

THROUGHOUT THE TEXT, THE WORD "HIM" OR "HE" SHALL BE TAKEN TO INFER BOTH MALE OR FEMALE.



THE SCOUTS HANDBOOK



ALL YOU NEED TO KNOW TO GROW FROM
TENDERFOOT TO FIRST CLASS SCOUT & TO
GAIN YOUR SCOUT CORD

CONTENT



Introduction Of Scouting	1
About Tenderfoot	2
• Scoutcraft And Chivalry	
• Camp Skills	
• Observation	
• Saving Life	
• Citizenship	
History Of Scouting	3 - 4
Tenderfoot: Scoutcraft And Chivalry	5 - 9
1. Progressive Award Scheme	
2. Law And Promise	
4. Salute, Sign, Handshake	
5. Patrol Or Troop Activity	
Tenderfoot: Camp Skills	10 - 14
6. Knots	
7. Whip The End Of A Rope	
Tenderfoot: Observation	15
8. Woodcraft Signs	

SCOUTING



WELCOME TO SCOUTING, An Adventure That Will Take You From Being A Ten Or Eleven Year Old Tenderfoot To Becoming A First Class Scout And Beyond. Baden-Powell Scouts' Association Is Proud To Maintain The Traditional Scouting Skills And Values That Our Founder Believed In, But We Are Equally Proud Of Our Ability To Mix Those Skills And Values With Some Thoroughly Modern Adventures.

This Handbook Will Guide You Through Your Progression And Development In Scouting And Will Give You Links To Other Resources That Will Help You. You Have Probably Just Come From The Wolf Cub Pack - You Are Now At The Start Of A Journey Of Fun, Adventure And Learning And Maybe You Will End Up Being A Patrol Leader And Wearing The Scout Cord, The Highest Award A Scout Can Get Before They Are Fifteen – I Hope That's What You Are Going To Aim For.

There Are Tests To Be Completed At Each Stage As You Progress To Gaining Your Scout Cord, But They Are Not Like School Tests - Your Patrol Leader, Fellow Scouts And Your Leaders Will Help You Learn The Skills And When You Can Show That You Have Mastered Them They Will Sign Off Your Record Card.

The Tests Are Grouped Like This:

- **Tenderfoot** – Some Simple Tests To Complete Before You Are Invested As A Scout – If You Have Gained Your Leaping Wolf You Have Already Completed All The Tenderfoot Tests.



ROBERT BADEN-POWELL

Writer, Founder & Chief Of The Scout Movement
(1857 - 1941)

Lieutenant-General Robert Stephenson Smyth Baden-Powell, 1st Baron Baden-Powell, OM, GCMG, GCVO, KCB, KStJ, DL Was A British Army Officer, Writer, Founder And First Chief Scout Of The World-Wide Scout Movement, And Founder, With His Sister Agnes, Of The World-Wide Girl Guide/Girl Scout Movement.

- **Second Class** – These Are The Basic Skills That You Will Need To Enjoy The Wonderful Outdoor Life Of A Scout.

- **First Class** – These Skills Prepare You For Adventures Where You Take Far More Personal Responsibility, Until You Can Go On Your First Class Journey.

- **Scout Cord** – The Highest Award, To Be Gained Before You Are 15 And Move To Senior Scouts.

Baden-Powell Wrote A Series Of Articles Called Scouting For Boys Which Excited Young People Over 100 Years Ago, And They Started To Form Scout Patrols And Troops. He Wrote Those Articles Under Eight Headings And We Still Use Similar Headings Today, And You Will See Them Throughout This Handbook:

- Scoutcraft And Chivalry
- Camp Skills
- Woodcraft
- Saving Life
- Exploration
- Observation
- Health And Fitness
- Citizenship

TENDERFOOT



THIS IS THE MOST IMPORTANT BADGE, You Will Ever Be Awarded As A Scout.

There Will Be Other Badges That Prove That You Have Learned More Skills And Had More Adventures, But This Badge Shows That You Have Made A Solemn Promise In Front Of Other Scouts, And You Are Going To Do Your Best To Obey The Scout Law.

Scoutcraft And Chivalry

1. Understand The History Of Scouting, The Baden-Powell Scout Association And The World Federation Of Independent Scouts. Know About The Life And Achievements Of Lord BadenPowell, Our Founder.
2. Know About The Scout Section Progressive Award Scheme And How It Is Structured.
3. Know The Scout Law And Promise, And Their Meaning In Accordance With Age.
4. Know The Use And Demonstrate The Salute, Sign, Handshake And Motto As Explained In Camp Fire Yarn 3 Of 'Scouting For Boys'.
5. Take Part In A Patrol Or Troop Activity.

Camp Skills

6. Demonstrate With Ropes How To Tie The Following Knots: Reef Knot, Sheet Bend, Clove Hitch, Bowline, Round Turn And Two Half Hitches, Sheepshank. Explain Their Uses.
7. Whip The End Of A Rope.

Observation

8. Demonstrate And Follow The Woodcraft Signs Given In Camp Fire Yarn 4 Of 'Scouting For Boys'.

Scoutcraft And Chivalry



1. Understand The History Of Scouting, The Baden-Powell Scout Association And The World Federation Of Independent Scouts. Know About The Life And Achievements Of Lord Baden-Powell, Our Founder.



Robert Stephenson Smyth Baden-Powell Was The Founder Of Scouting. He Was Born On 22 February 1857.

B-P's Father Died When He Was Three Years Old, And His Early Education Was At Home, Where His Mother Encouraged Him To Learn About Animals, Plants And Birds. B-P Soon Discovered He Could Draw Very Well Using Either Hand, And He Became Expert At Imitating Bird Calls.

B-P Attended Rose Hill School, In Tunbridge Wells And Then Won A Scholarship To Charterhouse School In London. It Was Here That He Explored His Interest Of Wood-Craft And Learned Lots Of His Scouting Skills. Although Officially Off Limits, He Would Sneak Out Into The Wood Surrounding His School Where He Learned To Move Silently To Avoid Detection. He Also Caught And Cooked Rabbits And Other Animals, Being Careful Not To Give His Position Away With Smoke.

After School, At The Age Of 19 B-P, Joined The Army And Did So Well In His Entrance Exams That He Was Immediately Posted As An Officer With The 13th Hussars In India. He Gained Rapid Promotion And Had Many Famous Victories, Making Him A Hero To The British Public.

During The Boer War In Africa, Colonel Baden-Powell Decided To Tie Up Large Numbers Of Boer Troops By Holding The Strategically Important Town Of Mafeking In South Africa, And The Siege Of Mafeking Became One Of The Most Important Actions Of The War. B-P's Book Called 'Aids To Scouting' Sold Well Both To The Military And Public At Large, And Particularly Appealed To Teenage Boys.

In 1907 B-P Re-Wrote 'Aids To Scouting', To Aim It At A Younger Audience And Called It 'Scouting For Boys'. Later That Year He Ran An Experimental Camp With 22 Boys From Different Backgrounds, On Brownsea Island, Poole Harbour, Dorset To Try Out His Ideas. In 1908 B-P Republished His Book As "Scouting For Boys", In 6 Fortnightly Instalments, Boys Started To Buy This And Create Their Own Patrols. Troops Were Then Formed And Scouting Began. From There It Spread All Over The World. B-P Ran A Camp For Another Group Of Boy Scouts In Humshaugh, Northumbria - This Was The First True Scout Camp. In The Next Ten Years Girl Guides, Wolf Cubs And Rover Scouts Started, And Scout Rallies Were Held In The Major Cities Of Great Britain. In 1920 The First International Scout Jamboree Was Held And B-P Was Named Chief Scout Of The World.



In The Following Ten Years B-P Visited Many Countries To Establish Scouting Across The World. Gilwell Park Was Presented To The Movement For The Woodcraft Training Of Scouters.

B-P Died On January 8th 1941 And Was Buried In Nyeri At The Base Of Mount Kenya. He Had The Remarkable Experience Of Seeing The Movement Grow From The Tiny Acorn Of A Small Group Of Children Camped On Brownsea Island Into A Brotherhood And Sisterhood Which Embraces Almost The Whole World.

The Baden-Powell Scout's Association Was Formed In 1970, Following Moves By The Scout Association In The Mid 1960s To Modernise Their Image. Founders Of Our Association Felt

Scoutcraft And Chivalry



That Rest Of The Scout Movement Was Abandoning The Traditions And Intentions Set Out By B-P. The Baden-Powell Scouts Retain The Belief That Essence Of The Movement Should Be Based On Outdoor Activities Related To The Skills Of Explorers And Backwoodsmen.

It Is A Voluntary, Educational Charity Movement For Young People. It Is Independent, Non-Political, Nonmilitary, And Open To All Without Distinction Of Origin, Race, Creed Or Gender, In Accordance With The Purpose, Principles And Method Conceived By Robert Baden-Powell.



As An Independent Scout Association, B-PSA Are Members Of The The World Federation Of Independent Scouts (WFIS). The WFIS Was Formed In 1996 And Is A World Body That Recognises Independent Scouts Associations Which Teach Traditional Scouting Values, In Countries Across The Globe.

Notable Scouting Dates

- 1907 Brownsea Island – Experimental Camp
- 1908 Scouting For Boys. First Scout Camp - Humshaugh
- 1909 Boy Scouts Of America. An American Businessman, William Boyce, Was Visiting London, And Lost His Way In The Fog. A Small Boy Offered To Show Him The Right Way. Mr. Boyce Wanted To Pay Him For His Trouble, But The Boy Refused To Accept The Money, Saying “A Scout Does Not Take Money For Doing A Good Turn”. Mr. Boyce Was Amazed That The Boy Should Refuse, And Wanted To Find Out More About Scouts. Next Day He Sought Out The Office And Took Back Books About Scouting To His Home In America. He Thought It Was Such A Good Way Of Training Boys That He Started The Movement Over There.
Crystal Palace Rally
- 1916 Wolf Cubs Formed.
- 1918 Rover Scouts Formed.
- 1919 Gilwell Park Opened.
- 1920 The First World Jamboree At Olympia.
- 1924 The Second World Jamboree At Copenhagen.
- 1929 The Third World Jamboree At Birkenhead (Liverpool) (B-P Created Lord Baden-Powell Of Gilwell)
- 1931 First World Rover Moot
- 1932 The First Gang Show
- 1933 The Fourth World Jamboree At Godollo (Hungary)
- 1937 The Fifth World Jamboree At Vogelensang (Netherlands)
- 1941 Death Of Baden-Powell. 8th January.
- 1946 Senior Scouts Formed.
- 1957 Bi-Centenary Jamboree, Sutton Park, Birmingham.
- 1970 Baden-Powell Scouts Association Formed.
- 1982 Beaver Scouts Officially Formed In The UK.
- 2007 B-PSA Celebrate 100 Years Of Scouting At Camp Cricket And Visit Brownsea Island
- 2008 B-PSA Celebrate The 100th Anniversary Of The Humshaugh Camp, By Camping Near The Original Site

Scoutcraft And Chivalry



2. Know About The Scout Section Progressive Award Scheme And How It Is Structured.

There Are Tests To Be Completed At Each Stage As You Progress Through The Scout Section, But They Are Not Like School Tests - Your Patrol Leader, Fellow Scouts And Your Leaders Will Help You Learn The Skills And When You Can Show That You Have Mastered Them They Will Sign Off Your Record Card.

