temporary sheepshank completed. To

make a permanent shortening the ends are passed through the bights or toggled as shown in Fig. 22. Sometimes the ends are whipped to the bights with binder twine, or else the overhand knot is used. The Sheepshank should be practiced with both ends of the rope made fast, except when toggling as in Fig. 22.

Whipping. – Fold back three inches of the twine, lay the bight that formed on the end of the rope, and hold in place with the dumb. Wind twine toward end of rope, about both bight and, rope. Pass the end through the bight loop. Pull other end until loop is half way under the whipping, and cut off surplus twine.



THE SCOUT PROMISE

When the candidate for the rank of Tenderfoot Scout has pitted all the above tests to the satisfaction of his Scoutmaster he makes the following promise in the presence of those who are to be his Scout officers and fellow Scouts:



On my honour I promise that I will do my best
To do my duty to God and the King,
To help other people at all times, and
To obey the Scout Law.

He is then a Tenderfoot Scout and is permitted to wear the Scout Badge and the Scout Uniform.

Second Class Tests

By means of the Second Class requirements it is hoped that Scouts will cultivate in themselves habits of observation, resourcefulness, thrift and the ability to adapt themselves to conditions so that they may better “be prepared” for future service to others. It is important that these requirements be thoroughly mastered, as it is only the daily exercise of any virtue that it becomes a habit of life. Permanent good to ourselves as a result of what we learn will follow only after habits are formed, for it is the habit that serves us in times of need.

Test No. 1. – *Have at least one month's service as a Tenderfoot.*

This test requires that the candidate for the rank of Second Class Scout shall put in one month's service in the Troop after completing his Tenderfoot Tests and making the Scout Promise. Of course a boy who fails to live up to the Scout Promise and Law should never be granted advancement.

Test No. 2. – (a) *Knowing the general rules of health given in “Scouting for Boys”.*

(b) *Be able to deal with simple First Aid problems as follows: – Scratches and Cuts. Bruises and sprains. Burns and scalds. Grit in the eye. Bleeding from the nose. Stings and animal bites.*

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

(d) *Have a knowledge of the triangular bandage and how to apply it to different parts of the body (not for fractures).*

ELEMENTARY FIRST AID

The fate of a person injured, or taken suddenly ill, frequently dreads upon the actions of the first person to reach him. Every year there are lost many precious lives which might have been saved by prompt and intelligent aid.

First Aid is the emergency treatment of accidents and cases of sudden illness and the making use of materials at hand pending the arrival of a doctor.

Scouts are taught First Aid, not with the idea of their becoming amateur doctors, but that they may be able, intelligently and immediately, to give assistance in case of accident. In order that they may be able to keep to their promise to “Help other people at all times,” Boy Scouts must be prepared to help when help is most needed – that is when persons have been injured or rendered helpless by accident or sickness.

A Scout who is faced with the duty of acting in an accident case must keep cool, must not rush; must remember that the patient is of first importance; must keep persons who are not helping him away from the patient; must not let himself be guided by the general advice of bystanders. He must send for a doctor at once, unless sure that what he can do will fully meet the need.

It is necessary that every Scout before attempting First Aid should know and understand something of the cause of infection of wounds and its prevention. The majority of Scouts will be called upon to dress minor injuries, such as cuts, abrasions and burns, many times before they render First Aid in one case of fractured bones. Serious results and sometimes death more often follow the former when prompt and efficient aid is not rendered.

What is Infection?

Infection is the entrance into the body of living organisms or bacteria which are capable of multiplying in the living body, and producing a diseased condition of a part or the whole body, which may result in death. These bacteria, or germs may enter the body through a slight scratch or pin prick, so Scouts should remember no wound is too slight to receive immediate careful attention.

Scratches and Cuts. – All scratches should be promptly treated with iodine or mercuriol. Every year deaths occur from blood-poisoning caused by scratches that were thought not worth bothering about. Slight cuts should be treated in the same way, and covered with adhesive tape, or a bandage. In case of puncture by a nail, pin or wood splinter, the wound should first be made to bleed by squeezing or sucking with the lips. More serious cuts should be washed with water that has been boiled, or water containing an antiseptic such as Lysol, then bandage. Before treating a cut the hands should be thoroughly washed; and care should be taken not to touch that part of the gauze or bandage which is placed directly over the wound.

