

The
**WESTRALIAN
SCOUT**

OFFICIAL--4th Edition



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BOY SCOUTS ASSOCIATION (W.A. Section Incp.)
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*A Handbook for all Patrol
: Leaders and Officers :*

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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 use expressions 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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FOREWORD

[By THE CHIEF COMMISSIONER]

The Boy Scouts of W.A. welcomed the first edition of this book in 1916. Scouting was then a new game and the information given in this handy form must have been useful to many a Scout who has long since reached Rover age. But, like the boys of 1916, Scouting has grown, and the experience of 15 years demands some record of its progress in knowledge and methods. The principles, of course, remain the same, and all Scouts are reminded by the three-fold sign of their promise of Loyalty, Helpfulness and obedience to the Scout Law. Those principles are not learned from books, but if you look carefully you will see that they are present in some form or other in all Scouting activities. A study of this Handbook will make the Scout more efficient. At the back of that is the principle that the more efficient he becomes the better able will he be to help others. Similarly, at the back of the Ipise ceremony is the principle of Loyalty.

There are not Commissioners at Headquarters who deal with special sections of Scout work, such as Cubs, Rovers, Sea Scouts, Training, Ambulance, Public Service, Lone Scouts, Woodcraft, and Forestry. District Commissioners are being appointed all over the country to help Scouters. We hope soon to see a permanent camp, of the Gilwell type, established where Commissioners and Scoutmasters can take a Woodbadge course under the Deputy Camp Chief. After all, camp is the place for Scouts. This was well shown by the rapid increase in numbers of recruits after the 1929 Centenary Camp, and especially after the 1931 camp on the occasion of the visit of the Chief Scout of the World.

It is essential that Commissioners and Scoutmasters should, both by study and by practice, become as efficient as possible in Woodcraft and camping and "Be Prepared" for those joyous times when they will have their troops out under the sky, in the forest or by the seashore.

I hope, therefore, that this book will circulate widely and help all Scouts, and especially those in the outback areas to keep up-to-date in their work. In this spirit, I wish all who read it, "Good Camping and Good Scouting."

TO ALL PROSPECTIVE SCOUTERS

WHAT IS A GROUP, Etc.?

A complete Scout Group consists of the following three sections – Cub Pack, Scout Troop and Rover Scout Crew – but may at any given time consist of one or more sections only. – (*Rule 9, P.O.&R.*)

A Scout Troop is one of the sections of a Scout Group and is under the charge of a Scoutmaster, with at least one Assistant Scoutmaster to ensure continuity. (Each Group must have a Group Scoutmaster – normally the Scoutmaster of the Troop.)

A Troop is divided into Patrols consisting of six to eight Scouts, including Patrol Leader and Second. The Patrol should be the unit in all competitions and exercises, and the formation of specialised Patrols is recommended. It is usually found best to have Patrols of six rather than of seven or eight.

If the Troop consists of more than three Patrols an additional Assistant Scoutmaster is advisable for every three Patrols or fraction thereof. – (*See Rule 11.*)

FIRST OF ALL

Read *Scouting for Boys*, by the Lord Baden-Powell, of Gilwell, the World Chief Scout. It is indispensable as setting out the principles underlying Scouting. In reading bear in mind that it is not a Manual but an aid to inspiration. Having read this, peruse at least Part I of *Policy, Organisation and Rules*. Both can be obtained from State Headquarters, 103 William-street, Perth. Next have a chat with an active Commissioner, Deputy Camp Chief or other experienced Scouter. He may be able to put you in touch with a Troop so that you can see something of its work, or you might become attached to a good Troop as Assistant Scoutmaster for a period of three months. It is very desirable that all prospective Scouters should attempt Part 1 (Theoretical) of the Wood Badge. Particulars can be obtained from State Headquarters.

HEADQUARTERS

When you have decided to start a Troop and feel that you have acquired some knowledge of Scouting, decide if the Troop is going to be an Open one, or one attached to a Church or School, etc. Next find a meeting place – a school or church hall can be made to do, but best of all, if possible, find some place which the Troop can have itself for its very own. It should be attractive, well-lighted, and it should stand apart from dwelling houses. (Scouting is not always a quiet affair!) many of the most successful Troops have made for themselves most attractive headquarters in cellars, barns, stables and shed, etc., the Patrols fitting up their own corners.

NUMBERS

It is of vital importance to commence with small numbers. If the Troop is to consist eventually of four Patrols – that is to say, if it is likely to be from 24 to 32 strong – commence with about six or eight boys and train them up to the Second Class Badge before actually forming the Troop.

PATROL LEADERS

Some of the first six or eight boys may, but not necessarily must, become the Patrol Leaders as the Troop grows. It is often a good thing not to appoint Patrol Leaders at the very commencement. Try out the older boys by putting a different boy at the head of the Patrol each night or week. At the end of a month or six weeks you will have a much better idea as to which boys are the natural leaders. When these first few boys are imbued with the Scout ideals and have finished their Second Class work, then is the time to admit a few more recruits. You may select the most promising of your first boys and appoint them as Patrol Leaders and Scouters of your first two Patrols, giving them the new boys to train in their Tenderfoot tests. Thereafter you may ask Patrols to vote for their own leaders. Voting should be by ballot, which must be secret, and it must be understood that you will not necessarily appoint the boy with the most votes.