The Tests Are Grouped Like This, And Are Described In Detail Later In This Handbook:

- **Tenderfoot** – Some Simple Tests To Complete Before You Are Invested As A Scout – If You Have Gained Your Leaping Wolf You Have Already Completed All The Tenderfoot Tests. You Should Normally Complete These Within Three Months Of Starting In The Scout Section.
- **Second Class** – These Are The Basic Skills That You Will Need To Enjoy The Wonderful Outdoor Life Of A Scout. It Will Probably Take You A Year Or So To Gain These Skills, But You Will Of Course Also Be Going On Camps And Outings At The Same Time, And Working On Proficiency Badges For Your Favourite Activities.
- **First Class** – These Skills Prepare You For Adventures Where You Take Far More Personal Responsibility, Until You Can Go On Your First Class Journey. It May Well Take You A While To Gain All These Skills, And At The Same Time You Will Be Helping Younger Scout's Gain Their Skills. You Will Start To Be Given More Freedom To Take Care Of Yourself On Camp And Expeditions And Take Even More Proficiency Badges.
- **Scout Cord** – The Highest Award Before You Go To Senior Scouts, And Must Be Completed Before Your 15th Birthday. It Will Need You To Complete Proficiency Badges From A Special List, And To Have Your 1st Class.



TOMMY THE TENDERFOOT No. 6

Tommy Builds A Fire

On Lighting Of Fires He Sets Everyone Right,
But His Own Little Bonfire Refused To Ignite

Scoutcraft And Chivalry



3. Know The Scout Law And Promise, And Their Meaning In Accordance With Age.

The Scout Law & Promise Are Very Important In The Move From Being Someone Who Goes Along To Scout Meetings, To Becoming A Scout. There Are Ten Laws Which You Will Need To Learn, However, Is Not Enough Just To Be Able To Repeat The Laws, You Are Going To Promise To Do Your Best To Obey Them, And That Is A Big Undertaking.

Behind Each Law Lies A Great Depth Of Meaning, Talk To Other Scouts, Senior Scouts And Rover Scouts, To Akela And Your Scout Leaders About What The Laws Mean To Them, And How They Try To Live By Them – They Have All Promised To Obey The Same Laws As You.

The Law:

1. A Scouts' Honour Is To Be Trusted

A True Scout Can Be Recognised Because He Lives This Law, He Can Be Trusted To Speak The Truth, And Never Go Back On His Word. He Can Always Be Trusted To Carry Out Any Job To The Best Of His Ability.

2. A Scout Is Loyal To The Queen, His Country, His Scouters, His Parents, His Employers And To Those Under Him

Loyalty Means That You Don't Let People Down, And They Can Rely On You, And That Doesn't Just Apply To People That You Look Up To. If You Become A Patrol Leader, You Will Have To Earn The Respect Of The Members Of Your Patrol, And Be Faithful To Them Especially.

3. A Scouts' Duty Is To Be Useful And Help Others

A Scout Should Do Their Duty First. In Order To Understand Their Duty, B-P Suggested That A Scout Should Consider, "Which Is My Duty?" That Is, "Which Is Best For Other People?" - And Do That One. A Scout Should Be Prepared To Do A Good Turn Every Day And Help People, Without Seeking Reward For Being Helpful.

4. A Scout Is A Friend To All, And A Brother To Every Other Scout, No Matter To What Country, Class Or Creed The Other May Belong

When Meeting Another Scout, We Should Treat Each Other As We Would Expect To Be Treated. A Scout Should Offer Help & Support And Must Never Look Down Upon The Other. A Scout Accepts The Other As They Find Them. Start By Practising This In Your Patrol, Then Your Troop, Then With Scouts You Meet From Other Troops, And Eventually If You Are Lucky With Scouts From Other Countries. Nearly 50 Million People In Almost 200 Countries Are Involved In Scouts And Guides. You Are Now Part Of That Worldwide Brotherhood For Peace And Good.

5. A Scout Is Courteous

A Scout Should Be Polite To Everyone, No Matter How The Other Person Treats You, Or Speaks To You.

6. A Scout Is A Friend To Animals

A Scout Should Be Kind To All Animals And Save Them As Far As Possible From Pain, And Should Not Kill Any Animal Unnecessarily.

7. A Scout Obeys Orders Of His Parents, Patrol Leader, Or Scout Master Without Question

A Scout Should Carry Out Reasonable Orders Given To Him Immediately, Even If He Is Unsure About The Intention. He Can Later Discuss Or Query Those Orders. That Is Discipline.

Scoutcraft And Chivalry



This Does Not Mean That A Scout Should Break The Law Of The Land Or Carry Out An Act Which Would Contravene A Moral Or Ethical Code, Or Endanger His Safety. If You Become A Patrol Leader You Will Expect The Members Of Your Patrol To Work To Your Orders, But Remember That They Also Need To Trust And Respect You, So Make Sure You Don't Abuse Your Position.

8. A Scout Smiles And Whistles Under All Difficulties.

You Will Find That Life Throws All Sorts Of Difficulties At You, Things That You Don't Want To Do, Or Make You Feel Frightened Or Uncomfortable. Moaning And Grumbling About These Will Just Make You Miserable, And Will Probably Make Those Around You Miserable Or Angry. See What Happens When You Tackle Every Day With A Smile On Your Face – You'll Find It's Infectious.

9. A Scout Is Thrifty

Thrift Means Carefulness To Avoid Waste – It Applies To Money, Property And Time. Think Carefully In A World Where We Are Wasting Valuable Resources How You Can Make A Difference.

10. A Scout Is Clean In Thought, Word And Deed.

Scouts Should Not Let Themselves Give Way To Temptation, Either To Think, Talk Or Do Anything Which Would Be Considered Unacceptable.

There Is A Useful Little Rhyme To Help You Remember The Key Words For Each Law Their Order:



Trusty, Loyal, Helpful,
Brotherly, Courteous,
Kind, Obedient, Smiling,
Thrifty, Clean In Word,
Deed And Mind.

The Scout Promise



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, And To Obey
The Scout Law.

This Is The Solemn Promise That You Make When You Are Invested, And Is The Same Promise That All Senior Scouts, Rover Scouts And Leaders Make. You Will Make This Promise In Front Of The Other Scouts In Your Troop, And They Will Trust You To Do Your Best To Keep It. Later When You Are Present For A New Scout Being Invested You Should Take The Opportunity To Remind Yourself Of The Things You Promised To Do.

You Are At An Age Now, When You Can Make Up Your Own Mind About What The Word God Means To You, It May Be A Religious Deity, Or It May Be A Set Of Personal Values And Beliefs – The Important Thing Is That You Hold True To Your Beliefs, And Respect The Beliefs Of Others.

Scoutcraft And Chivalry



4. Know The Use And Demonstrate The Salute, Sign, Handshake And Motto As Explained In Camp Fire Yarn 3 Of 'Scouting For Boys'.

The Three Fingers Held Up Like The Three Points Of The Scout Badge Remind A Scout Of The Three Parts Of His Promise:



- His Duty To God And The Queen (His Country)
- To Help Others
- To Obey The Scout Law

The Thumb Over The Little Finger Reminds A Scout That The Strong, Protect The Weak.

Salute

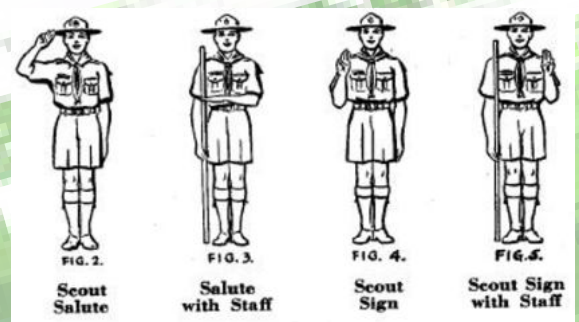
The Salute And The Badge Also Look Like The Arrow Head On An Old Compass – Always Pointing In The Right Direction.

The Salute Is Made With The Right Hand, Which Is Brought To A Position Just In Front And Above The Right Ear, When A Hat Or Beret Is Worn The Fingers Should Just Touch The Edge Of The Hat. For A Smart Salute The Hand Is Brought Up Into Position Slowly, In A Wide Arc And Then At The End Of The Salute Straight Down By Your Side (Longest Way Up, Shortest Way Down).

When Parading With A Scout Stave, The Salute Is Made With The Left Hand And The Stave In The Right Hand. Bend The Left Elbow At A Right Angle, And With The Palm Downwards Just Touch The Fingertips To The Stave.

Sign

The Scout Sign Is Identical To The Salute, But Instead Of Touching The Hat, It Is Made Next To Your Right Shoulder, With The Palm Facing Forward. The Sign Is Used By All Invested Scouts Who Are Present At The Investiture Ceremony Of A New Scout, It Is Also Used When Scouts Greet Each Other – Especially If They Aren't Wearing Hats.



Handshake

When Scouts Shake Hands They Use Their Left Hands. This Is A Sign Of Trust And Friendship. Warriors Used To Carry Their Spears In Their Right Hand And Their Shields In Their Left Hand. To Offer Your Shield Hand To Another Person Leaves You Open To Attack, And To Do So Is A Great Sign Of Trust

It Is Also Said That Your Left Hand Is Closer To Your Heart, And That May Also Be A Sign Of Friendship.



Scoutcraft And Chivalry



Scouts All Over The World Shake With Their Left Hands, In Some Places They Also Bend Their Little Finger Into The Palm, As A Secret Sign Of Scouting Friendship.