Bruises and Sprains. – A bruise is the result of a blow which causes bleeding beneath the skin. A “black eye” is an example. Apply ice or cold water dressings. Lint soaked in witch hazel also is good.

A joint is said to be sprained when by a wrench or twist the muscles around it have been stretched and torn. Turning the ankle is a common form of sprain. The injured member should be placed in a comfortable position and treated promptly if possible with alternate hot and cold applications, then bound tightly.

Burns and Scalds. – Immediately exclude air, placing the injured part in water at the temperature of the body until suitable dressings can be procured. A dessertspoonful of baking soda to a pint of warm water will make a soothing lotion, and will serve to soak off any adherent clothing and should be used if available. Dress the wound by applying strips of lint, linen or

gauze soaked in a clear solution of baking soda of similar strength and warmth. This dressing should be kept moist until medical aid is obtained. If it is not possible to apply the treatment mentioned cover the part with cotton wool and bandage lightly. The Scout first aid kits contain an excellent burn emolient, with directions for its use.

Grit in the Eye. – Do not rub the affected eye. Pull down the lower lid, and if the foreign body is seen remove it with the moistened corner of a handkerchief. If the foreign substance is under the upper lid, draw the lid outward, push the lower lid up beneath, draw down and let go. The hair of the lower lid will thus usually dislodge the substance. Repeat if necessary. If this fails, roll the lid back over a match, when the foreign body may be seen. If all efforts fail, take the patient to a doctor. Close the eye and apply an unfolded handkerchief very gently. One or two drops of castor or olive oil in the eye will have a soothing effect.

Bleeding from the Nose. – Place the patient in a sitting position before an open window, with the head thrown slightly back and the hands raised above the head. Undo all tight clothing around the neck and chest and apply cold applications to the nose and back of neck. Cause the patient to keep the mouth open, to avoid breathing through the nose.

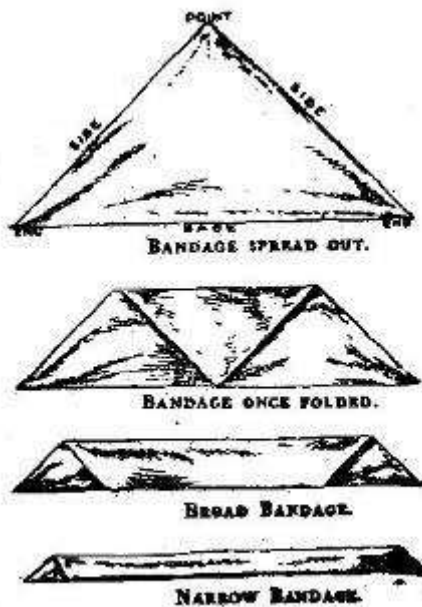
Insect Stings. – Extract the sting if present. Mop the part freely with tincture of iodine or dilute ammonia. A paste of baking soda or wet salt is an efficient application. A solution of washing soda (a dessertspoonful to a pint of water) will relieve pain. Clean wet earth may be used when on the hike.

Animal Bites. – A bite from an animal may have serious results and should be treated carefully. Skin punctures should be made to bleed, and iodine applied thoroughly. The bite of a mad dog is one of the most serious of all wounds, and should be given instant attention. Where the bite is on the hand or one of the limbs, encourage bleeding. If on the face or chest, suck the wound, provided the lips are not sore. Get the patient to a doctor as quickly as possible.

Sprained Ankle. – When this accident occurs on the hike, bandage snugly over the shoe, and convey the person home for treatment. If it occurs in camp, remove shoe and give immediate treatment of hot and cold applications alternately, for ten or fifteen minutes. Dry, and apply a broad adhesive bandage beneath the instep, draw snugly up on either side of the ankle, slit both ends with a sharp knife, and cross before and behind the leg. Over this apply a snugly-drawn roller or triangular bandage.

The Triangular Bandage. In First Aid work bandages are used to keep dressings in place, to stop bleeding by pressure, to fix splints in place and as slings to support injured parts. There are several kinds of bandages, but the one which most concerns the Scout preparing himself for the Second Class tests is the Triangular bandage. It is made by cutting a piece of cotton thirty-six to forty inches square into two triangles; that is, from corner to corner. Or it may be improvised by folding the Scout neckscarf or any similar piece of cloth.

The accompanying illustrations show how the bandage is folded, and the names given to the different parts of it.