TRAINING

If you start with small numbers, though it may not appear so, it is really necessary to have an Assistant Scoutmaster in order to ensure continuity of work in your possible unexpected absence, owing to illness or other cause. Start your venture by a general talk on Scouting, describing the Scout Law and Promise, the formation of the Troop (*i.e.*, Scoutmaster, Assistant Scoutmasters, Patrol Leaders, Seconds and Scouts), and the functions of the Court of Honour or Patrol Leaders' Council. Explain to the boys that while Scouting will give them a great deal of pleasure and fun, yet there is a serious side to it. Emphasis from the beginning that slackers are not wanted, and each boy must be prepared to do his bit to make the Troop a thoroughly good one.

Don't talk too long and don't be too serious. In talking to boys it is a golden rule that all talks, lectures and demonstrations should be short in order to retain their interest.

The first few weeks will be devoted to Tenderfoot work. The Scout Law should be explained by you yourself in person, a few points at a time. After this you may tackle the Scout Signs, the Union Flag, the uses of the Scout Staff, the Tenderfoot knots, whipping, etc.

DRILL

Too much drill is bad and not consistent with the methods laid down in *Scouting for Boys*. Notes on drill will be found on page 217 of the handbook. A little drill, however, is good for the boys and helps to instil discipline.

GAMES

Games are most important, as Scout training is based largely upon them. Many varieties will be found in *Scouting for Boys*, while other books and other Scouters will suggest more. Don't repeat the same game too often, however popular it may be. Make up a programme for each meeting beforehand, not necessarily that you may stick to it exactly, but in order that you may never be unprepared. Divide the time up into periods of not more than twenty minutes each – first, a period of work, then a period of games. Above all, you must make the meetings interesting.

DISCIPLINE

Be firm, honest, and impartial to all. Give as few orders as possible, but have these carried out at the double. (A hint should be enough for a Scout.) On parade insist rigidly on smartness, the Scout Sign and the use of "Sir" or "Scouter"; off parade allow noise and romping, in which join in yourself if possible.

TIMES OF MEETINGS

This depends entirely on local circumstances. Some Troops have one meeting a week; others more. Many also meet on Saturday afternoons in addition to a weekly evening meeting. This is very desirable as Scouting is an out-door game. Avoid undue interference with home lessons or night classes, choir practices and Sunday Schools, although with the two latter it is usually easy, with tact, to make arrangements. As the Patrols progress, consider the possibility of having separate Patrol meetings in addition to the Troop meeting. Troop meetings, usually last from an hour and a half to two hours. Don't keep the boys too late, especially in the country; this annoys the parent. Break off at a fixed time, whether your programme has been completed or not. Instil into the boys that they should not loiter about the streets after the meeting is over. Walking home smartly with a "cobber" shows the Scout spirit.

A SCOUTS' OWN

A SCOUTS' OWN, which is a meeting for Scouts usually held on a Sunday, where they are trained for the practice of the Scout Promise and the Scout Law, is a particularly helpful part of a Troop programme. Fuller details are given in *The Two Ideals*, by Mr. H. Geoffrey Elwes, which can be obtained from State Headquarters.

UNIFORM

Uniform may be a very difficult question. You may –

- (a) Make each boy provide his own, in which case do not insist on his getting the whole at once. The objection to this plan is that if care is not exercised, different shades of colours will spoil the turn out of the Troop.

- (b) Obtain odd jobs of work for the poorer boy, the proceeds to be spent on providing uniform.

Let no boy wear uniform until he has passed the Tenderfoot tests. He is not a Scout until he has taken the Scout Promise. (See “Enrolment” as laid down in *Scouting for Boys*.)

State Headquarters has an Equipment Department and this will help you get uniformity in your Troop. The official uniform can only be obtained through Headquarters.

Scouts who have passed the Tenderfoot test and have been enrolled should never appear in public without their button-hole badge in their coat.

The Scout uniform is worn only one way, *i.e.*, smartly and correctly. No unauthorized additions or badges, etc., can be permitted. A uniform ceases to become such if only parts of it are worn on duty, similarly much discouragement should be given boys who wear articles of their uniform to school or elsewhere.

The attention of S.M.’s is drawn to the requisition that Scouts should appear in complete uniform (with neckerchief) when acting as Scouts.

OUT OF DOORS

It does not fall within the limits of this book to dilate upon the necessity of maintaining an out-of-door atmosphere in the Troop from the beginning, but don’t forget this point. Remember also that camping is one of the natural outcomes of Scout training and is necessary to complete that training. Avoid “parlour” Scouting.

COURT OF HONOUR

When Patrol Leaders have been appointed, form a Court of Honour consisting of the Scouters and Leaders. Properly speaking, the Court deals only with questions that affect the honour of the Troop, but as a kind of Patrol Leaders’ Council, to which Seconds are sometimes admitted, it can be of great assistance to the Scoutmaster in deciding on the forthcoming programme of Troop work.

FINANCE

Make the Troop as self-supporting as possible. The boys should pay a small weekly or monthly subscription – twopence or threepence a week is usual. Other ways of raising funds are by concerts, displays, sale of handicrafts, etc. It is most advisable that the Troop should not become too dependent on outside subscriptions. Where such are obtained they *must* be administered by the Group Committee.

Income derived from the Scouts themselves, through subscriptions or otherwise, should be administered by the Court of Honour.