Motto

The Scout Motto Is Be Prepared. You Can See These Words Under The Scout Symbol Of The Fleur De Lys – The Three Points Of This Also Remind Us Of The Three Parts Of Our Promise. The Words Are Contained In An Uprturned Scroll, Which Might Remind You Of A Smile - How Your Mouth Should Look As You Do Your Duty.



B-P Chose This Motto, Because He Believed That Through Observation, Training And Awareness A Scout Should Always Be Prepared To Tackle Any Situation – Nothing Should Catch You By Surprise.

5. Take Part In A Patrol Or Troop Activity.

This Is Your Opportunity To Experience The Fun Of Scouting And Get To Know Your Patrol Before You Are Invested.

This May Be Arranged By Akela, Skip Or By Your Patrol Leader. Ideally It Should Be More Than Just Coming To A Weekly Scout Meeting, It Should Involve Working Together With Your New Patrol In Something Like A Hike, A Short Camp, Or On A Pioneering Project.



Camp Skills

6. Demonstrate How To Tie The Following Knots: Reef Knot, Sheet Bend, Clove Hitch, Bowline, Round Turn And Two Half Hitches, Sheepshank. Explain Their Uses.

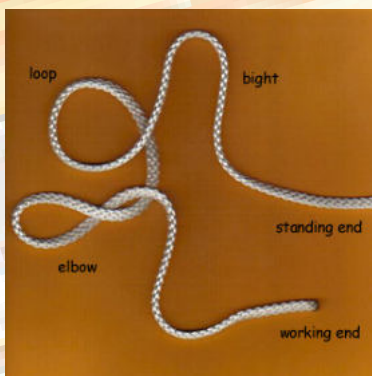
Tying Knots Is A Key Skill For Scouts, And You Will Use Your Knot Tying Skills In Many Scouting Activities Including Camping, Pioneering, Climbing, Boating, And Fishing. It's Important To Know Which Knot To Use When, As Selecting The Right One Will Often Be A Safety Requirement.

Let's Start By Getting Some Words Right, So That We All Have The Same Understanding, There Are Some Strange Words, But If We All Use Them To Mean The Same Thing We Shouldn't Get Confused:

Rope This Is The Manufactured Material, Before It Is Given A Specific Use.

Line Once Rope Is Purposely Sized, Cut, Spliced, Or Simply Assigned A Function, It Is Referred To As A Line

Now Let's Look At The Words That Describe The Parts Of A Knot:



Bight Any Curved Section, Or Slack Part Between The Ends Of A Line.

Loop A Full Circle Formed By Passing The Working End Over Itself.

Elbow Two Crossing Points Created By An Extra Twist In A Loop.

Standing End Is The Longer End Of The Line Not Involved In The Knot, Often Shown As Unfinished. It Is Often (But Not Always) The End Of The Line Under Load After The Knot Is Complete. For Example, When A Clove Hitch Ties A Boat To A Pier, The End Going To The Boat Is The Standing End. The Standing Part Is

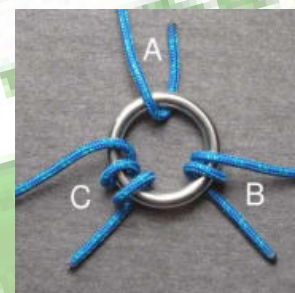
The Section Of Line Between Knot And The Standing End.

Turn

A Single Turn Is A Single Pass Behind Or Through An Object (A).

A Round Turn Is The Complete Encirclement Of An Object; Requires Two Passes (B).

Two Round Turns Circles The Object Twice; Requires Three Passes (C).



Working End Is The Active End Of A Line Used In Making The Knot And May Also Be Called The 'running End'

There Are Many Categories Of Different Knots For Different Purposes, And Some Knots May Belong To More Than One Category.

Bend A Knot Uniting Two Lines.

Binding A Knot That Restricts Object(S) By Making Multiple Winds.



Camp Skills

Hitch A Knot Tied To A Post, Cable, Ring, Or Spar.

Lashing A Knot Used To Hold (Usually) Poles Together.

Loop A Knot Used To Create A Closed Circle In A Line.

Splice A Knot Formed By Interweaving Strands Of Rope Rather Than Whole Lines

Stopper A Knot Tied To Hold A Line Through A Hole.

Whipping A Binding Knot Used To Prevent Another Line From Fraying.

The Reef Knot (Or Square Knot)



This Is The Most Common Scouting Knot, But Should Never Be Used As A Bend (To Tie Two Lines Together, As It Comes Undone Very Easily).

It's Great As Your First Practice Knot, And Is Useful For Tying Parcels, Tying Bandages And Slings (Because It Lies Flat) And For Its Original Use Which Was Tying Down Sails On Sailing Boats – Which Is Called Reefing.

Sheet Bend



The Sheet Bend Is Used For Tying Two Lines Of Unequal Thickness Together, But Is Also Actually Better Than The Reef Knot For Tying Two Lines Of Equal Thickness. To Make It Secure You Need To Ensure That The Two Working Ends Finish Up On The Same Side Of The Knot.

This Can Be Made Even More Secure By Converting It To A Double Sheet Bend. Always Work With The Thinner Of The Two Lines.

The First Place You Will Need To Use This Knot In Scouting Is When You Tie The Halyard (That's The Special Name For A Line That Raises And Lowers Something, Like A Flag Or A Sail) To The Loop At The Bottom Of The Union Flag – But More About This In Test 9.

Double Sheet Band



Camp Skills



Clove Hitch

You Will Use The Clove Hitch In Lots Of Different Applications, For Example For Starting A Square Lashing (This Is Part Of Second Class), And For Tying Things To Poles, Rings Or Spars. It Is Very Quick To Tie, And Useful Because The Length Of The Standing Part Can Be Adjusted Very Easily.

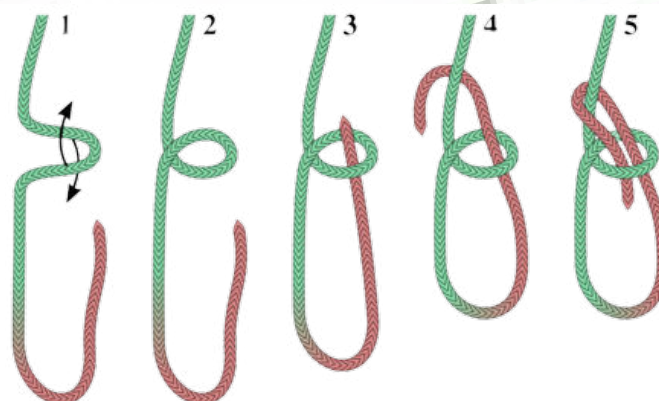
It Is Used Very Widely In Sailing And Boating As Well As Pioneering.



Bowline

This Is Widely Regarded As The Best Knot For Forming A Secure Loop In A Line, Which Can Be Untied Easily Even After It Has Been Under Great Pressure. It Is Commonly Used For Tying Boats To Quaysides, And If You Imagine The Weight Of A Heavy Boat, Constantly Tugging At It's Mooring You Need A Knot That Can Be Untied Easily Afterwards. The Bowline Used To Be Common In Mountaineering And As A Rescue Knot, And It Is Useful For You To Learn To Tie It Around Your Waist, But Other Better Knots Are More Commonly Used For These Purposes Now

The Structure Is Actually The Same As The Sheet Bend, The Bowline Just Makes A Loop In The End Of One Line. If You Can Tell What A Sheet Bend Looks Like When You Have Tied It Correctly, You Will Be Able To Recognise A Correctly Tied Bowline Too.



Camp Skills



Round Turn And Two Half Hitches

Another Really Useful Knot For Tying Things To Poles, Spars Or Rings. You Will Remember That The Round Turn Is Shown In This Picture As B.



Adding The Two Half Hitches Is A Simple Way Of Making It Secure

Sheepshank

There Are Times When A Piece Of Line Needs To Be Shorter, But We Don't Want To Cut It And Make It Permanently Shorter. A Good Example Of This Is Shortening The Guy Line For A Tent – We May Want It Short This Time, But Need The Whole Length The Next Time We Put The Tent Up.

The Sheepshank Can Also Be Used To Protect A Weak Part Of The Line Temporarily, Before We Get Round To Repairing Or Replacing It.

To Start With, The Rope Must Be Folded Into Three Layers. (If The Knot Is Used For Protection Of A Weak Part, The Weak Part Should Be In The Centre Of The Middle Layer).

Next, A "Half Hitch" Is Put Round The End Of The Knot, So As To Hold The Remaining Two Ropes Tightly Together. The Same Is Repeated At The Other End.

The Two Ends Are Then Pulled Tight, And The Knot Is Finished.



Camp Skills



7. Whip The End Of A Rope

Ropes Are Traditionally Made By Twisting Smaller Strands Together – This Gives The Finished Rope Greater Strength And Reliability. Whipping Is A Method Of Ensuring That The End Of The Rope Doesn't Fray And Become Useless – It Is Best Used On Ropes Made Of Natural Materials Like Hemp, Sisal Or Jute.

We Are Showing Three Different Methods Here, But As Long As You Can Do One Correctly That Is Fine – You May Like To Experiment With The Others In The Future. The Important Thing For All Three Is That The Final Whipping Is Tight And Neat, It Will Then Have A Very Long Useful Life.

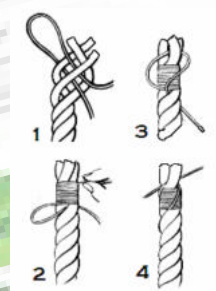
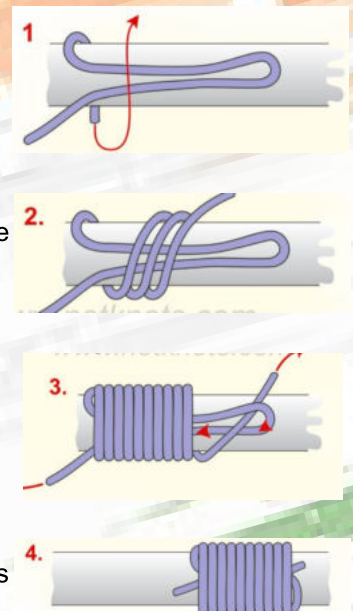
Common Or Simple

The Whipping Twine Is Laid On The Rope In The Form Of A Loop. This Loop Must Be Longer Than The Intended Length Of The Whipping, And The End Must Be Left Long Enough To Be Able To Pull.