Starting Large Arm Sling

Fastening the Bandage. All bandages are tied with the reef knot, because it will not slip, is easy to untie and also because it lies flat and therefore gives the patient the minimum of discomfort. Pins are sometimes used to fasten bandages, but care must be taken to see that they are properly fixed or they may pierce the patient's flesh.

The Large Arm Sling. To make a large arm sling spread out the bandage on the front of the patient's body (see illustration). Carry one end over shoulder on uninjured side and bring it round behind the neck so that the end just hangs over in front of the shoulder on the injured side. Carefully place the point behind the elbow of the injured limb, then gently bend the limb across the centre of the bandage. Bring up the second end and tie it to the end that hangs in front of the patient's shoulder, the knot to be at the side and not at the back of the neck. The sling thus formed should support the arm so

that the little finger is slightly above the level of the elbow. Now bring the point forward around the elbow and fasten it with a safety pin.

The Small Arm Sling. To make a small arm sling fold a triangular bandage as a broad bandage. Lay one end across the un-



Large Arm Sling

injured shoulder and carry it around the back of the neck to

the injured side. Then bend the elbow and, supporting the forearm, wrist and hand with the bandage, bring up the lower end and tie to the upper end, the knot to be in the same position as in the broad fold bandage.

Arterial Bleeding. – Blood coming from an artery may be distinguished by the fact that it is bright red in colour, it comes out in spurts or juicy jets, with some force; and it comes from the side of as open wound nearest to the heart.

Only prompt action will prevent death in most cases of arterial bleeding, so the Scout must know what to do when he finds the above symptoms present. He should immediately apply pressure with the thumb or fingers directly on the bleeding spot, except where there is a fracture.

Next he will use his free hand to make a firm pad with a clean handkerchief or piece of linen and place it beneath his thumb upon the bleeding spot, being careful not to release his pressure in



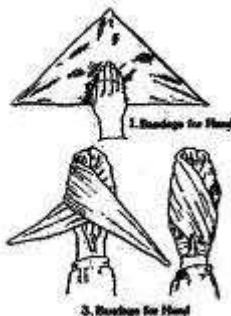
Small Arm Sling



Triangular Leg and Ankle Bandages



The Head Bandage



1. Bandage for Hand



2. Bandage for Foot

3. Bandage for Hand

4. Bandage for Foot

doing so. He will then tie it tightly into place with a handkerchief or narrow bandage and secure the limb in an elevated position.

When this does not result in stopping the bleeding, a tourniquet must be applied. This may be used around the upper arm just below the arm-pit, around the leg just below the groin, or below the calf in the case of a cut in the foot. To improvise and supply a tourniquet apply a firm pad on the pressure point. Encircle the limb by a narrow bandage or strap with its centre over the pad, and tie the ends in a half knot on the opposite side. Lay a short strong stick or other similar object on the half knot, and over it tie a reef knot. Twist the stick to tighten the bandage, thereby pressing the pad upon the artery, and arresting the flow of blood. Lock the stick in position by the ends of the bandage already applied or by another bandage placed around the stick and limb.



Tourniquet on Thigh

Care must be taken not to pinch the skin as the tourniquet is tightened.

To prevent what the doctors call “gangrene setting in” a tourniquet must be loosened slightly once every half hour or so in order to let a little fresh blood into the affected part. Otherwise, the limb below the tourniquet will turn a dark bluish colour because you have shut off the circulation, and you know where there is no circulation death results. It is a fact that persons have lost their limbs and even their lives through the ignorance in this regard of persons who were doing what they thought to be the proper thing to help them. In practice work, never tighten a tourniquet other than momentarily.

To Carry a Patient. – There are many ways in which a patient can be carried. Two boys together with their hands can improvise the two, three and four-hand “chair carries” and Scouts should practice these until they are sure they could manage them in case of real necessity.

The ideal way to carry a patient is, of course, on a stretcher; but as a stretcher is seldom at hand, one may have to be improvised. A door, a shutter, a gate or boards will do. The favorite scout stretcher is made of two Scout staves (or two poles) and two coats or heavy shirts. The sleeves of the coats or shirts are turned inside out, the poles passed up through the sleeves, and the coats or shirts buttoned.



Improvised Stretcher

When carrying a patient, stretcher bearers must always “break step”. This means that they should not walk in step with each other.

Test No. 3. – *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.*

To pass this test, it is not sufficient merely to know the alphabet. The Scout should be able to send and read any letter given, and a few short easy words and numbers.