REGISTRATION

Permission to start a Troop should first be obtained from the District Commissioner or Local Association Secretary. Where such does not exist, apply to State Headquarters. When the Troop is properly founded, it should be registered as the nucleus of a Group at State Headquarters, through the Secretary of the Local Association. Where such does not exist, apply to State Headquarters. (See *Policy, Organisation and Rules*.) The name and address of the Local Secretary, if unknown, can be obtained on application to the State Secretary at Headquarters.

WARRANTS

Warrants signed by the Chief Scout are issued by State Headquarters to all Scout officers (see Rule 41 of *Policy, Organisation and Rules*) on the recommendation of the Local Association and District Commissioner, or Headquarters Commissioner, application being made on the appropriate form (G. or H.). A period of three months' probationary service is required before application for a Warrant for the prospective Scoutmaster. It is necessary to produce the signatures of six of the boys' parents; a form is provided for this purpose.

The rules concerning the issue of Warrants is laid down in *Policy, Organisation and Rules*.

All Warrants remain the property of The Boy Scouts Association, and must be returned to the State Secretary at Headquarters on demand without his being called upon to state any reason.

LOCAL ASSOCIATION AND COMMISSIONER

The functions of the Local Association and Commissioner of the Troops and Scouters in their areas should be studied in *Policy, Organisation and Rules*.

GROUP COMMITTEE

To encourage interest in the Troop, it is most advisable to form a Group Committee, consisting of parents and well-wishers, who will help with the business side of the Group, *e.g.*, finance, Group headquarters, etc. It is well to have it understood at the beginning that the Group Committee does not interfere with the actual Scout work of the Troop.

As the Association is now an Incorporated body, Troop property should be made out in the name of the Association who is the actual trustee of the Group.

Above all, remember that a Scout Troop is not a boys' club. If you are not personally prepared to carry out, as best you can, the Scout Law, then do not take on the work. A poor-spirited Troop harms the whole movement; so "play the game."

BADGE EXAMINATIONS

The whole question of success or failure of the Badge system depends upon the examiners. They are appointed by Districts, Troops or by Headquarters and must be:—

1. Qualified to examine;
2. Thoroughly conversant with the requirements of the Badge.

Examiners are expected to use a certain amount of discretion on their job and not to interpret the requirements of the Badge too literally. The amount of preparation and effort shown by the candidate must be taken into account, although he may not be quite up to the standard required.

Tenderfoot and Second Class Badges can be passed by the Patrol Leader after the Scoutmaster has satisfied himself that the test has not been “skimped.” First Class Badges are, however, examined by an independent Scoutmaster or other qualified man.

Papers for the Second and First Class tests are obtainable from Headquarters as are cards for proficiency badges. The instructions with them should be carefully read.

It is of great importance that all candidates for Badges should have been thoroughly coached before presenting themselves. Remember, an ounce of practice is worth a tone of theory.

SPECIAL EXAMINATIONS

The matter of Ambulance Badges is entirely handled by the Commissioner in charge of Ambulance.

Similarly, Rescue and Swimming Badges are in charge of the Sea Scout Commissioner as are all Sea Scout Badges and Pathfinder’s Badge is dealt with by the Headquarters Commissioner acting in conjunction with local examiners.

The Kind Scout Badge is awarded after the District Commissioner and the General Committee have satisfied themselves that the award is in order.

Headquarters regulations define the necessary tests for Badges, and, in cases of any uncertainty or inability to follow same, S.M’s. may submit reasons to Chief Commissioner for adjudication.

Qualifying badges for King’s Scout being Public Service must be passed annually and a satisfactory standard of efficiency attained and maintained.

Those Badges involving reading or drawing a sketch map require special treatment inasmuch as a list of conventional signs, including those peculiar to W.A., has superseded the one shown in overseas Scout text books. This list, however, shows quite a number of the signs in such text books.

Badges can only be obtained from State Headquarters and are only issued to the Scoutmaster or his Assistant. If any other member of the Troop is required to obtain Badges the order must be countersigned by the Scoutmaster.

Badges should be purchased from the Group subscriptions and presented to the Scout or Wolf Cub as his first issue. Any further requirements to replace worn or soiled Badges should be paid for by the Scout himself.

Second Class, First Class, Proficiency and King Scout Badges must be applied for on the proper form and correctly filled in, delay in the issue of Badges often occurs on account of the application forms not being correctly filled in.

For the Cyclist Badge a Certificate is required in addition to the Badge Card. It is important the requirements for this Badge be thoroughly complied with.

When applying for all round cords a list of the badges as required by *Policy, Organisation and Rules* should be forwarded signed by the Scoutmaster and countersigned by the District Commissioner or Headquarters Commissioner when no District Commissioner exists.

GENERAL

In reading *Policy, Organisation and Rules* as issued by Imperial Headquarters, please note that wherever “Imperial Headquarters” appears in these rules, read “State Headquarters,” and where “County Secretary” appears, read “State Secretary.”

DIFFICULTIES

Finally, when difficulties arise (you may be sure they will at one time or another, and they merely make the game more interesting) use common sense and remember the Scout Law. Consult your Commissioner and other Scouters, who will all be willing to help. After you have gained some practical experience, you may find it worth while to take a course of training, about which the Secretary of the Local Association, or your Headquarters Commissioner, will be able to give you information. One last point – a complete Scout Group consists of Wolf Cubs, Scouts and Rover Scouts, so don't remain satisfied with only one section of the three. Try and get others started as well.