Next, The Twine Is Wrapped Round The Rope, So As To Make The Finished Whipping Only Slightly Larger In Diameter Than The Rope Itself. A Good Whipping Should Not Be More Than About 10mm Long As Otherwise It Will Tend To Open Up, And Eventually Come Undone. As The Twine Is Wound Round The Rope, Each Turn Must Lie Hard Against The Previous One.

When Enough Of The Twine Has Been Wound Round The Rope, Tightly To Your Satisfaction, The Loose End Is Pushed Through The Loop At The End Of The Rope.

Finally The End Of The Loop Is Pulled, Pulling The Other End Actually Into The Whipping. When The Knot Has Reached The Centre Point Of The Whipping, Both Ends Are Cut Off, And The Whipping Is Finished.



1. Open Lay Of The Rope And Place Loop Of Twine Round One Strand. Re-Lay Rope.
2. Hold Loop Down With Left Hand, Leaving Short End Free. With The Long End Whip Towards Rope End.
3. Raise Loop And Slip It Over End Of Strand It Embraces. Pull Short End To Tighten. Join Ends Of Twine With Reef Knot.
4. Trim End Of Rope With Sharp Knife And Rub With Wax If Desired.

West Country Whipping

This Is Probably The Simplest Form Of Whipping.

First Tie A Thumb Knot A Few Cm From The End Of The Rope.

Then Tie Thumb Knot At Back. Continue To Within 5mm Of The End. Finish Off With A Reef Knot. Trim End With Sharp Knife.



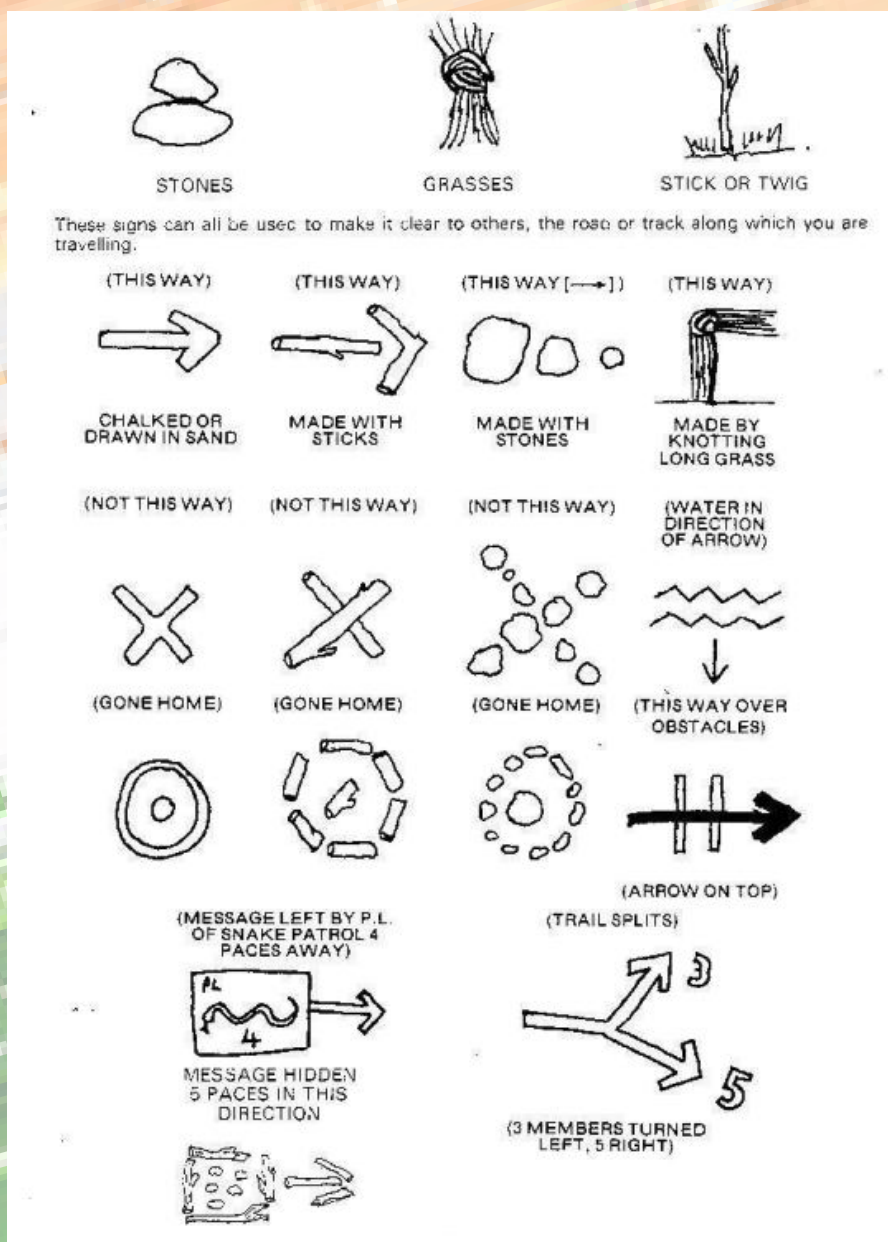
Observation

8. Demonstrate And Follow The Woodcraft Signs Given In Camp Fire Yarn 4 Of 'Scouting For Boys'

Scout Trail Signs Should Be Made On Or Close To The Ground. If They Are Made On A Road Or Track They Should Be Laid Close To The Edge On The Right Hand Side.

They Should Never Be Made Where They Will Damage Or Disfigure Private Property.

Woodcraft Signs Are A Great Way For You To Communicate Secretly With Other Members Of Your Patrol Or Troop, But You Will Need To Practice Your Observation Skills So That You Get The Whole Message.

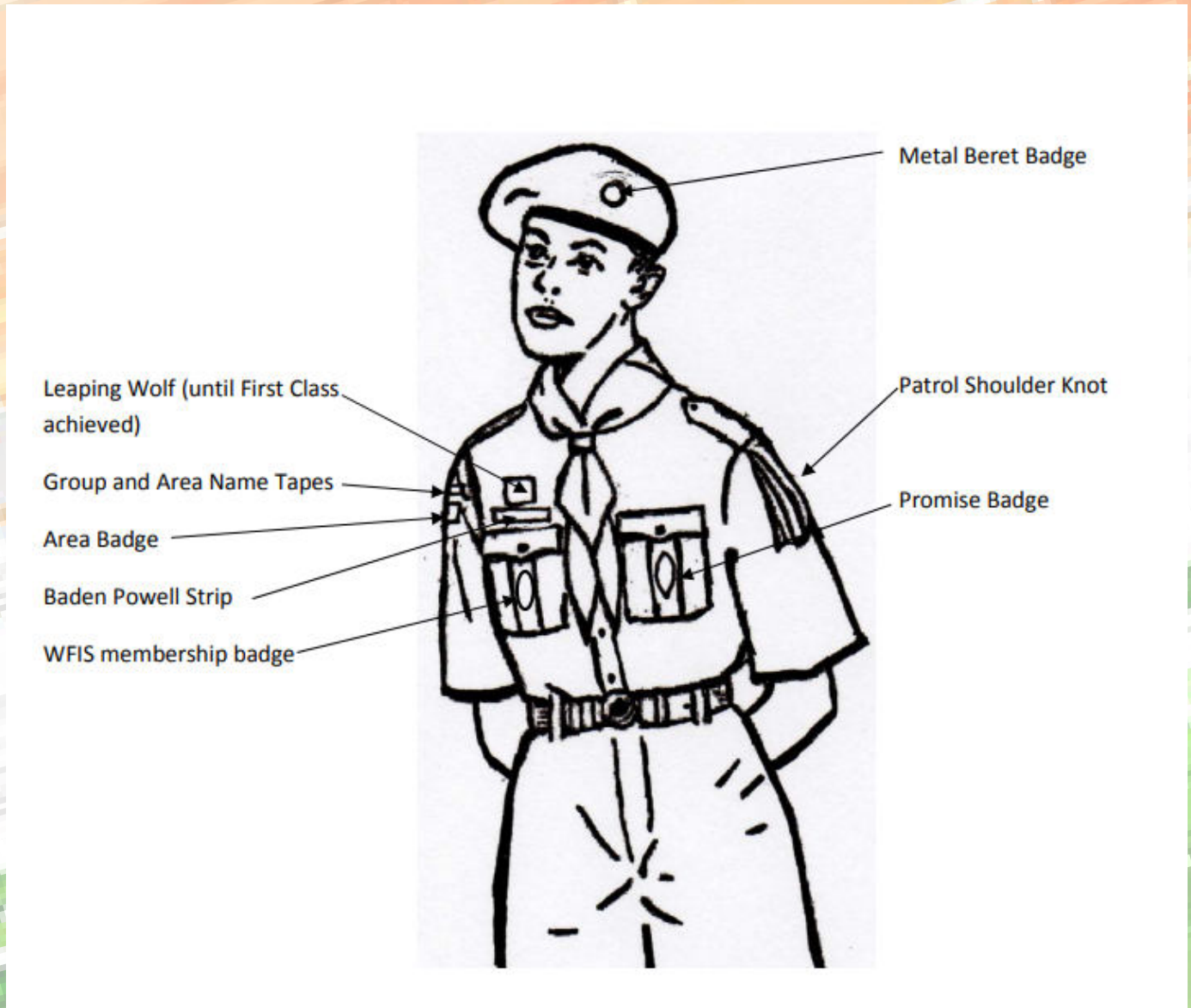


Congratulation



CONGRATULATIONS You Have Completed Your Tenderfoot And Are Now Ready To Be Invested In To The Troop.

After You Are Invested You Can Use The Diagram Below To Help You To Sew Your Badges In To The Correct Places On Your Uniform. Be Careful Not To Sew Your Shirt Pockets Shut.



SECOND CLASS



When You Are Awarded This Badge You Have Learnt The Basic Skills Of Scouting, You Will Need Them To Enjoy The Wonderful Outdoor Life. Once You Have These Skills, You Will Start To Be Given More And More Responsibility For Looking After Yourself, And Helping Your Younger Scouting Brothers.

