"HAT PLUMES"

You will want to know what ranks the different coloured hat plumes worn by your leaders represent. Your Scoutmaster will wear a Green plume; your Assistant Scoutmaster, a Red plume; the District Scoutmaster, a White plume, and your District Commissioner and his Assistants, a Purple plume.

Chapter IV

THE TENDERFOOT TESTS

To qualify as a Tenderfoot Scout a candidate must learn and pass the following tests.

TEST NO. 1

Know the Scout Law and Promise and their meaning in accordance with his age.

THE SCOUT LAW

1.-A SCOUT'S HONOUR IS TO BE TRUSTED.

If a Scouts says "On my honour it is so," that means it is so. Similarly, if a Scout Leader 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 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 when trusted to do so, he may be directed to hand over his Scout Badge, never to wear it again, and cease to call himself a Scout. Remember - A Scout is always on his honour.

2.-A SCOUT IS LOYAL.

A Scout is loyal to the Queen, his country, his church, the members of his family, his chums and brother Scouts and Scouters; he sticks up for them and helps and stays by them through good times and bad. When employed he is loyal to his employers, and carries out his work faithfully - except in the event of being asked to say or do something dishonest or dishonourable. In such a case he explains his reasons. The Scout is loyal to the good principles of his home and church upbringing; he will not do anything to lower his own self-respect.

3.-A SCOUT'S DUTY IS TO BE USEFUL AND HELP OTHERS.

It is a Scout's duty to be alert at all times and to do helpful things for other people, even at the cost of his own comfort, pleasure or safety. He must Be Prepared at any time to do his best to save life and help the injured. He must do at least one Good Turn to somebody every day, and remember always that helping others begins at home, often some small thing for Mother or Father, or other members of the family. Bigger Good Turns then follow naturally. a

4,-A SCOUT IS A FRIEND TO ALL AND A BROTHER TO EVERY OTHER SCOUT.

A Scout has a friendly attitude toward all people, without regard to their nationality, their national origin, their religion, .or whether they are rich or poor. He makes the best of other boys, and learns to get along with them, even though some of their ideas and manners may not be such as he is accustomed to. Particularly does he make it a point to be friendly with brother Scouts wherever he meets them, - in his home district, at school, away from home, when travelling in other lands. At the same time he learns to recognize and not associate with persons who are immoral or lawless and given to loafing with street-corner gangs or spending their time in pool rooms, roadhouse dance halls or other dubious "hang-outs."

5.-A SCOUT IS COURTEOUS.

A Scout is polite to all, but especially to old people, to invalids, to those who are crippled, to women and children; and needless to say, without regard to whether they are rich or poor, well dressed or poorly dressed. He is prompt to direct strangers requiring direction and if desirable to guide them personally to their destination. He must not take any reward for being helpful or courteous.

6.-A SCOUT IS A FRIEND TO ANIMALS.

He should save animals 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 one which is harmful is allowable. He takes proper care of animals at home, and does not overlook arrangements for their care when away from home during summer or other holidays.

7.-A SCOUT OBEYS THE ORDERS OF HIS PARENTS, PATROL LEADER OR SCOUTMASTER WITHOUT QUESTION.

Even if he is given an order he does not like, a Scout must obey promptly and cheerfully as do sailors and soldiers; and as he would for the captain of his hockey or football team. He must carry out an order because it is his duty to do so. After he has complied he may state any reasons against it But he must carry out the order at once. This is discipline, - Scout discipline - and self-discipline, which is one of the most important things in everyone's life.

8.-A SCOUT SMILES AND WHISTLES UNDER ALL DIFFICULTIES.

When a Scout gets an order or a request to do something he responds readily and cheerily; never in a reluctant, hang- dog manner. He does not grumble over disappointments or mishaps, nor find fault with other Scouts over the occasional mishap or hardships of hiking or camping. In any disappointing or annoying situation he forces himself to smile, then whistles a tune. And, presto! He's all right! Splendid examples of living the 8th Scout Law have been given by invalid Scouts, in some cases boys who have suffered injuries which left them for years in a plaster cast, in bed. A number of such lads have been awarded the Cornwell Badge (a medal created in memory of Jack Cornwell, the Scout hero of the Battle of Jutland of the first World War), for their cheery courage and determination to "carry on" with Scouting, with their school studies and such other things as they could do. They were true Scouts.