SEMAPHORE

Semaphore is a method of signalling in which the letters are indicated by the position of the arms and hands, or of flags, in relation to the body. In the open this rapid and simple means of communication is principally used at short distances, and is particularly useful to Scouts when on hikes and camping trips. For distant signalling flags are necessary, but for short distances and for practicing the hands alone may be used. When using the hands, they should be extended at full reach, and held flat to the front.

When sending semaphore the signaller must always face the distant station squarely. When not actually sending, the arms or flags should hang crossed in front of the body, at the “Ready.”

Learning the Alphabet

The simplest method of learning the alphabet and other signs is by circles, thus:

- 1st Circle – A to G.
- 2nd “ – H. to N, omitting J.
- 3rd “ – O to S.
- 4th “ – T, U, Y and “Erase.”
- 5th “ – “Numerical Sign”; J (which is also used as the “Alphabetical Sign”) and V.
- 6th “ – W and X.
- 7th “ – Z.

The signs A to K (omitting J) are read as the numerals 1 to 10 when the group in which they occur are preceded by the “Numerical Sign.” When the sender is through sending numerals and desires to return to letters, he will send the “Alphabetical Sign.”

At drill, all letters and signs will be made with the arms in positions shown in the diagram. O, for instance, will be invariably made with the right arm at the position of B and the left at the position of C. When not at drill, however, the letters should be formed in the most convenient manner; thus in sending the word “who,” the O may be made from the H either by moving both arms through 45 degrees or by keeping the one at B steady and moving that at A to C. But in making letters where only one arm is used, that arm should not be brought across the body; thus in making the letter C alone, the right should be employed.

When letters follow one another, as in a word or group, the flags will not be brought back to ready after each letter, but if the arm is already in position to form or assist in forming the next, it will be kept steady. Thus to send the word “can,” the right arm is first placed at C, after a slight pause brought down to A and kept steady, and after a similar slight pause the left is placed at G, which with the right at A, forms the next letter required, -viz., N.

Points to be Remembered

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

- 1) He must stand exactly facing the person or station he is tending to, firmly on both feet, the feet to be eight to ten inches apart.

2) The flags must be held to full extent of the arms, and the arm and flag should form one straight line – no drooping from the wrist. Have the first finger of each hand lying along the pole.

3) Do not throw the arms to the rear.

4) Be very careful to place the arms in the exact positions for the letters. This is the most important point. It is difficult to read bad or careless sending.

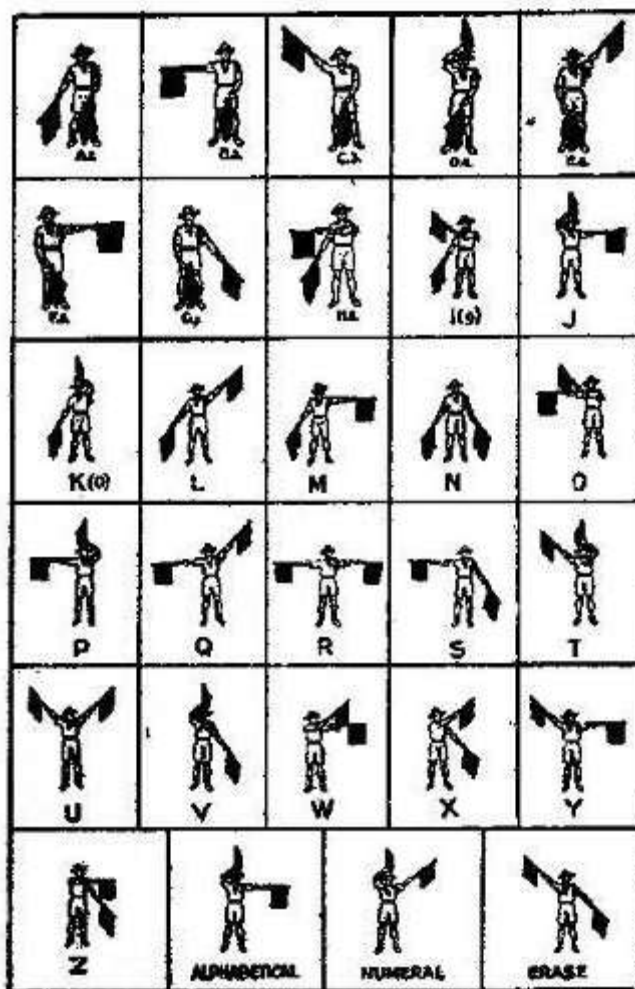
5) When making the letters T, O, W, and the Numerical Sign the flags must be separated, and not covering one another.