Scoutcraft And Chivalry

1. Know The Patrol Sign, Call And Colours For The Patrol Into Which They Are Invested.
2. Take Responsibility For A Weekly Duty Within The Patrol For A Minimum Of 3 Months
3. Discuss With Patrol Leader Or Second How The Scout Law And Promise Applies To Their Daily Life

Exploration

4. Know How To Use A Compass And How To Set A Map.
5. Using OS 1:50,000 Or 1:25,000 Maps Show An Understanding Of Conventional Map Signs, Scales And The Use Of Map References.
6. Show That You Understand The Highway Code (Particularly The Sections For Pedestrians, Cyclists And Sign And Markings).
7. Show The Ability To Use A Telephone And Demonstrate Knowledge Of Your Locality By:
Using Local Bus And Railway Timetables.
Knowing Local Landmarks, Through-Road Routes, Public Transport Facilities And Utilities Serving Your Area.
8. If You Have The Use Of A Bicycle, Demonstrate That It Is Kept Properly Maintained And You Are Able To Effect Minor Repairs.
9. Know Where To Find Up To Date Weather Forecasts, Whilst At Home And In Camp.

SECOND CLASS



10. Go By Day, On Foot, With Other Scouts On A Journey Of 10 – 15 Kms. The Journey Will Have A Route Laid Down By The Scout Officer And A Simple Objective Will Be Given.

Take Responsibility For Leading And Navigating At Least 2 Km Of The Journey. A Verbal Report, From Notes, Must Be Made On Your Return. (Normally To Be Taken Toward The 21 | P A G E Copyright B-PSA 2012 End Of 2nd Class)

Camp Skills

11. Tie The Following Knots And Know Their Uses: Timber Hitch, Killick Hitch, Fisherman's Knot And Harvester's Hitch.
12. Demonstrate Square And Diagonal Lashings By Constructing A Trestle Of Scout Staves.
13. At Camp, Construct A Useful Gadget Using Natural Materials, And Demonstrating Good Use Of Knots And Lashings.
14. Know The Safety Rules And Care Of A Hand-Axe, Bow Saw And Knife. Demonstrate How To Sharpen A Knife And Hand-Axe.
15. Demonstrate How To Make And Store Firewood.
16. Lay And Light A Fire Out Of Doors With Natural Materials.
17. Cook Over An Open Fire A Simple Meal, Make A Hot Drink And Wash Up Afterwards.
18. With Another Scout, Pitch, Strike And Pack A Hike Tent Within A Reasonable Time.
19. Camp For A Minimum Of 5 Nights As A Scout

Observation

20. Kim's Game. A Test In Observation To Remember 16 Out Of 24 Well Assorted Articles, Following 1 Minutes Observation, Or, Follow A Trail Containing Not Less Than 30 Woodcraft Signs.

Woodcraft

21. Be Able To Recognise And Name 6 Common Trees And Know The Value Of Their Wood For Burning
22. Know And Follow The Country Code

SECOND CLASS



Health And Fitness

23. Know The General Rules For Healthy Living.

Saving Life

11. Demonstrate A Knowledge Of And How And When To Summon Adult Help

12. Treat Shock. (Not Electric).

13. Know How To Deal With The Following Common Minor Ailments:

- Minor Cuts And Scratches
- Bleeding From The Nose.
- Stings And Bites.
- Burns And Scalds.
- Know How To Avoid Sunburn.

16. Know How To Suitably Dress And Support Minor Cuts And Sprains.

17. Know How To Choose Items Of Suitable Personal Clothing And Equipment For Outdoor Activities, Including Camps.

Citizenship

21. Have No Less Than Nine Months Service As A Scout.

22. Make Regular Contact With A Scout From A Different Group, And Share Scouting Experiences.

Scoutcraft And Chivalry



1. Know The Patrol Sign, Call And Colours For The Patrol Into Which They Are Invested.

Camp Fire Yarn No 4 In Scouting For Boys Gives A Full List Of Patrol Names, Calls And Colours. The Colours Are Represented In The Shoulder Knot You Wear On Your Left Shoulder.

You Should Know About Your Patrol And It's History, But Firstly You Need To Know A Little Bit About Why Scout Troops Are Formed Of Two Or More Patrols.

In Scouting For Boys, B-P Said:

"Each Troop Is Divided Into Patrols Of About Eight Boys, And The Main Object Of The Patrol System Is To Give Real Responsibility To As Many Boys As Possible, With A View To Developing Their Character. If The Scoutmaster Gives His Patrol Leader Real Power, Expects A Great Deal From Him And Leaves Him A Free Hand In Carrying Out His Work, He Will Have Done More For That Boy's Character Expansion Than Any Amount Of School Training Could Ever Do."

Every Troop Is Named After The Place Where It Belongs, And Within It Each Patrol Is Named After A Native Animal Or Bird – It's Best To Make That Name Relevant To The Place Where You Live Too. So A Troop Near The Sea May Have A Seagull Patrol And A Gannet Patrol, And A City Troop May Have A Bulldog And A Fox Patrol.

Each Patrol Leader Should Carry A Stave Of Straight Natural Wood (Hazel Is Good), On Top Of Which Is The Patrol Pennant. Pennants Can Be Made In Cotton, Canvas Or Leather, And Are Normally Made In One Of The Heraldic Shapes Shown Here. They Always Carry A Silhouette Design Of Your Patrol Name, And May Be In Your Patrol Colours – The Ones You Wear On Your Shoulder Knot.

At Some Area And National Events Your Patrol May Be Awarded A Small Trophy In A Tournament, This Can Be Attached To Your Patrol Pennant, And Becomes Part Of The History Which Will Be Passed On From One Patrol Leader To The Next.

You May Want To Have A Patrol Motto – Something That Links To Your Patrol Name, Like "Alert And Wise" For The Owl Patrol, Or "Soar High" For The Owl Patrol. You Should Also Have A Call That Is Similar To The Call Of The Bird Or Animal Your Patrol Is Named After – This Could Be A Useful Secret Call In Patrol Games.

Scoutcraft And Chivalry



2. Take Responsibility For A Weekly Duty Within The Patrol For A Minimum Of 3 Months

You Should Be Proud Of The Patrol Of Which You Are A Member, And Want It To Be The Best It Can Be. That Means That From The Moment You Join Your Patrol You Should Be Taking Some Small Responsibility For Making It Work As A Team.

Your Patrol Leader Is Your Team Leader, And He Is Responsible For The Smartness And Effectiveness Of Your Patrol, He Will Select A Second To Help Him And Take Over When He Is Not There

Your PL Will Try To Find A Job For You That Suits Your Age, Knowledge And Skills – One That Suits Your Talents.

The Jobs Which Need To Be Done Each Week In The Patrol Vary Between Troops, But Here Are Some Ideas Of Jobs That Might Need Doing:

- Look After All The Patrol's Equipment And Make Sure It Is Always Ready For Any Eventuality (Patrol Quartermaster)
- Collect The Subs Each Week, Record Who Has Paid And Pass The Money To The PL Or Skip (Patrol Treasurer)
- Record The Decisions Made By The Patrol In Council, That's A Meeting Where Everyone In The Patrol Gets To Discuss Important Issues (Patrol Secretary)
- Keep A Patrol Register Of Who Attends Each Week
- Be Responsible For Communicating Messages From Your PL To Every Member Of The Patrol In Between Meetings, That Could Be By Email Or Phone
- Train Other Scouts In A Skill Which You Are Really Good At
- Check The Uniform Of All Members Of Your Patrol Before Inspection, To Make Sure That It Is Complete And Smart

3. Discuss With Patrol Leader Or Second How The Scout Law And Promise Applies To Their Daily Life

I Suggest You Leave This Until You Have Nearly Completed Your Second Class, By Then You Will Have Had Some Experience Of Trying To Keep The Promise You Made When You Were Invested.

Your Patrol Leader And Second Should Have Been Setting You An Example By Their Actions As Scout's This Is A Chance To Discuss What You Have Learned From Them, And What You Think You Could Do Differently To Become A Better Scout.

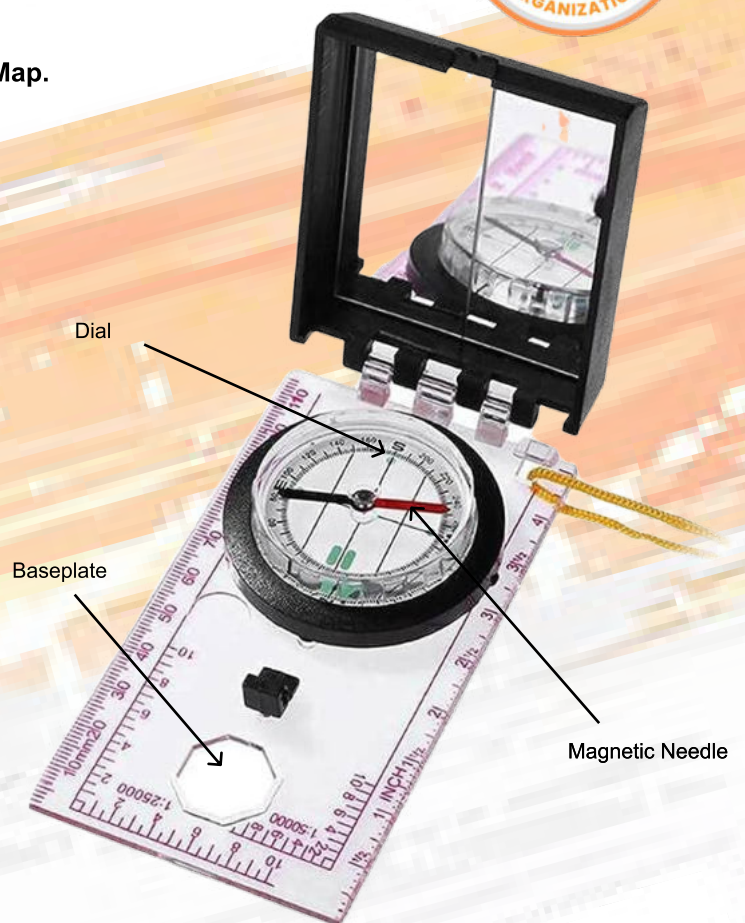
But Remember None Of Us Are Perfect, You Have Made A Promise To Do Your Best, And That Is All Anyone Can Ask Of You.

Exploration

4. Know How To Use A Compass And How To Set A Map.

The First Thing To Remember Is That Your Compass Is A Very Important Piece Of Safety Equipment, And It Is Worth Buying A Good Reliable Brand. That Doesn't Mean That You Have To Spend A Lot Of Money. Silva Make Very Good Compasses Designed For Schools And Youth Organisations That Cost Between Rs.400 And Rs.500.

The Compass Has Three Main Parts, A Baseplate, Dial And Magnetic Needle.