9.-A SCOUT IS THRIFTY.

A Scout 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 money needlessly or foolishly. Instead he places as much as he can in a bank savings account, against a time of need or to help himself through college, or start himself in business when older. (Many young men are unable to start college or to take advantage of some excellent business opportunity because they lack capital which they might have possessed had they started saving a little each year when they were boys). A Scout is also thriftily careful of his clothes, his bicycle and other things that cost money and require replacement.

10.-A SCOUT IS CLEAN IN THOUGHT, WORD, AND DEED.

A Scout avoids the company and loafing "hang-outs" of boys or men who persist in unclean talk or the telling of unclean stories. He does not read immoral or suggestive magazines or books. He does not permit himself to think or do anything that is not pure, clean and manly. He of course is always clean about his person, washing and bathing regularly and frequently,-

remembering that there is much truth in the admonition that "cleanliness is next to godliness."

The Scout Promise is not made until all the Tenderfoot tests have been passed. (See Page 37)

THE SCOUT MOTTO - BE PREPARED

If suddenly faced by an accident or call for help, instead of being confused and afraid, a Scout is expected, because or his training, to do something to help. And when some of the every day things of life go wrong-as they do now and then for everyone-he does not "lie down" and whine "What's the use!" He faces up to the problem with his best brains and courage. He is always "Prepared".

THE SCOUT LEFT-HANDSHAKE



The grandson of an Ashanti Chief who fought against Lord Baden-Powell told this story of the origin of the Scout Left-Handshake. When the Chief surrendered to B.-P., the latter proffered his right hand as a token of friendship. The Ashanti Chief however, insisted on shaking with the left hand, explaining, "the bravest of the brave shake hands with the left hand, as in order to do so, they must throw away their greatest protection, their shield." Thus Scouts shake hands with the left hand as proof of their good faith and true friendliness.

THE DAILY GOOD TURN

The Slogan of the Boy Scouts is "Do a Good Turn Every Day." It is through the faithful carrying out of this slogan that Scouting is best known to the public. Every Scout should accept it as an obligation of membership that he seek an opportunity to do at least one Good Turn every day-"to help other people at all times."





There are two kinds of Good Turn-the individual and the corporate. The individual Good Turn is the personal Good Turn a Scout does for other people, his community or his sponsoring institution. The corporate Good Turn is the one he does in conjunction with a group-his Patrol or Troop.

In Scouting for Boys, Lord Baden-Powell writes: "You Scouts cannot do better than follow the example of your forefathers, the Knights. One great point about them was that every day they had to do a Good Turn to somebody. When you get up in the morning, remember that you have got to do a Good Turn for someone during the day; tie an extra knot in your handkerchief or tie, and when you go to bed at night, think to whom you did your Good Turn."

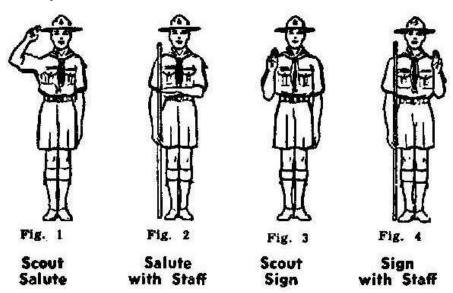
TEST NO. 2

Know the Scout Salute and Scout Sign as given in Camp Fire Yarn 3 of "SCOUTING FOR BOYS."

The Scout Salute

A Scout salutes with his right hand when either with or without a hat. The three fingers (like the three points of the Scout badge) remind him of the three parts of the Scout Promise: To do his best to-

Do his duty to God, and the Queen, To help other people at all times; To obey the Scout Law.