TROOP SUBSCRIPTIONS TO HEADQUARTERS

All newly registered Troops are required to pay to Headquarters 2/6 and an annual re-registration fee of 10/-. When Local Associations exist 2/6 can be deducted by them from each Troop's subscription to help them purchase their requirements in stationery and postages, etc.

From the 1st July, 1932, a new re-registration Group will come into use and when this form is submitted the annual re-registration fee must accompany, otherwise the Group will cease to be an effective Group.

All such fees paid to Headquarters are used to assist in the purchase of stationery, duplicating circulars, purchasing literature from Imperial Headquarters, postages, etc.

Postages, telegrams, stationery, literature and printing last year cost £162/7/8, so supposing 150 Groups paid their annual subscription of 10/- only £75 of this cost would be covered, less the 2/6 per Troop where Local Associations exist.

Some of our Groups are very loyal to Headquarters and in addition to paying their annual subscription arrange an annual function, the proceeds of which are handed over to Headquarters.

We sincerely thank these Groups and recommend the scheme to other Groups who could help in this way.

SCOUTS' EQUIPMENT DEPARTMENT

This has proved without doubt a great asset to the Association. Last year the turn-over was £1,220/19/9, and the profit on sales £273/17/10, thus it will be seen that only 22½ % profit was made to cover overhead charges and help Headquarters. We sincerely thank all those Troops who have supported us. We have at time been up against what looked like insurmountable difficulties, but we have overcome them and the co-operation of all will in the future greatly assist us to carry on.

The Quartermaster requires your sympathy and support. Remember it is your shop and you should support it. It was started under great difficulties for your benefit and it is hoped all will realise this.

REMITTANCES

Remittances for badges, etc., as per published current price list, must accompany all orders. Troops may open a credit account with the Association, the cost of badges, etc., being debited to same until balanced. No credit may be given.

“THE COURIER”

This bright little month publication is the official mouthpiece of Scouting and Guiding, and can be obtained from Headquarters; price 3d. It contains notes on Cubs, Rovers, Scouts, Sea Scouts, troop news, hints, games, etc., and is widely read.

HEADQUARTERS ORGANISATION

Chief Commissioner

Assistant Chief Commissioner for Rovers.

Assistant Chief Commissioner for Cubs.

Assistant Chief Commissioner for Sea Scouts.

Assistant Chief Commissioner for Training (also known as Deputy Camp Chief).

These four gentlemen are appointed to assist the Chief Commissioner in his duties and to give District Commissioners the benefit of their special training at all times necessary.

District Commissioners

These are appointed for the following districts: Perth, Fremantle, Subiaco, Claremont-Cottesloe, Albany, Geraldton, Northam, Beverley, Kalgoorlie, Yilgarn.

They are in complete charge of all Scouting activities in their district.

Those districts not under control of a District Commissioner come under the Headquarters Commissioner.

Other Appointments

For specialised activities the following appointments have been made:—

Ambulance and First Aid, Public Service, Woodcraft Scouts, Lone Scouts, Forestry Scouts:

These appointments are in the hand of officers of the movement, specially qualified for such work; they rank as Assistant Commissioners. Other similar appointments may be made from time to time.

Woodcraft Scouts are in the nature of an experiment and is an attempt to fill the gap caused by Scouting and Rovering not satisfactorily linking up.

Lone Scouts are those boys out of touch with Troops and whose training and instructions is carried out by correspondence and radio direct from Headquarters.

Forestry Work.— The Association has been delegated by the Forestry Department of the State Government to plant and maintain certain areas at Mundaring Weir with pines and the present organisation provides for the periodical visitation of the plantation at week-ends by various troops.

POINTS FOR SCOUTS

HOW THEY BEHAVE IN PUBLIC

Wear your uniform smartly and correctly. Don't slouch about the streets, nor "sky-lark" and make yourself a nuisance. Walk smartly and cheerfully; keep your hands out of your pockets.

Avoid wearing your jacket; if cold put on extra under-clothing. Lace-ends, tags and garter tabs trailing around are not Scoutlike.

When marching – *march!*

When the National Anthem is played in a hall, everybody stand to alert. *Everybody salutes.*

When played outside, hats are kept on and all come to alert. *Everybody salutes.*

When a funeral passes Scouts salute. A Scout never raises his Scout hat to a passer-by – he salutes instead.

It is not correct for Scouts to take off their hats at an open-air service when prayers are said, any more than it is to do so when the National Anthem is played.

No member of the Scout movement is expected to smoke in public in uniform; neither is it desirable that he do so in front of boys.

THE SALUTE

S.M's. are requested to recognize the instructions regarding the Salute.

1. S.M's. salute one another with a full salute and the salute of Scouts with a full salute.
2. Scouts should be instructed to salute (when alone) passing any troops on the march, all S.M's. and other officers, ministers of religion, schoolmasters who are known to them, and the Union Jack; also to salute other Scouts with the full salute. All salutes are given whether wearing a hat or not.

SONG BOOK

A local edition of popular Scout songs and choruses can be obtained from Headquarters; price 3d. Scout Troops are expected to sing their heads off at the right time and in the right place.

WOLF CUBS IN W.A.