As Well As The Four Cardinal Points You Know Well, The Compass Dial Is Marked With The Degrees Of A Circle, With Every 200 Numbered, And Every 20 Marked With A White Line. The Ones You Should Remember Are:

North = 0° Or 360°	North East = 45°
East = 90°	South East = 135°
South = 180°	South West = 225°
West = 270°	North West = 315°

When Using A Compass, Keep It Well Clear Of Magnetic Metallic Objects Like Knives, Belt Buckles, Cars Or Overhead Power Lines (Magnetic Fields) As This Will Affect The Direction In Which The Compass Points.

Setting A Map

To Set Or Orient The Map, Turn The Map Around Until The North Or Top Of The Map Is Pointing Towards The Actual North, And So That The Features On The Map Are Shown In Relation To Their Position On The Ground, You Can Set The Map By Either Using A Compass Or Looking At Features Around You.

Exploration



In The Right Hand Margin Of Every Ordnance Survey Map Are Three Arrows. One Points To Magnetic North, One To True North (The North Pole) And One To Grid North. The Angle Between Magnetic North And Grid North Is Known As Magnetic Variation – Which Will Be Covered In More Detail In First Class

To Set Your Map, Using The Compass, Firstly Line Up The Red Arrow On The Dial With The Direction Of Travel Arrow. Then Place The Compass On The Map With The Edge Of The Baseplate Running Along One Of The Blue Gridlines, With The Direction Of Travel Arrow Pointing To The Top Of The Map. Now Rotate The Map Until The Red Magnetic Needle Lines Up With The Red Arrow On The Dial . Now You Know Which Way You Are Facing, The Direction Of North, And You Can Start To Try And Identify Points On The Ground From The Map, Or Vice-Versa.

You Can Set The Map Without Using A Compass By Simply Turning The Map Till It Coincides With The Ground Before You. This May Mean That The Map Is Sideways, Or Upside Down, To You – Do Not Worry. You Can Still Read It Like That, And It Means That The Objects On The Ground, Which Can Not Move, Will Still Appear In The Correct Place And Where You Expect Them. Many People Go Wrong When Map Reading Because They Hold The Map Like A Book, With The Writing The Right Way Up, And Turn Left When They Should Be Turning Right, Or Spend Hours Looking In The Wrong Direction For Landmarks. Get The Map Set On Your Position And, As You Move, Keep It That Way.

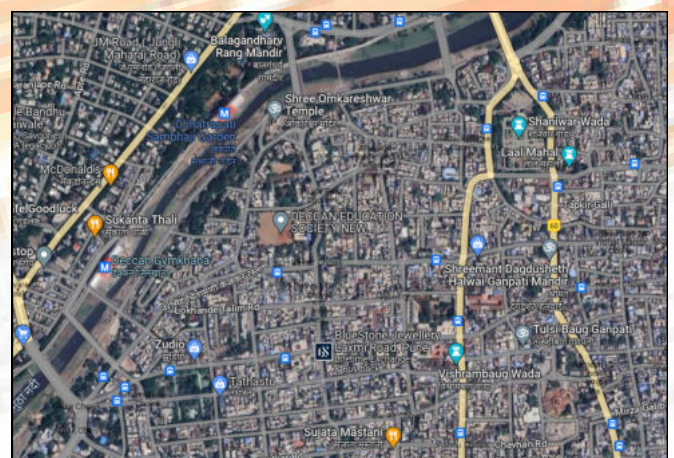
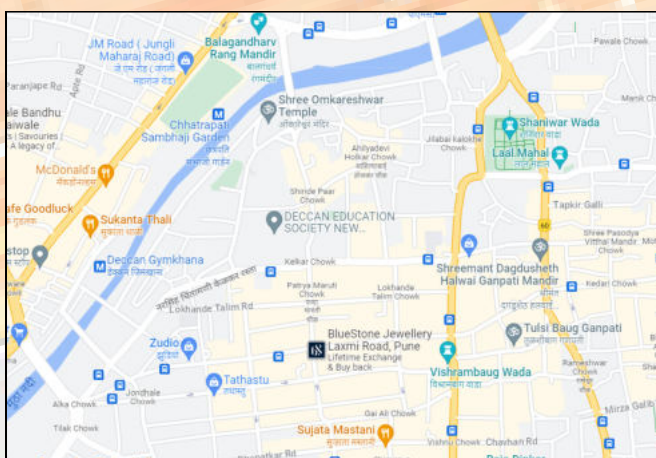


Exploration

5. Using OS 1:50,000 Or 1:25,000 Maps Show An Understanding Of Conventional Map Signs, Scales And The Use Of Map References.

All Maps Have A Key, Which Tells You What All The Symbols On The Map Are. Here Is An Example Of How Different Rights Of Way Are Shown On An OS 1:25,000 Map. You Will Need To Learn The Most Common Symbols, And You Can Play All Sorts Of Games With The Scouts In Your Patrol To Help You Remember Them.

Maps Are Designed To Show You In Symbolic Form All The Things That You Would See On The Ground If You Were Looking Down At It, Like Transferring An Aerial Photograph Into A Set Of Shapes And Symbols. See If You Can Find A Satellite View Of Your Home On The Internet, And Then Match That Up To An OS Map Of The Same Area.



Scale

To Get All That Detail Onto A Piece Of Paper, Everything Has To Be Shrunk Down In Proportion To The Real World. When We Say The Map Is Made On The Scale Of 1:50 000 (One To Fifty Thousand) It Means That One Unit On The Map Represents 50,000 Units On The Ground – That Means 1cm On The Map Will Equal 50,000cms (Or 500 Metres) On The Ground.

All Maps Have Scales But The Maps You Will Use Most Commonly During Your Time At Scouts Are Ordnance Survey Maps With Either A 1:25,000 Or 1:50,000 Scale. On These Maps One Grid Square Is Equal To One Kilometre And The Scale Is Printed On The Bottom Of The Map.

Map References

Map Or Grid References Are Usually Given In Six-Figure Numbers, Representing The Grid Square, And A Particular Point Within That Square.

1:25 000 And 1:50 000 Maps Are Divided Into 1km Grid Squares By Horizontal And Vertical Lines; Each Line Is Identified By A Two-Figure Number, And These Give You The First Of The Numbers For The Six-Figure Reference – Two Vertical Numbers And Two Horizontal Numbers.

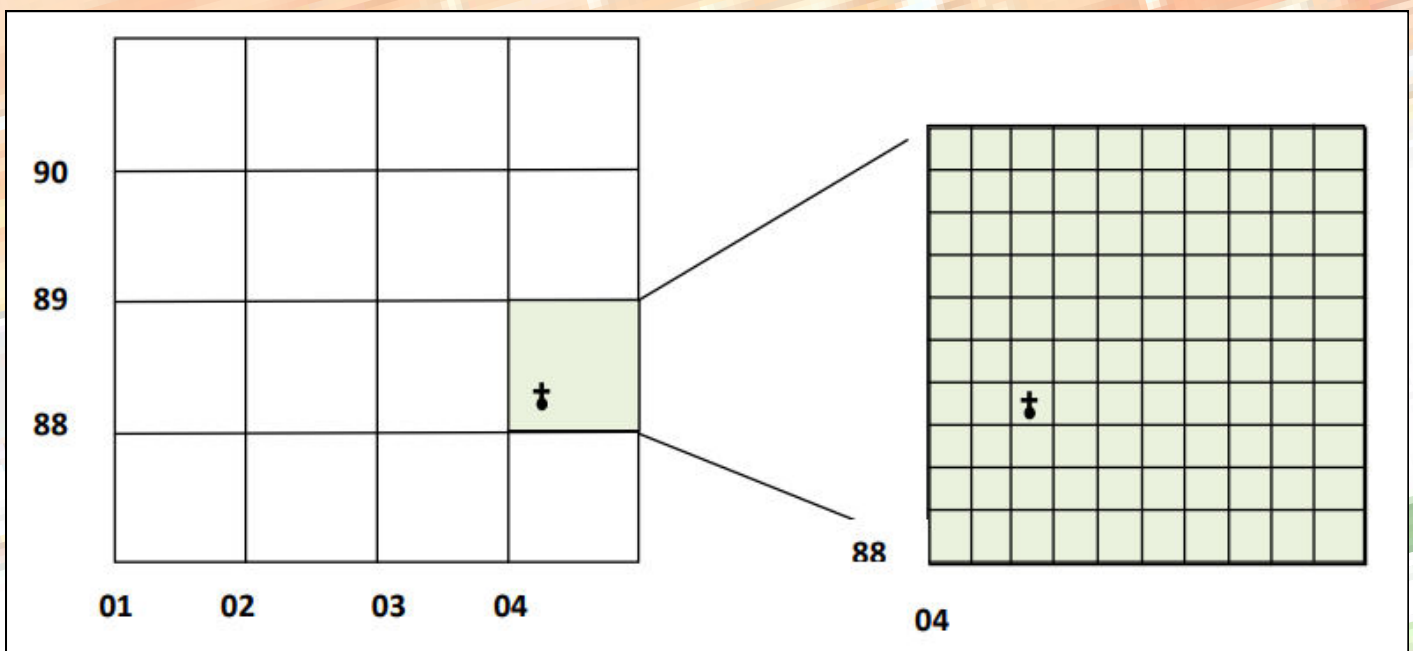
The Vertical Lines Are Known As “Eastings”, For Although They Run, Individually, Up And Down The Map, They Advance Across The Map From Left To Right, Or Heading From West To East – Hence “Eastings”. The Same Applies To The Horizontal Lines Which Advance In Series Up The Map, From South To North, And Are Called “Northings”.



Exploration

Where The Two Lines Intersect You Have A Grid Point, And You Can Express This By Giving The Numbers Of The Grid Lines, First The Easting And Then The Northing, For Example The Highlighted Square Containing The Church Will Have The Four Figure Reference 04 88. That Defines A One Kilometre Square.

If You Wanted To Give The Position Of The Church More Accurately To Find The Point You Require Within That Square You Divide The “Easting” And “Northing” Lines Into Ten Imaginary Lines And Pinpoint The Spot By Referring To The Intersection Of The Imaginary Lines Which Would Cut It. So The Church Is Located At Grid Reference 042 883, And That Gives A Far More Accurate 100 Metre Square. Use The Scale On The Side Of Your Compass To Estimate These Imaginary Lines Quickly And Accurately.