When his hands are occupied, a Scout salutes by turning his head and eyes smartly to the right or the left as the case may be. When riding a bicycle he salutes in a similar manner. When marching in a parade a Scout follows the special saluting instructions issued by his Scoutmaster.

When a Scouter approaches a group of Scouts, the senior Scout present calls the party to the Alert and himself salutes.

Scout's salute at the hoisting of the Union Flag and when the National Anthem is played. Scouts salute a funeral when the hearse is passing and when in civilian clothes raise their hats. Remember that Scouts shake hands with brother Scouts with the left hand.

The Scout Sign

The Scout Sign as shown in Figs. 3 and 4 is used by the Scoutmaster when investing a Scout, by the Scout when making his Promise, or any subsequent repetitions.

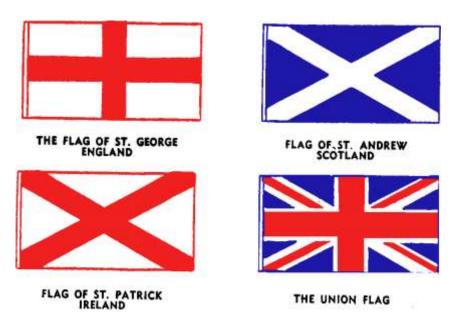
Many Scouts in foreign countries use the Scout Sign as a form of greeting between Scouts, and of course if you were greeted this way, you would return the greeting with the Scout Sign also.

TEST NO. 3

Know the composition of the Union Flag (commonly called the Union Jack) and the Canadian Flag (the Red Ensign) and how to hoist and break them. If a Sea Scout, in addition, know the composition of the White, Blue and Red Ensigns and when and by whom these are worn.

Composition of the Union Flag

The Union Flag (or 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 had become King James I of England in 1603) joined the English and Scottish



flags together to form the first British Union Flag or Union Jack. The English flag was the white flag with the red cross of St. George and the Scottish flag, the blue flag with a white diagonal cross of St. Andrew.

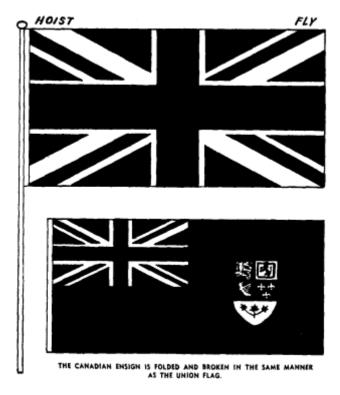
It is called a "Jack" either from "Jacques" the nickname of King James as the flag's originator, or more probably from the "jack" or "jacket" which knights wore over their armour to show their nationality. English knights wore a white Jack with the red cross of St. George; and this was also their flag.

In 1801 the red diagonal cross, retaining a portion of the white ground, representing the white flag with the red cross of St. Patrick was added, making the Union Jack of Great Britain and Ireland-and the British Empire.

The Canadian Red Ensign

The Canadian Red Ensign is a red flag with the Union Flag at the top corner next the hoist, and with the Shield of the Arms of Canada in the Fly.

It was authorized by Order-in-Council in 1945 to be flown on "Federal Government buildings within and without Canada. and to remove any doubt as to the propriety of flying the Canadian Red Ensign wherever place or occasion make it desirable to fly a distinctive Canadian Flag."



A typical occasion when it is desirable to fly the Canadian Red Ensign is when a Canadian Contingent attends a World Jamboree, and when the use of the Union Flag might confuse the contingent with that from the British Isles.

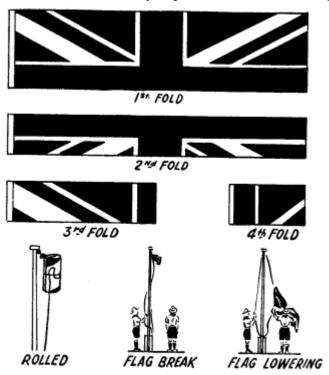
The Shield of the Coat of Arms in the fly shows the emblems of the principal races making up the population of Canada:- the three lions for England; the lion rampant for Scotland; the harp for Ireland, and the fleur de lis for France. Below appears a sprig of maple, emblematic of Canada.