Tenderpad.- To be a Wolf Cub, a boy must be between the ages of 8 and 11. He must satisfy his Cubmaster that he knows the Wolf Cub Law, signs and salute. He will then make the following Promise:—

I promise to do my best —

1. To be loyal and to do my duty to God and the King, and to keep the Law of the Wolf Cub Pack.
2. And to do a good turn to somebody every day.

The Law of the Wolf Cub Pack is —

1. The Cub gives in to the Old Wolf;
2. The Cub does not give into himself.

He is then a Tenderpad and is entitled to wear the Wolf Cub Badge.

This important section of the Movement was founded by the Chief Scout in 1912, four years after the Scouts themselves started. An insistent clamour arose from small boys who were too young to be Scouts to be allowed to participate in the activities of this rapidly spreading movement, and the Chief, in his wisdom, conceived the idea of forming “Wolf Cubs” for boys aged 8 to 11-12, thus giving them an elementary training in Scouting through games, dances, and stories, founded on the pillars of romance. Badge tests were also formulated, and training carried out by grouping the boys into “Packs,” divided into “sixes.” The Pack was controlled by a “Cubmaster,” and the six by a “sixer.” To-day Wolf Cubs number 150,000, and a group is not complete without the Wolf Cub section.

In our own State, as early as 1910, junior Scouts, out of which eventually grew the Wolf Cubs, as we know them to-day, were organised. These early “dib-dobbers” wore a picturesque uniform consisting of a green “tabard,” with a golden arrow across the breast, and a green woodcraft hood. The evolution to the present conditions is not recorded, but the progress has been such that the number of Cubs in W.A. at present is 1,000, divided into 60 Packs.

The first rally of importance was held in King’s Park, on the 12th December, 1925, and was attended by the late Governor in his capacity as Chief Scout. This event was a great success.

Lady Cubmasters may take a special training course conducted by a trained Akela leader who journeyed especially to Gilwell Park, England, for the purpose.

A further development was the formation of Sea Cubs in connection with the 1st Troop of Sea Scouts a few years ago, and now several other troops have formed this section.

From time to time Imperial Headquarters in London have cautiously and wisely amended the Cub tests to suit altered conditions as they arose, until it can now be said that the section is on a definitely firm basis. Cubmasters know exactly what is required of them, and the facilities exist for acquiring their training.

SEA SCOUTS

Full information regarding Sea Scouting as it applies in W.A. can be obtained in the 3d. blue pamphlet *Sea Scouts*, obtainable of the Sea Scout Commissioner.

Scouters forming Sea Scout Groups or Patrols in Groups, must observe the following principles:—

1. The permission of the District Commissioner must be obtained, and he must be satisfied that the requisite training will be given.
2. Only boats as approved by the Sea Scout Commissioner may be obtained, and no boat is to be ordered or purchased until she has been so approved.
3. The rules laid down to ensure safety in boats must be observed. (See *P.O & R.*, Rules 61 and 82.)
4. Sea Scouting must not be allowed to degenerate into joy riding.

There are certain variations in the badge tests as laid down. These may be obtained on application or will be found in the blue handbook.

Group calls from S.A. to S.Z. have been allotted to Sea Scout Groups. Any new group will be given its distinguishing “number” on application to the S.S.C.

WOOD BADGE TRAINING

When Gilwell Park, Essex, was handed over to the Boy Scouts’ Association, and the Chief instituted his famous system of Wood Badge camps, it soon became apparent that the scheme would have to be extended to the Empire overseas, and ultimately to foreign countries. Actually this has happened, and ever Scouting country in the world of any importance now has its own Deputy Camp Chief, acting under the guidance of the Camp Chief at Gilwell Park.

The first West Australian Wood Badge course was conducted at Karrakatta, in July, 1925, as a series of six fortnightly camps. The course was a wonderful success, some thirty candidates taking part, showing great enthusiasm. His Excellency the Governor and Chief Scout, Sir William R. Campion, visited one of the camps, and was very interested in all he saw.

Since that year, a course has been conducted regularly every year, and the result is that now one hundred men in W.A. have had Wood Badge training. Of these some forty have gone further, and passed the theoretical course, whilst over twenty have completed the administrative course, thereby gaining the Badge itself. In 1928, Commissioner Nile was appointed a Deputy Camp Chief to assist with the work.

Of late it has become apparent that some form of preliminary Wood Badge training is necessary, and steps have been taken to provide this elementary course prior to taking the actual badge itself.

These elementary courses are conducted by District Commissioners acting in consultation with the Headquarters Commissioner for Training.

Cubmasters and Rover Leaders are also provided for, special courses being arranged for them to suit their particular branch. The first Cubmaster course was conducted by Akela Leader Miss Shearing, in November, 1930, and some twenty lady Cubmasters attended. A yellow bead is provided for Cub candidates who pass; green for Scout candidates, and red for Rover candidates.

Efforts are being made to secure a permanent camping ground for the Movement in W.A., so as Wood Badge courses could be conducted with the minimum of interference. The military ground at Karrakatta (kindly made available by the Defence Department) has proved most suitable in the past.

While it is not possible to provide the same setting and the same atmosphere at any other camp as exists at Gilwell itself, it can be said, however, that the spirit shown throughout the series of camps held here had been truly a wonderful one, and the manner in which some of our veteran Scoutmasters have thrown themselves into the idea of the scheme and become boys again, not only at heart, but physically, and mentally, has been a source of gratification to the sponsors of Wood Badge training in W.A.