6) The signaller should turn slightly on the hips when making such letters as I, X, &c., but the eyes must continue to look straight to the front.

7) When double letters occur the flags are to be brought well in to the body after the first letter is made.

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

When a Scout has mastered the Semaphore alphabet, signs and numerals, is able to read and send all of them, and has schooled himself in the above rules, he will be ready to proceed with the more advanced Semaphore work outlined for the First Class test.

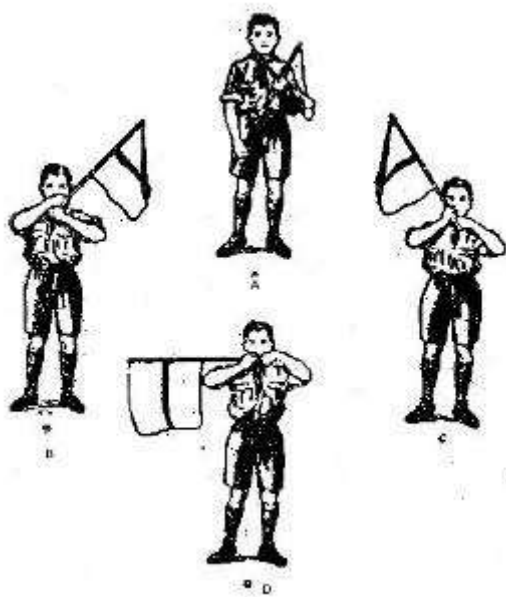


The Semaphore Code

MORSE

In the Morse system letters are formed by what are called “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 the rate of sending, the dash is always three times the length of the dot. This is a most important point and must be strictly attended to.

Of the two codes, Morse and Semaphore, Morse is by far the most useful, although it is somewhat harder, perhaps, for the Scout to master. Morse messages may be sent by sound – on the telegraph, field telephone, wireless, by bell, by buzzer, by whistle, etc.; by light – on the heliograph in the day time or with lamps at night; by puffs of smoke and by special devices such as shutters and flags. And every Scout with a good imagination will be able to invent for himself still other devices. He will, however, first want to learn how to use the Morse flag.



In Morse Work with flags there are two positions – “Prepare to Signal” and “Ready” – and two movements – “Dot” and “Dash” – which must first be learned.

Figure A, – “Prepare to Signal.” Hold the pole in the right hand about six inches from the butt, gather in the flag with the left hand opposite the right at the same time carry the left foot about twelve inches to the left, balancing the weight of the body equally on both feet.

Figure B. – “Ready.” Raise the flag from position A, and allow it to fly, the left hand grasping the butt of pole, which should be level with chin and eight inches from it, right hand in the same position as in the “Prepare to signal.” The elbows should be free from the body, and the eyes looking to the front.

Figure C. – “Dot.” Pivot the pole between the hands and bring it smartly from the “Ready” position to a corresponding position on the opposite side of the body, and back smartly to the “Ready” position again without pausing.

Fig D. – “Dash.” Bring the pole from the “Ready” position smartly to a position just below the horizontal, pause slightly and return to “Ready” position.

There are several systems of mastering the alphabet. The following will be found effective. Progress will be most rapid where two or more boys work together, using a buzzer. (This can be improvised with a door buzz-bell a dry cell and a few lengths of wire, connected as for a doorbell, with two wire-ends arranged so they can be tapped against one another.) Where a buzzer is not available, whistling makes a good substitute. Practice the letters by successive groups, making up words containing only those letters, or including the letters of previous groups.

To distinguish it from the “Morse Code” used by commercial telegraph systems in Canada and the United States (11 letters and 9 figures of which are quite different from the above) this code is called “Continental Morse.” In connection with wireless it is also called “Universal Morse” and “International Morse.” In wireless it is the universal code.

Dot Letters	Dash Letters	Remaining vowels and two long letters
E .	T —	A . —
I ..	M — —	U .. —
S ...	O — — —	C — . — .
H		J . — — —
Short Opposites	Long Opposites	
A . —	N G — — .	W
U .. —	D F .. — .	L
V ... —	B O — — — .	Y
R . — .	K P . — — .	X
	Z — — — .	