How to Fly the Flag

If you study the Union Flag you will see that the red diagonal cross has a broad white band on one side and a narrow white band on the other. When flown from a staff the broad white band should be at the top nearest the staff (the HOIST of the flag), and at the bottom on the free end (the FLY of the flag). When the Flag is flown upside down it is a signal of distress. The same rule, of course, applies to the flying of the Ensign.

How to fold for breaking

When flags are flying on public occasions a Scout should observe whether those in his neighbourhood are flying correctly. In case one is upside down he should go to the owner, courteously explain and offer to change it.



When draped over a balcony or on the wall of a banquet hail the flag's correct position is judged from the front. The hoist should be at the top left corner. Hung lengthwise, the hoist should be at the top right corner (as if the flag had been moved around "clockwise" from the first position).

Breaking the Flag

It is always more effective and Scoutlike to raise a flag furled and suddenly break it out in the breeze with a tug of the halyard, than to raise it free; so every Scout should learn to do this. Take particular care to snug the tucked-in loop so it holds, but comes free when pulled. Nothing is more embarrassing than failure to break out a flag when the command is given to do so. (See illustration opposite.)

TEST NO. 4

Know how to clean a wound, and make and apply a clean dressing.

A cut finger, hand or foot, a scratch or puncture from a rusty nail or. wood splinter, are common accidents among boys, and older people. The Tenderfoot Scout must be able to give first aid for wounds of a minor nature. For even a slight scratch or cut may result in a dangerous infection if not properly cleaned and covered. (Infection means the entrance into the body of bacteria, which multiply in the blood. Every year many persons die from such "blood poisoning.")

Cleaning a Wound

Smaller cuts and scratches should be treated with an antiseptic-rubbing alcohol, Dettol, Mercurochrome or fresh iodine, (if iodine is used it should be allowed to dry before it is covered). Next place a Band-Aid or sterile dressing and bandage in position. In the case of a puncture wound by a nail, pin or splinters the safest procedure is to get medical attention as soon as possible.

In the case of more serious wounds, only foreign objects such as cinders, glass or bits of clothing that are on the surface should be removed. Never search for, or attempt to remove, objects that are embedded in the wound. Apply an antiseptic to the wound and around the edges. Cover the wound with sterile gauze over which is placed a pad of cotton wool. Bandage both firmly in place provided there are no foreign bodies in the wound, but lightly if these are present or suspected.

Points to Remember

Do not become excited even if there is considerable bleeding. Keep cool, remember that cuts are seldom as serious as they first appear. Go about your job quietly and confidently; keep your hands off the wound and do not breathe on it.

Making and Applying a Dressing

First spread out a clean handkerchief, triangular bandage or towel, and on it place all the necessary material.

In using a sterilized dressing (and every Scout should carry one in his kit), remove the outer envelope, being careful to expose it as little as possible to the air. If a sterilized dressing is not available, cut a piece of clean gauze, lint or boracic lint to the required size and apply. Avoid touching the side of the

dressing to be applied to the wound.

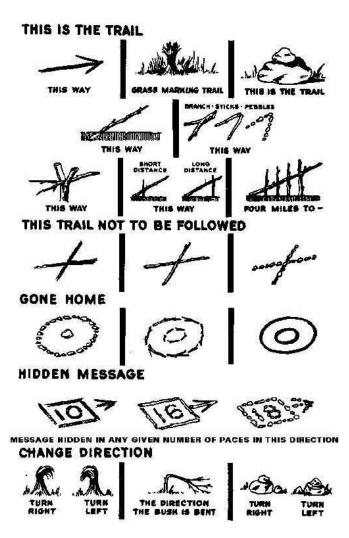
For small cuts or punctures, cover with a pad of suitable size, them adhesive; or use a made-up combination such as Band-Aid. Never apply adhesive or absorbent cotton directly over a wound.

In all cases of possibly serious injuries (and this is most important) secure medical aid or get your patient to a doctor as soon as possible.