One word in conclusion: It is not claimed that this method is the only one to produce Scouters who know their job. It is said definitely, however, by the Chief himself and his Commissioners, that it is by far the most effective and picturesque!

REPORTS

Scoutmasters are requested to forward to State Headquarters, a report through District Commissioners, with statistics, at least once a quarter.

SCOUT NOTES IN "DAILY NEWS"

Notices of impending events, regulations, etc., appear in *Daily News* and S.M.'s. are recommended to obtain the paper each Monday.

Notices from Troops for insertion in Scout News to be forwarded to Boy Scouts' Association, Perth, who reserve the right of altering, or curtailing the length of any matter.

"POLICY, RULES AND REGULATIONS"

Power has been given for Dominion State Councils to vary regulations to suite local requirements. A list of such amendments will be published in due course.

SIGNALLING

As Morse is the universal language, Scoutmasters are strongly advised not to allow Scouts to start Semaphore until the first-class badge has been passed, otherwise it is found the boys are unwilling to trouble about Morse. A semaphore signaller is useless at nights and at long distances, while a Morse signaller can almost always find means to get a message through. By resolution of the Executive, semaphore is no longer accepted for second and first class tests.

These notes are merely intended as an assistance towards the First and Second Class tests. For the Signaller's Badge, a knowledge of the *Military Signalling Manual* is essential for Scouts, the *British Signal Manual* for Sea Scouts, and the *Handbook for Wireless Telegraph Operators* for Telegraph lists.

In the teaching of Morse, it had been found that for "dot dash" it is better to substitute sounds, which form a mental image of the sound of a signalling apparatus or flag in motion. Comparative tests have shown that by this method the code is learned in considerably less time. The code is, therefore, given below in this method. Another way recommended is the *Ready Method* (Albert and Son, 6d.).

THE MORSE CODE

| | | | |
|---|------------|---|------------|
| A | de daa | N | da dt |
| B | da dd dt | O | da da da |
| C | da d da dt | P | d da da dt |
| D | da dt dt | Q | da da d da |
| E | dt | R | d da dt |
| F | d dda dt | S | d d dt |
| G | da da dt | T | d aa |
| H | d d d dt | U | d d da |
| I | d dt | V | d d d da |
| J | d da da da | W | d da da |
| K | da d da | X | da d d da |
| L | d da d dt | Y | da d da da |
| M | da da | Z | da da d dt |

NUMERALS

| | | | |
|---|-----------|----|-----------|
| 1 | • — — — — | 6 | — • • • • |
| 2 | • • — — — | 7 | — — • • • |
| 3 | • • • — — | 8 | — — — • • |
| 4 | • • • • — | 9 | — — — — • |
| 5 | • • • • • | 10 | — — — — — |

MISCELLANEOUS SIGNALS

| | | | |
|----------------|-------------|----------------|-------------|
| General answer | — | Word before | WB |
| Preparatory | • • • — • | Go on | K |
| Erase | • • • • • • | Break | — • • • — |
| Stop | Q | End of message | • — • — |
| Repeat | IMI | Full Stop | • — • — • — |
| Word after | WA | | |

CAMP HINTS

Tents, sails, etc., must not be rolled up when wet.

Rugs must not be placed against the tent walls.

Meals must not be eaten inside the tent.

All rugs must be aired, if possible, each morning, then rolled and put away.

Flags should be hoisted at a convenient time before 9 a.m. and lowered at 6 p.m. or sunset.

Incinerators to the ratio of 1 per 100 boys, or part thereof, should be provided, and should be used for disposing of all burnable refuse.

Rubbish Holes. - One to 100 boys, and must be used for disposing of all unburnable refuse.

SANITARY REGULATIONS AND SUGGESTIONS

1. All food must be protected from flies the whole of the time.
2. No scraps of food to be left about.
3. Provide grease traps.
4. Earth must be used in all latrines.
5. In case of sickness or accident, same to be immediately reported.
6. Where possible, use boiled water only for drinking purposes.

CLOTHING

Wet or damp clothing must be removed immediately on coming into camp.

Scouts must not half or sit down in damp clothing.

Every garment worn during the day must be removed on retiring. Cotton or linen nightshirts or pyjamas are advised.

Boys must not be allowed to sleep in clothes.

COOKING

Scouts should cook at least one meal per day. Fires will be lighted to leeward of camp, generally straight in front of tent. They will be 20ft. in front of standing tents, and 3ft. to 5ft. in front of bivouac tents. In either case a 20ft. circle will be cleared of dry grass, etc., to prevent spreading.

Scouts must not drink unboiled water from creeks, ponds, etc. Spring water is generally safe. Avoid water which sheep can drink. Washing up must not be left to attract flies. Tin billies, plates, etc., are often not washed, but wiped clean and polished with sand if required.

The following are recommended: Pea sausages or soup packets, currants or raisins, cheese, dried apples, condensed milk or "Trumilk," cabin biscuits, rice, tapioca, tea or cocoa, tinned meat.

USEFUL RECIPES

Sea Pie. – 1lb. steak, 1 onion, 6 potatoes, 2 cups flour (self-raising), salt and pepper. Cut meat small, if possible, fry lightly, and stew till tender with potatoes and onions. Mix flour with water to stiff paste, using a fork only. Cut into suitable sized pieces and drop into billy while boiling briskly. Serve at once as dough goes heavy if allowed to stand.