Morse Code

MORSE ALPHABET.		NUMERALS
A ● —	N — ●	1 ● — — — —
B — ● ● ●	O — — — —	2 ● ● — — — —
C — ● — ●	P ● — — ●	3 ● ● ● — — —
D — ● ●	Q — — — ●	4 ● ● ● ● —
E ●	R ● — ●	5 ● ● ● ● ●
F ● ● ● ●	S ● ● ●	6 — ● ● ● ●
G — — — ●	T — — —	7 — — — — ● ● ●
H ● ● ● ●	U ● ● — —	8 — — — — — ● ●
I ● ●	V ● ● ● —	9 — — — — — — ●
J ● — — — —	W ● — — —	0 — — — — — — —
K — — — ●	X — — ● ● —	
L ● — — ● ●	Y — — — ● — — —	
M — — — —	Z — — — — ● ●	

When reading or calling out letters signalled in any code, the letters, A, B, C, D, E, I, J, M, P, Q, S, T and V are called Ack, Beer, Cork, Don, Eddy, Ink, Jug, Emma, Pip, Quad, Esses, Toc, and Vic, to distinguish them from similar sounding letters. The other letters of the alphabet should be called by their ordinary names.

Another good way to learn or practice the alphabet, although on paper it looks funny, and when it is first heard sounds even funnier, is to call dots “iddy,” and dashes “umpty.” This gives really the sound made by the telegraph sounder. For instance, take P, it would be called “iddy umpty umpty iddy,” with strong emphasis always on the “umpties.”

Test No. 4. – *Follow a track half a mile in twenty-five minutes; or if this is 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 articles after one minute's observation. (Note, – It is wise that boys should be trained, in both trailing and Kim's Game.)*

Observation Tests

These are the Boy Scout "observation" tests. Their practice will sharpen the eye and quicken the wits, and increase the ability to remember in detail things which have been seen.

Following a Track. – For the first practice the old game of Hare and Hounds is a good one, but afterwards the Scout will want to follow some more difficult trail, such as that made by another Scout with heel plates, or other special markings on his boots. And later on he will be interested in the trails made by animals. On every hike opportunities for practice in tracking should be taken advantage of. It is always good fun.

Stop Window Test. – Here again practice alone will make perfect. For practice an alternative test would be to observe and remember the objects in a room, or the advertising cards in a street car, or the posters on a large bill board.

Kim's Game. – For this game, twenty-four well-assorted small objects, such as pen points, pencils, nuts, erasers, screws, piece of cloth, bits of paper, etc., are placed upon a table and covered with a cloth or paper. The cover is afterwards removed for one minute, during which time the Scouts stand and observe the articles. The cover is then replaced, and the Scouts note down as many of the articles as they can recall. At first the number remembered will probably be small, but practice will rapidly develop the power to observe and remember. Ultimately some Scouts will be able to name an entire list of new articles.

Another way to play the game is to use pictures cut from old catalogues or magazines.

Test No. 5. – *Go a mile in 12 minutes at Scout's Pace.*

SCOUT'S PACE

Scout's Pace is 20 steps running and 20 steps walking alternately. It is a method of travel which permits of endurance when covering a long distance. To pass the test, it should be noted that the mile is to be done in twelve minutes, or within thirty seconds of twelve minutes. This is not an athletic feat or a record for the distance, because almost any Scout could if he tried, cover the distance in eight minutes. The boy who does it in less than 11½ minutes fails equally with the boy who takes 15 minutes to do it. The object of the test is to practice the Scout's Pace until a Scout knows that whenever he keeps up that given pace for twelve minutes he has covered exactly one mile. Or, on the other hand, a Scout should know that whenever he has covered one mile at that given pace he has taken just exactly twelve minutes to do it. It is a measure of distance and time rather than a record for the mile. Scouts will find that this test requires lots of practice and that to pass it successfully they need to have plenty of body stamina and self-control.

Test No. 6. – *Lay and light a wood fire in the open using not more than two matches.*

FIRE LIGHTING

It is intended that this fire should be one suitable for use for cooking purposes and the test fire should be built up sufficiently to boil a pint of water. It should be started without using more than two matches, and without any reliance upon prepared kindlings, paper or oil.

One of the most reliable fire starters is the fuzz-stick. This is a piece of dry pine or other soft dry wood, about a foot in length and an inch in thickness, whittled into the likeness of a shaving brush, but with the end extending beyond the shavings, and sharpened. The sharpened end is stuck into the ground, and the kindling piled about it, tentwise.