TEST NO. 5

Make and know the meaning of the woodcraft signs given in Camp Fire Yarn 4 of "SCOUTING FOR BOYS."

Scout Trail Signs

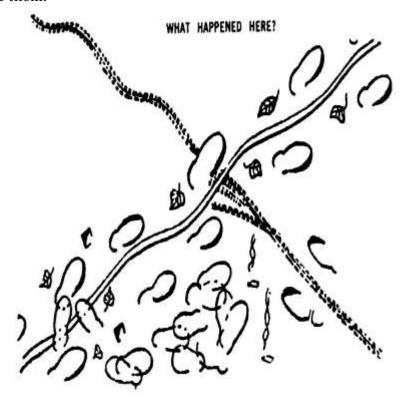


Here we come to one of the most interesting and features useful Scouting.-trail making and trail reading. It's real fun, and it means using your brains. You start with the simple trail signs while hiking and playing games, then you go on to the bigger fun of following and reading the tracks of birds and animals, and beings-"reading human the story they tell."

These signs may be made with chalk, stones, twigs or grass, as shown in the accompanying sketches.

Here is what Baden-Powell says of woodcraft and trailreading: Woodcraft, amongst other things, means learning about wild animals by following their foot-tracks and creeping up on them so you can watch them. You only shoot them if in

need of food; or if they are harmful. No Scout kills an animal merely for sport. As a matter of fact, by watching wild animals one comes to like them too well to shoot them.



Study this tracking problem. Check your solution with the correct solution on page 35

Woodcraft includes, besides the ability to discover tracks and other small signs, the ability to read their meaning,- at what pace an animal was going, whether undisturbed or alarmed, and so on. In the same way you read the footprints of men, women and children; horses, dogs, cattle of different kinds and size. In the woods or bush you come to know that someone or something is moving when you see birds suddenly fly.

A Tracking Story

Once, when a young cavalry officer in Kashmir, India, Baden-Powell was taking a morning bike, incidentally looking for trail "stories." He came upon a tree stump about five feet high. Near it was a stone to which 'were sticking bits of bruised walnut husk. The bits were dry. At the foot of the stump was a cake of hardened mud, showing the impression of the grass shoe. Some 30 yards along the path were the shells of four walnuts. Close by was a high sloping rock. Wrote B.-P.- These were my deductions: It was a man carrying a load, because Indian carriers when they rest do not sit down, but ease their load against a sloping rock and lean back. Otherwise, he probably would have sat down on the stump to eat the nuts. Instead he broke the walnuts on the

tree stump, and went on some 30 yards to the rock to eat them. The man had picked the nuts from a tree 150 yards north. So he had been travelling south (the footprints had disappeared). He was on a long journey because he was wearing grass shoes; if not going far he would have been barefoot.

"No important story," concluded B.-P., "but just an example of everyday practise which should be carried out by Scouts."

TEST No. 6

Demonstrate with. rope how to tie the following knots: Reef, Sheet-bend, Glove-Hitch, Bowline, Round Turn and Two Half-hitches, Sheepshank. Explain their uses. Whip the end of a rope.

About Knotting

One of the skills expected of every Scout is deftness in tying knots; and knot tying is of almost constant use at home, at the store, in building operations and house painting, in countless ways on the farm.

There have been occasions when the saving of life depended upon the ability of someone to tie a knot quickly and securely. Some years ago a man and his wife and a boy of 17 on an ice floe were carried down the Niagara rapids to their death because they could not secure a knot in a rope lowered from a bridge.

Knots can be made an interesting hobby, as you will discover when you come to advanced knot work, splicing and lashing of the Second and First Class tests.

To acquire speed in tying knots adopt a certain technique for each knot, that is, handle the rope in one definite series of moves for each knot. And practise with a fairly heavy and fairly long rope-never with string or small cord. During hiking and camping you will want to try knotting with pliable roots of spruce, poplar, etc., when procurable.

Knotting Definitions

Standing Part: The longer, unused part of the rope with which you are working.

Bight: The loop formed when the rope is turned back upon itself.