Duff. – Mix dough as above and drop into a billy of fast boiling water, with a plate in bottom to prevent sticking. Serve with golden syrup or jam.

Panagglety. – Cut small 6 potatoes and 2 or 3 onions. Place in camp oven or billy, just cover with water, and boil, first adding a large spoonful of dripping. Boil till potatoes begin to break up, and season to taste.

Cook's Delight. – Cook as for panagglety, and when almost cooked add one tin of meat and stir well.

Bacon and Beans. – Soak 1 cup of haricot beans for 12-24 hours in water to which has been added 1 teaspoon of baking soda (not washing soda – it is poisonous). Boil for one hour, pour off water, add hot salted water and a few pieces of bacon. Boil till beans are tender, pour off water and add tomato sauce to taste.

Mullet a la Delphis. – One tin mullet (or salmon), 3 eggs, 12 cabin biscuits or bread crumbs, milk, salt and pepper. Mix mullet with biscuit (crushed) or breadcrumbs and a little water. Spread on bottom of camp oven, beat up eggs with milk and pour over; cook with deep setting of oven.

Fish. – Place in layers in camp oven, sprinkling on each layer a little dripping and salt. Cook with low or deep setting of oven.

THE CAMP OVEN

This is the most useful camp requisite there is. There are three ways of using it –

(a) The high setting for stewing, boiling and the like, with fire under it.

- (b) The low setting, for slow cooking, porridge, stews, etc., with the fire round the sides of the oven as it sits on the ashes.
- (c) The deep setting, in which the ashes are raked away to give a hole deep enough to take the oven, which is then covered up with hot ashes and live embers above all to retain the heat. It is possible by the use of these three settings to cook practically any dish which can be done in an ordinary kitchen.

EQUIPMENT

Suggested List

Light Order. – Spare shirt and socks, mess tin, knife, fork, spoon, mug, haversack, soap, towel, rug, rolled “Horse-collar” style (plain rolled for boat or train), ration bags, water bottle, candle.

Full Kit, additional to above (to be packed in kit bag) – Pillow bag, towel, change of clothes, pyjamas, boots (if on the march) or shoes, note books, pencils, crayons, plates, large spoon, swimming trunks (not costume, except when camping near town), ground sheet, 1 candle.

Per Patrol. – Washing dish, lantern, tent (or 1 bivouac tent per 2 or 3 Scouts), fire plate, cooking irons, 3 large billies, to nest one in the other, frying pan, camp oven, kerosene tin.

BOATS

These rules apply to all boats used by Scouts using boats. In the case of such, all boys must be able to swim fifty yards, and unless the Scout in charge is familiar with the rule of the road, all ferry and sailing traffic must be given wide berth.

Land Scouts using a sailing boat must comply with all the rules applying to such. Application should be made to the Commissioner for Sea Scouts for the leaders of such to receive necessary training and examination.

In the case of Land Scouts, using a sailing boat not below the Fremantle Road Bridge, knowledge of compass and rigs will not be required, and for the Oarsman and Boatman Tests. Sections 2 and 3 will not apply, but Scouts taking advantage of these reduced conditions, will not be entitled to wear the badge. Land Scouts while afloat come under the jurisdiction of the Commissioner for Sea Scouts.

1. No boat to be used except –
 - (a) With the permission of the Scoutmaster of the troop, or, in his absence, of his assistant.
 - (b) Within the area for which she is certified fit to be used, by the Harbourmaster of the nearest port.
 - (c) When in charge of a competent crew as laid down herewith.

Except that nothing herein shall prevent a boat being used in case of emergency or to save life when such use may involve the breach of these rules, any such action being at once reported by the Senior Scout involved to the Scoutmaster, and through him to the Commissioner for Sea Scouts.

SAFETY RULES FOR SCOUTS ON WATER

Only swimmers will be allowed in a boat.

No boots are allowed in boats, except on short transports. Soft shoes may be worn, otherwise boots will be removed before boarding.

Coats or overcoats will only be worn by permission of officer in charge.

Haversacks and tomahawks will be removed before boarding.

In a boat, all gear must be kept tidy, and Scouts will not secure themselves to any part of the boat or gear.

In the event of a capsize, if the boat floats, Scouts will stand by it. Otherwise they will secure all floating gear and all keep together, under the direction of officer or senior Scout.

If the boat floats the mast should be unshipped and secured, the boat righted, and if possible, as much water got out as can be, by rocking and baling. The junior Scout will then carefully climb aboard and continue baling. It may be advisable for one or two juniors to board before baling is commenced, lying in the water so as to relieve the boat of their weight. If the boat seems to lie too low to be baled, the senior or officer will use his discretion as to leaving the boat, or holding on till help comes. In any case, the boat should, if possible, be righted, when the Scouts may board, lying low in the water so as not to submerge the boat. Two of the best swimmers may be despatched for help if necessary. Senior Scouts will assist juniors as much as possible. By arranging a framework of oars and spars, juniors may be given spells out of the water. In such a case a windbreak should be arranged.