Exploration



6. Show That You Understand The Highway Code (Particularly The Sections For Pedestrians, Cyclists And Sign And Markings).

The Highway Code Covers All Users Of Public Highways Not Just People Who Are Driving Cars Or Other Vehicles. In This Section Are A Few Of The Rules That Apply To Pedestrians And Cyclists But You Can Get More Information By Visiting [Www.Highwaycode.Gov.Uk](http://www.Highwaycode.Gov.Uk) Or Going To Your Local Library And Looking At A Copy Of The Highway Code.

Walking

- Where There Is A Pavement Or Footpath, Walk On It. Keep As Far Away From Traffic As Possible.
- Where There Is No Footpath, Walk On The Right Hand Side Of The Road To Face The Traffic Coming Towards You. Walk One Behind The Other At Bends In The Road Or At Night Or If There Is A Lot Of Traffic. Take Special Care At Right Hand Bends.
- If You Are Looking After Somebody Younger Than You Are, Always Hold Their Hand When Using The Road.

Be Safe, Be Seen

- It Is Difficult For A Driver To See You In The Dark Or In Bad Weather. When You Have To Be Out Then, Always Wear Light-Coloured Or Bright Clothing. **Fluorescent** Materials Show Up In Daylight And At Dusk. Always Wear Or Carry Something **Reflective** At Night.

The Green X Code

First Find A Safe Place To Cross, Then Stop.

- It Is Safer To Cross At Subways, Footbridges, Islands, Zebra And Pelican Crossings, Or Where There Is A Police Officer, School Crossing Patrol Or Traffic Warden.
- If You Cannot Find Any Good Crossing Places Like These, Choose A Place Where You Can See Clearly Along The Roads In All Directions. Try Not To Cross Between Parked Cars. Move To A Clear Space And Always Give Drivers A Chance To See You Clearly.
- Always STOP At The Kerb And Give Yourself Lots Of Time To Have A Good Look All Round.
 1. Stand On The Pavement Near The Kerb.
 2. Do Not Stand Too Near The Edge Of The Pavement. Stand A Little Way Back From The Kerb - Where You Will Be Away From Traffic, But Where You Can Still See If Anything Is Coming. If There Is No Pavement, Stand Back From The Edge Of The Road But Where You Can Still See Traffic Coming.
 3. Look All Round For Traffic And Listen.
 4. Traffic May Be Coming From Any Direction, So Take Care To Look Along Every Road, And Listen Too, Because You Can Sometimes Hear Traffic Before You Can See It.

Exploration



- If Traffic Is Coming, Let It Pass. Look All Round Again.
- When There Is No Traffic Near, Walk Straight Across The Road.
 1. Do Not Cross Unless There Is A Safe Gap And You Are Sure There Is Plenty Of Time. If You Are Not Sure, Don't Cross. Always Walk Across Quickly, Don't Run.
- Keep Looking And Listening For Traffic While You Cross.

Crossing At A Pelican Crossing

- When There Is A Pelican Crossing, Use It. Do Not Cross On The Zigzag Lines. At These Crossings, Traffic Lights Control The Traffic. Press The Button And Wait. When The Red Man Signal Is Showing, Do Not Cross. The Lights Will Soon Change And A Green Man Signal Will Appear. Look To Make Sure The Traffic Has Stopped, Then Cross Carefully.
- When The Green Man Signal Begins To Flash, You Should Not Start To Cross. However, If You Have Already Started, You Will Have Time To Finish Crossing Safely.
- Pelican Crossing Which Goes Straight Across The Road Is One Crossing, Even If There Is A Central Island. Traffic Must Stop For You When The Green Man Is Showing. Some Crossings Do Not Go Straight Across The Road. Here You Must Press The Button Again On The Central Island To Get The Green Man Signal.
- At Some Pelicans, There Is A Bleeping Sound To Tell Blind People When The Green Man Signal Is Showing.

Crossing At A Zebra Crossing

- If There Is A Zebra Crossing, Use It. Do Not Cross On The Zigzag Lines - Only On The Black And White Stripes.
- Drivers Need Plenty Of Time To Slow Down And Stop. Wait On The Pavement Near The Kerb Until All The Traffic Has Stopped Before You Start To Cross.
- Remember, Vehicles Need More Time To Slow Down If The Road Is Wet Or Slippery.
- After Traffic Has Stopped, Walk Across. Keep Looking All Round And Listening In Case A Driver Has Not Seen You. Watch Out For Overtaking Vehicles.
- If There Is An Island In The Middle Of The Crossing, Stop On It. Look All Round And Listen, And After The Traffic Has Stopped, Walk Across.

Crossing Where There Is An Island In The Road

- Use The Green Cross Code To Cross To The Island. Stop There And Use The Code Again To Cross The Second Half Of The Road. Remember To Look All Round And Listen.

Exploration



Crossing At A Junction

- If You Have To Cross At A Road Junction, Look Out And Listen For Traffic Turning The Corner, Especially From Behind You.

Crossing At Traffic Lights

- At Some Traffic Lights There Are Red And Green Signals For Pedestrians That Tell You When To Cross. Always Obey Them.

Crossings Controlled By Police, Traffic Wardens Or School Crossing Patrols

- When School Crossing Patrols, Police Officers Or Traffic Wardens Are Controlling The Traffic, Wait Until They Signal To You To Cross The Road. Always Cross In Front Of Them.

Crossing One-Way Streets

- Use The Green Cross Code. Check Which Way The Traffic Is Going. Remember That In One-Way Streets There Will Usually Be More Than One Traffic Lane Going In The Same Direction. Do Not Cross Until It Is Safe To Cross All The Lanes Of Traffic.

Parked Vehicles

- Try Not To Cross Between Parked Cars. However, If There Is Nowhere Else To Cross, Choose A Place Where There Is A Space Between Two Cars. Make Sure Neither Car Is About To Move Off. Walk To The Outside Edge Of The Cars And Stop.
- Here You Can Be Seen By Drivers And You Can Look All Round For Traffic. Use The Green Cross Code. When It Is Clear, Cross, Still Looking And Listening As You Go.

Crossing Bus Lanes

- In These Lanes, Buses May Go Faster Than Other Traffic. Sometimes They Go In The Opposite Direction. Cyclists And Taxis May Also Be Using Them So Take Special Care When Crossing.

Guard Rails

- Guard Rails Are There To Protect You. If You Need To Cross The Road Walk To The Gap In The Guard Rails And Use The Green Cross Code. Never Climb Over Or Walk Outside Them.

Railway Level Crossings

- There Are Many Kinds Of Crossings - All Can Be Dangerous. They May Have Gates, Barriers, Or Even No Barriers At All. There May Also Be Warning Lights Or Bells. You Must Never Cross When Red Lights Flash Or When You Can Hear Warning Sounds. Always Stop Behind The STOP Line. Never Go Past A Barrier That Is Down. Remember, If The Lights Continue To Flash After A Train Has Gone, Another Train Is Coming. It Is Not Safe To Cross Until The Lights Go Out.
- If There Are No Flashing Red Lights, Warning Sounds Or Gates, You Should Still Stop, Look And Listen To Make Sure It Is Safe To Cross.
- You Must Always Obey The Instructions Shown At Crossings.

Exploration



Cycling

- Riding A Cycle Which Is Too Big Or Too Small For You Can Affect Your Balance – Make Sure Yours Is The Right Size For You.
- Make Sure Your Cycle Is Safe To Ride. The Brakes Must Work Properly And Tyres Should Be In Good Condition And Pumped Up. The Chain Should Be Correctly Adjusted And Oiled And A Bell Should Be Fitted. Wear A Cycle Helmet - It Will Help To Protect You If You Have An Accident.
- When You Have To Carry Anything On Your Cycle, Use A Bike Bag Or Panniers. Carrying Things On Your Handlebars Makes Steering Difficult - They Could Also Catch In The Front Wheel. Make Sure That Your Clothing Does Not Get Caught In The Chain Or Wheels.
- Make Sure That Other Road Users Can See You. Wear Fluorescent Materials In Daylight And At Dusk, And Something Reflective At Night. A Cycle Spacer May Be Helpful As A Warning To Other Drivers. At Night You Must Have Front And Rear Lights Which Work Well, And A Clean Rear Reflector. Spoke And Pedal Reflectors Are Also Useful.
- You Should Not Ride On The Pavement Unless There Are Special Signs Allowing You To Do So.
- Wheel Your Cycle To The Edge Of The Kerb And, If Safe, Place It In The Road. Get On Your Cycle And Look All Round For Traffic Even If You Have A Mirror Fitted. When It Is Safe To Move Off, Signal With Your Right Arm If Necessary. Then, With Both Hands On The Handlebars, Cycle Away.
- Ride Far Enough From The Edge Of The Road To Avoid Drains And Gutters.
- Always Keep Both Hands On The Handlebars Unless You Are Signalling.
- If Riding With Others On Busy Or Narrow Roads, You Should Ride One Behind The Other. Never Ride More Than Two Side By Side On Any Road.
- Even If You Are Wheeling Your Cycle In The Road, You Must Still Obey Traffic Light Signals And Road Signs. You Must Also Obey The Signals Made By Police Officers, Traffic Wardens Or School Crossing Patrols.
- Never Hold Onto Any Vehicle Or Another Cyclist.
- You Must Not Carry A Passenger On Your Cycle.
- You Should Never Lead An Animal Whilst Cycling.
- Before Starting Off, Turning Right Or Left, Overtaking, Or Stopping, You Must Look Behind And Make Sure It Is Safe. Give A Clear Arm Signal To Show What You Intend To Do.
- When Turning From One Road Into Another, Look Out For Pedestrians Who Are Crossing That Road. Give Way To Them.
- If You Want To Turn Right From A Busy Road, Moving To The Middle Of The Road May Be Difficult And Dangerous. It Is Often Safer To Stop On The Left Hand Side Before Or After The Junction And Wait For A Safe Gap In The Traffic Before Walking With Your Cycle Across The Road. This Is Especially Important In The Dark.