Free End: The end of the rope which is free to work with.

Tenderfoot Knots

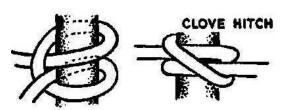
REEF KNOT: This knot (also called the Square Knot) is used for joining two pieces of string or cord of equal thickness, but not recommended for joining ropes. It is neat and fiat and is always used to fasten the ends of bandages. Also used for brailing tents.

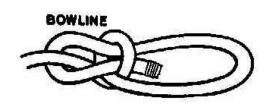




SHEET BEND: Used to join two ropes of equal and/or unequal thickness. More secure than a Reef for joining two cords or ropes of the same thickness. For joining larger ropes the Carrick Bend is preferable. (Note. The ends finish on opposite sides.)

CLOVE-HITCH: Is used for securing a rope to a spar or pole when the pull is steady. It is also used for beginning a square or sheer lashing. Hold the standing part in the left hand, pass the end around the pole, up over the standing part, around the pole again, and bring the end down and under the last turn. Pull tight.

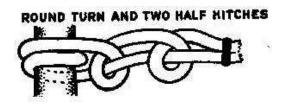




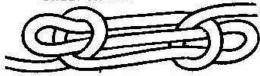
BOWLINE: This knot is used for making a loop which cannot slip. First make a loop towards you in the standing part. Bring up the free end through the loop, pass it behind the standing part, then down through the loop again. Its name originated from the fact that sailors frequently used this knot when mooring a ship.

ROUND TURN AND TWO HALF HITCHES: This may be used for

securing a rope, such as the painter of a boat, to a post or ring. If knot is to be used for any considerable length of time the end should be seized as in the illustration. It is the best knot for securing a towrope to a disabled automobile or for similar purposes.





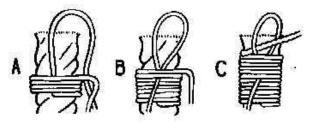


SHEEPSHANK: This knot is used for shortening a rope without cutting it, or for strengthening a weak part of a rope. Follow the illustration and you will readily master it.

Whipping Rope Ends: The ends of all Scout-used rope should be whipped with a yard length of stout twine, for neatness as well as to prevent unravelling. There are several systems of whipping. The two shown here are most commonly used.

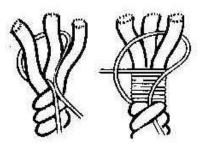
Common Whipping: This is one of the simplest. Lay the twine in a loop on the rope with the loop going beyond the end. Hold this down with the left thumb. Then wind the twine tightly round the rope towards the end (A). Do

not go over the free end of the loop. Alter six or seven turns, bring in the free end of the loop and bind it down (B). When a few more turns are finished, slip the free end of the main twine through the loop (C) and then pull steadily in the direc-



tion of the main rope until it is securely within the whipping. The length of the whipping is from 1/2 inch to 1 inch according to the thickness of the rope.

Sailmaker's Whipping: This is for a laid rope only. Unlay two or three inches of the rope. Put loop of twine round middle strand. Relay the rope. Wind long end of twine round and round working towards the end of the rope. When the whipping is long enough, slip the loop back over the end of the strand it goes round and pull steadily and firmly on the short, unused end.





Then bring the end up so that it serves the third strand. Tie off the end with a reef knot in between the strands on top; the knot will then be hidden. This makes a very neat whipping if done carefully. Keep everything tight.

TEST NO. 7

Demonstrate the proper use of a ground sheet and blankets for a camp bed. Always place the ground-sheet rubber side down on the ground; this prevents ground moisture getting into the blankets.

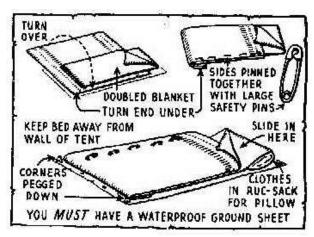
In our climate, even in summer, you need at least two blankets for your camp bed, and at least as much blanket beneath as over you.