HOW TO START A ROVER CREW

Study the Rover Scout Handbook, *Rovering to Success*, if you are already a Scout talk the whole thing over with your Scouter. If possible, get in touch with a Rover Scout Crew in your neighbourhood. It is desirable, if you are forming a Crew and it is at all possible, that you serve the three months' probation with an existing Crew, and be invested as a Rover before you start your own Rover Scout Crew.

Before a section of Rovers can be formed in a Group a suitable Leader is absolutely essential. If possible, the Leader should be a warranted Rover Scout Leader, or, at any rate, a gentleman who is willing to become one.

The age for admission is definitely seventeen, this is the minimum.

It is to be distinctly understood that the Rover Crew is a definite section of the Group and comes under the control of the Group Scouter.

Before being invested a prospective Rover Scout or Rover Squire must not wear the Rover shoulder strap or Rover badge. His should knot at this period will be yellow and green.

The secret of success is to build slowly but surely and train your foundation members until they have served their three months probation and are all invested Rovers, before you admit any new recruits, and then only allow one or two in at a time. Don't enrol any more than you can comfortably absorb.

The Chart of Organisation of a Rover Crew is as follows:

Group Scoutmaster;

Rover Leader;

Rover Mates;

Rover Scouts in Patrols.

A Rover Patrol can consist of from four to eight Rovers and is named either after a member of the Group who made the supreme sacrifice serving the colours or after some Australian or British explorer who devoted his life to the service of his country.

It is advisable that the Crew meet weekly, but it is essential to the success of the Rover Crew that they have the use of a separate Rover Den and give every Rover a definite job to do.

A Rover Mate is elected by the Patrol with the approval of the Rover Scout Leader.

When there are two or more Patrols in a Crew they may appoint a Senior Rover Mate.

A Rover Second is selected by the Rover Mate to be his assistant and to take charge when he himself is away,.

A Rover Scout Leader is one who holds warrant as such and is in charge of the Crew of a registered Group. He defines the policy of the Crew.

It is by no means essential for the Rover Scout Leader to be a trained Scout. His executive officer is the Rover Mate or the Senior Rover Mate.

Rover Scout training is a continuation of that given to Wolf Cubs and Boy Scouts, with the same objects, but with a wider outlook and with the added object of helping Rover Scouts to make useful careers for themselves. The term Rover Scout stands for a true man and a good citizen. Rovering is essentially Scouting from a man's point of view.

If you desire help in the formation of your Rover Crew, ask your District Commissioner, or write to the Rover Commissioner, c/o. Scout Headquarters, Perth. In the meantime read all you can on the subject and study the following books: *Rovering to Success*, *Scouting for Boys*, *Rover Quests in Practice*, *Rover Scouting*, *The Investiture of a Rover Scout*; *Policy*, *Organisation and Rules*, *Rover Scouts*, *What they Are and What They Do*.

All these books are obtainable from State Headquarters, Perth.

SCOUTS – AND THAT JOB

You want work in your own State. Have you ever stopped to think that the surest way of making a job for yourself is to buy West Australian goods? Everything you buy from *outside* the State lessens your chance; everything you buy *Westralian-made* adds to your chance.

Quite a lot of unthinking folk say, “H’m, Westralians can’t make things well.” And then they cheerfully buy rubbish – made somewhere else. It is really a kind of idiocy.

You can do good work on a job. Can’t you? Well, so can the rest of the West Australians. They are just like you. They can turn out a decent article that will compare with anything made anywhere else. Don’t forget that you will be a West Australian workman someday. How would you feel if stupid people said, “I won’t buy Jim Scout’s goods. They aren’t well enough made. You see, he’s only a Westralian.”

It does sound rubbish, doesn’t it? But that is what *you* are really saying whenever you go into a shop and buy a foreign article when there is a West Australian one to be got. You hadn’t looked at it like that, had you? You really didn’t think you were such a chump as all that! Well, you are whenever you don’t stick to your own products. It is then that you’re a – I was nearly going to say “goat,” but I remembered that a West Australian goat has enough sense to eat West Australian grass. You can find a name for yourself yourself.

Our advertisers keep thousands of Western Australians in jobs. They spend hundreds of thousands of pounds in the West. And you make be looking to them for a job some day. Unless you are fitted with a nicely turned jarrah head you must support them. They have the goods.

Sweets! Can you beat *Plaistowe’s*? Made from your fruit, your milk and eggs, your almonds; you can’t get away from it. You must *purchase Plaistowe’s Products*.

And Ice Cream. Get the *Peter’s Habit*. It’s not only a good ice cream but a good food, made from the best materials. And every Peter’s you buy helps to make a job.

What about your camp and hikes? You need canvas, ropes, sails, waterbags! Well, *Craigie* has them and his sails set right!

Did you say food? Rex pies and cheeses are handy and good. *Foggit Jones Pty.* Make them. You know they are right.

Bacon and butter? *Watson’s Supply Stores* have just spent £15,000 on a new factory. They’ll be able to build more if you say “Watson’s, please!”

Who stocks these goods? Why, *Boans* and *Foys*, who employ thousands of West Australians. They may be employing you some day. Get in first and help them to help you!

And this is to Scouters. *Andy Davidson* makes uniforms and suits that fit and won’t wear out. Drop in and see him.

Our advertisers have made this book possible. They have done you a good turn. Now do yourself another one.

When you buy anything – patronise them! And make sure it’s *West Australian-made*. *It might mean that job for you!*