In dry weather this test will not give the Scout much trouble but in wet weather he will have to know where proper fuel can be secured. Material will most quickly be secured from a standing dead sapling preferably pine or some other resinous wood, or from a pine stump.

Lighting the match is as important as laying the fire. During wet weather something to strike a light upon usually can be found in the pockets, even if the clothing is damp. The inner side of a leather belt may serve.

When lighting a match in the wind, face the wind, form a cup with the hands, the backs of the hands toward the wind, and point the match toward the wind in the cup. The flame will then run up the match stick instead of blowing away from it.

Test No. 7. – *Cook a quarter of a pound of meat and two potatoes without cooking utensils, other than the regulation billy or its equivalent, in the open, over camp fire if possible.*

COOKING

This means, of course, that your cooking must be done in the open upon a fire similar to the one which you built with your two matches, and under conditions which usually exist in the woods or on the prairie while camping.

The quarter pound of meat and two potatoes must not only be cooked – they must be properly cooked, and then served together as a meal and eaten. The use of frankfurters and sausages should not be allowed when the test meal is being prepared. Steaks or chops can be cooked beautifully on a forked stick, but a bed of coals, not a flaming fire, must be used.

Potatoes may be covered with mud or clay and roasted in hot coals. Another way of roasting is to dig a small hole, build a hot fire in it, remove the fire and put in potatoes. Cover lightly with hot earth or ashes. Replace fire and boom it 40 to 50 minutes. Because potatoes take longer than meat to cook, they should be started about fifteen minutes before the meat, if the frying-pan or clay-bake method is to be used.

A properly cooked potato is soft but not burned on the surface.

Test No. 8. – *Know and point out the sixteen principal points of the compass.*

POINTS OF THE COMPASS

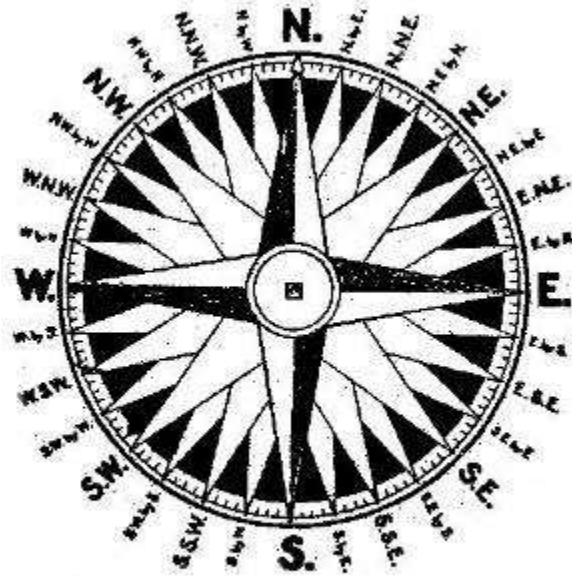
The Scout wants to know the points of the compass because he needs to know them when hiking; because he has to use them when map-making; because he has to refer to them when passing his Pathfinder tests, and because they form the basis for much of the Seascouting work which he may want to take up later.

The points of the compass should not be learned by mere memorizing. The compass, on the other hand, should be learned by beginning with the four cardinal points – North, South, East and West, and progressing through the smaller divisions. The Scout, long before he became a Scout, probably knew that if he faced North, his back was to South and that West was on his left and East upon his right.

The next division is mid-way between those cardinal points; these points are North-East (N E), South-East (S E), South-West (S W) and North-West (N W). These are called the half cardinal points.

The next division is between the ordinal and half cardinal points; these points are called the intermediate or three letter points, and there are eight of them altogether. Starting from North towards East, the first 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 to North. When an intermediate point begins with East or West the two Easts or the 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 (S S E), 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 Second Class test.



The Mariner's Compass



The Second Class Scout Badge

The Second Class Badge is granted by the Local Association (or the Croup Committee where there is no Local Association) upon the recommendation of the Scoutmaster. It is embroidered in red and yellow silk on a khaki background and is worn on the left arm of uniform shirt, between the shoulder and the elbow.

As soon as a Scout qualifies as a Second Class Scout, he will not be content to rest on his laurels but will strive for the still higher rank of First Class Scout. While doing so, however, he may also take time to acquaint himself to some extent with the Boy Scout proficiency badges, six of which he may earn and wear as a Second Class Scout. If, however, he wants more than six, he must complete his First Class work.