To make a Scout bed with a ground-sheet and two blankets: spread the ground-sheet on the ground, rubber side down. Over this spread a blanket, lengthwise, one half over the ground-sheet, the other half out on the ground.

Double the second blanket once lengthwise and place (see illustration) with its open side toward the uncovered half of the first blanket, and about a

foot higher toward what will be the head of the bed.

Now bring over the open half of the first or lower blanket, tuck the bottom underneath (and on top of the ground-sheet), and pin along the side with large blanket pins. Thus you have a thoroughly snug sleeping-bag or "fleabag" as Scouts usually call it.



For outdoor sleeping during the late Fall or Winter one or more extra blankets may be needed. These are spread out on the ground on top of the first blanket, brought over together and pinned-thus giving added thickness both beneath and above.

If caught in a cold spell with insufficient blankets, sheets of newspaper placed between the blankets will provide good insulation against the cold.

TEST NO. 8

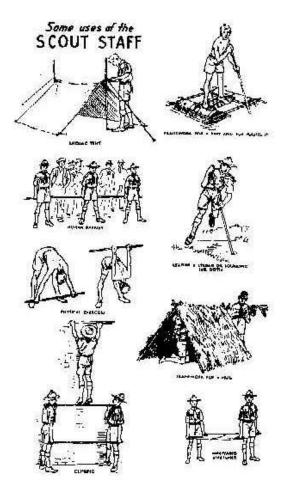
Make any one of the following:- Scout Staff, fid, marlin spike, tent peg, pot hook or similar gadget.

A Scout Staff: The staff is an important item of Scout equipment, especially when hiking or camping. It is 5 ft., 6 in., in length, and is marked in feet from the bottom, with the top six inches marked in inches, for use in measuring when needed. Sometimes it carries at its top on one side the carved head or figure of the Patrol animal or bird of its owner, and below this a notched record of his Scouting history. Such staves become prized souvenirs of a boy's Scouting days. (By the way the plural of staff is staves.)

Some uses of the SCOUT STAFF

Preferably a Scout hikes out into the woods to select and secure his staff, having first obtained the necessary permission. It should be of stout straight wood, 11/4 or 11/2 inches in diameter, and fairly light in weight when seasoned. Suitable woods are first, hickory, when obtainable; ash, oak and good grades of elm not showing more than 15 year rings; sugar maple, wild cherry, yellow birch, mountain ash and saskatoon.

When such natural wood staves are not procurable, as in many Prairie districts, an old but sound broomstick makes an admirable substitute.



The Scout staff was adopted by the Founder, Lord Baden-Powell, because of its usefulness during one of his early military campaigns in the jungle country of West Africa, - for testing the depth of swamp holes and dark streams; for guarding his face when pushing through heavy bush; for feeling his way in the dark; for carrying bundles over his shoulder when wading a stream.

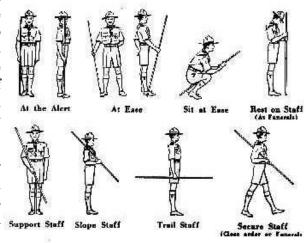
Other uses found by Scouts in different countries: For jumping ditches. As a pole for a small hike tent. Several staves as the framework of a brush lean-to. For signalling. For improvising a flag pole (several lashed together). For light bridge building. (At the great World Scout Jamboree in 1929 French Scouts built an 80-foot replica of the famous Eiffel Tower entirely of lashed Scout staves.) With one or two others, in pairs, to carry logs. To carry anything slung between two Scouts. As a long splint for a broken leg. As handles for an improvised stretcher. For

forming a barrier to control crowds at a fire, a drowning, a street accident, or along a parade route.

The staff should be carried slung by a thong loop over and behind the right shoulder. The thong is passed through two small holes about ten inches apart in the upper third of the staff,-so placed that the staff clears the ground by several inches. The thong is secured by small stop-knots.

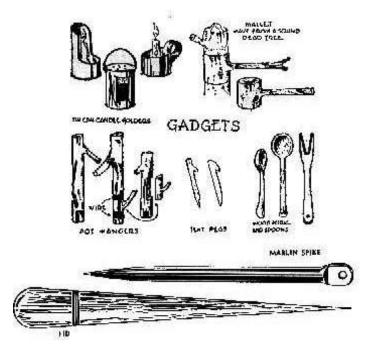
When on formal parade or marching the staff is carried in any of the carrying positions illustrated below and as directed by the Scoutmaster.

PARADE USAGE OF THE SCOUT STAFF.



When carrying the staff free on the street a Scout should do so in a way not to annoy or endanger other persons. And he should not strike trees, fences, etc., in passing.

Marlin Spike: The marlin spike is a steel tool, about half inch in diameter at the butt and tapering to a point. It is usually about a foot long, but may be smaller. The butt is drilled with a hole a quarter of an inch in diameter and should always be carried on a lanyard. Both the marlin spike and the fid (see next page) come in very handy for splicing and other types of rope work. Scouts who have machine shops in their school will have little difficulty making one of these.



Fid: A fid is a wooden tool, similar in shape to a marlin spike, but larger, say an inch and a half to two inches in diameter at the butt and tapered. It is usually over a foot in length, and is generally made of hard tough wood. It should be smooth and polished.

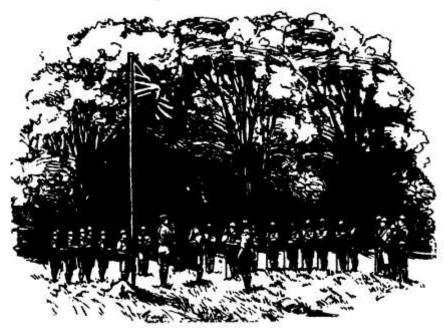
Gadgets: The test calls for a tent peg, pothook or similar camp gadget, and introduces you to one of the interesting features of Scout hiking and camping, the

making of various handy gadgets out of wood, knots, bark, empty tin cans, shells, wire, etc. By this practise you develop your ingenuity and resourcefulness until finally you are able to go into the woods or take a cross-country hike with practically nothing but some flour and bacon and a blanket, improvising plate, cup, spoon, fork, frying pan, etc., as needed. Such gadgets can also make an interesting souvenir collection which in later years will recall many enjoyed outings, cooking adventures and other mishaps and experiences. For this purpose dates should be cut, burned or scratched on the different articles. The gadgets would include some of those shown on page 35.

THE SCOUT PROMISE AND INVESTITURE

When a Scout is invested and takes his place as a full-fledged Scout in the Troop and in the world Brotherhood, he is required to "make the Promise." This takes place at his investiture. The investiture is a simple ceremony,

which may take place at an indoor Troop meeting, or preferably in the woods during a hike or at Camp. In preparation, the Scout-to-be will have memorized the Promise and Law, and will have had them fully explained, first by his Patrol Leader and next by his Scoutmaster.



A Scout Investure in The Woods

Needless to say the making of the Promise is a very important act, for it marks the moment at which a boy actually becomes a Scout. Before his investiture he is just a boy, like other boys. The moment he has made the Promise be is something different. He is a boy, who like the Knights of King Arthur, has obligated himself, on his honour, to do his best to live according to a certain code of rules-THE SCOUT LAW.

The ceremony, though simple is solemn and important. The Troop will be in the Horseshoe. The Candidate is presented to his Scoutmaster by his own Patrol Leader, who should have trained him. He places his left hand on the Troop Flag, makes the Scout Sign, and personally promises his Scoutmaster:-

"On my honour
I Promise
That I will do my best
To do my duty to God.
and the Queen
To help other people at all times.
To obey the Scout Law."

YOU MAY NOW WEAR THE SCOUT BADGE

Here is the meaning of The Scout Badge. The three fronds represent the three parts of the Promise-Duty to God and the Queen: Help others: Obey the Scout Law.

The two five-pointed stars are sometimes called the "eyes" of the Scout. The ten points on the two stars represent the ten Scout Laws.

The "Be Prepared" band, binding the fronds stands for the bond of Brotherhood between Scouts.