Exploration



- Watch Out For Traffic That May Suddenly Stop, Turn Left In Front Of You, Emerge From A Side Turning Or Pull Away From The Kerb. Long Vehicles Need Room To Turn So Do Not Ride Up Beside Them When They Do So.
- Only Overtake When You Are Certain It Is Safe To Do So. If You Are Overtaking Parked Vehicles, Watch Out For Them Starting Off While You Are Doing So. Look For Car Doors Opening And For Pedestrians Darting Out Into The Road In Front Of You.
- You Should Not Wear A Personal Stereo Whilst Cycling. You Can't Hear The Other Traffic If You Do, And Riding On The Road Needs Your Full Attention.
- Always Park Your Cycle Sensibly So That It Is Not In The Way Of Other People. Lock It To Prevent It Being Stolen And Have The Frame Stamped With Your Postcode.
- You Must Stop For Pedestrians On Zebra Crossings.
- Be Ready To Stop For The Red Light At Pelican Crossings. When The Amber Light Flashes, You May Continue If There Is No Body On The Crossing.
- Only Ride In Bus Lanes If There Is A Cycle Shown On The Sign.
- Be Careful When Cycling Near Horses And Other Animals. Give Them Plenty Of Room As You Go By. Animals Are Easily Frightened By Sudden Noises So Do Not Use Your Bell.
- In Some Areas Special Cycle Routes And Paths Are Provided. You Will See The Following Signs To Show The Different Paths. Always Use Them.



Recommended Route
For Pedal Cycles



Cycles Only



Shared With
Pedestrians



Shared With
Pedestrians

- Roundabouts Can Be Difficult For Cyclists To Use Safely. If You Are Not Sure It Is Safe, Get Off Your Cycle And Walk. When Riding Into A Roundabout You Must Give Way To Traffic Coming From Your Right. Look Out For Vehicles Which May Turn In Front Of You.
- When Cycling In The Dark Or At Dusk, You Must Have A White Front Lamp, A Red Rear Lamp And A Red Reflector. Wear Something Reflective And Fit Spoke Reflectors. If You Have Dynamo Lighting, Remember The Lights Go Out When You Stop. When Other Vehicles Are Using Their Lights, Use Yours Too.
- If You Want To Turn Right, It Is More Difficult And Dangerous To Move To The Middle Of The Road When It Is Second Class Exploration – 6. Highway Code Dark.
- Stop On The Left Hand Side And Wait For A Gap In The Traffic Before You Turn.

Exploration



Riding In Cars

- When You Get In Or Out Of The Car, Use The Door Nearer The Pavement. Make Sure The Doors Are Shut Properly. Only Get Out When You Are Told To Do So And When You Are Sure It Is Safe.
- Seat Belts Or Safety Harnesses Must Be Worn At All Times. Lap Belts Must Only Be Used Of All Other Seat Belts Are In Use.
- Keep Your Hands Away From Door Handles While The Car Is Moving. Only Open Doors Or Windows After Being Given Permission.
- Never Lean Or Wave Out Of The Window Or Do Anything To Distract Or Offend Other Drivers. Do Not Throw Or Hang Anything Out Either.
- A Driver Uses The Mirror To See The Traffic Behind. Do Not Block The View.

Using Buses

- When You Wait For A Bus, Stand On The Pavement Well Back From The Traffic. Make Sure There Is Room For Other People To Walk Along. It Is Dangerous To Play Around At Bus Stops.
- Wait For People To Get Off The Bus Before You Get On.
- Drivers Are Responsible For Your Safety. Always Do What They Tell You And Do Not Distract Them With Bad Behaviour.
- If You Have To Cross The Road After Getting Off A Bus, Wait For It To Move Away. You Will Then Be Able To See Traffic Clearly And Drivers Will Be Able To See You.

Exploration



7. Show The Ability To Use A Telephone And Demonstrate Knowledge Of Your Locality By:

- **Using Local Bus And Railway Timetables.**
- **Knowing Local Landmarks, Through-Road Routes, Public Transport Facilities And Utilities Serving Your Area.**

Many Of You Will Have A Landline Telephone In Your House And You May Well Have Your Own Mobile Phone. The Main Difference When Dialling A Number From These Two Different Phones Is That When;

- Dialling From A Mobile You Always Have To Insert The Area Code First
- Whereas If You Make A Call From A Landline You Only Insert An Area Code Before The Phone Number If You Are Making A Telephone Call To Someone Living In A Different Area.
- If However You Wanted To Call The INDIA From Abroad You Would Have To Insert +91 (The International Access Code) .

Remember If You Are Using Your Phone To Contact The Emergency Services:

- NATIONAL EMERGENCY NUMBER-112
- POLICE-100
- FIRE-101
- AMBULANCE-102

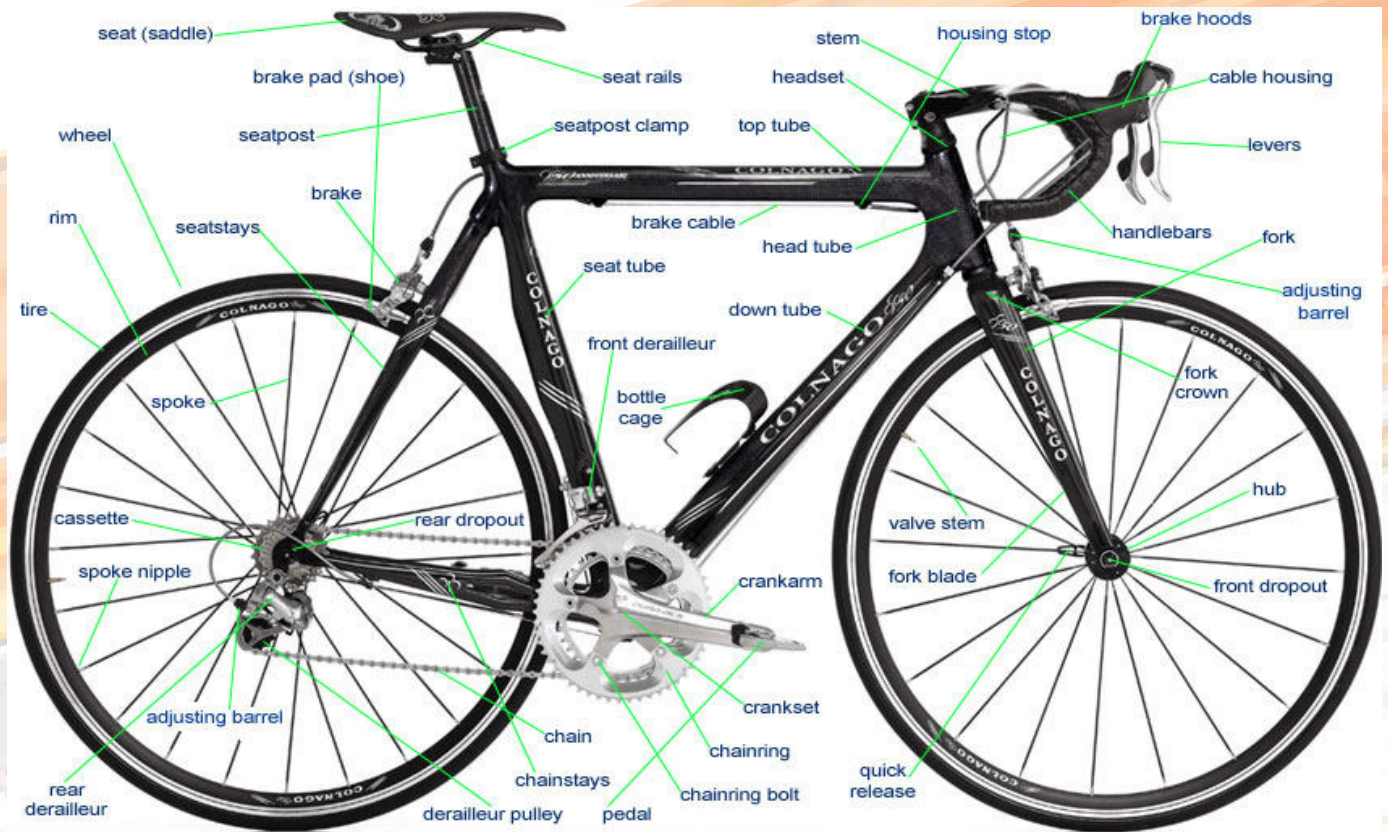
Bus And Rail Time Tables

- You Will Be Able To Get Hold Of A Copy Of These By Going To Your Local Bus, Train Station Or Library Or By Looking On The Internet.
- You Should Know Where The Major Roads Go From And To, And Their Names. Where The Nearest Railway Stations Are, And The Services That Operate, And The Destinations Of The Buses That Pass Through Your Town Or Village, And Their Respective Bus Stops.
- Know The Whereabouts Of The Police, Fire And Ambulance Stations, The Local Library And Telephone Boxes, And The Nearest Hospital, Doctor, Dentist And Vets. A Good Scout Would Also Know Places Of Local Interest, Such As Museums, Parks, Cinemas And Other Leisure Sites.

Exploration



8. If You Have The Use Of A Bicycle, Demonstrate That It Is Kept Properly Maintained And You Are Able To Effect Minor Repairs.



When Using A Bike It Is Important That You Follow The Highway Code And That You Wear A Helmet And Visible Clothing At All Times.

When Riding Your Bike At Dusk, Dawn In The Dark You Need To Have A White Front Light And Red Rear Light Fixed To Your Bike And You Need To Wear Reflective Clothing.

It Is Also Vital That You Keep Your Bike Well Maintained So It Is Safe To Ride. You Need To Make Sure That:

- The Chain Is Well Oiled.
- Tyres Are Inflated To The Correct Pressure.
- Brake Cables Are Undamaged And Tight Enough To Be Effective.
- The Saddle And Handle Bars Are Fixed Securely And At The Right Height For You To Ride The Bike.
- Front And Rear Wheel Nuts Are Securely Fastened.
- Front (White) And Rear (Red) Reflectors Are Attached To Bike And Clean.

The Most Common Repair You Will Need To Carry Out On Your Bike Is Repairing Punctures. Puncture Repair Kits Are Available From Most Petrol Stations And Bike Shops.

Exploration



To Repair A Puncture You Need To:

- Remove The Wheel From The Bike By Turning Both Wheel Nuts Anti-Clockwise At The Same Time In Opposite Directions.
- Then Remove The Tyre Using Tyre Levers, Being Careful Not To Cause Any More Damage To The Inner Tube.
- Unscrew Nut Holding Inner Tube Valve In Place And Remove Inner Tube.
- Inflate Inner Tube And Place In Bowl Of Water To Locate The Hole, Mark With A Wax Crayon.
- Follow Manufactures Instructions For Applying Repair Patch To Inner Tube.
- Check Repair Has Worked By Checking For Leaks With A Bowl Of Water.
- Check The Inside Of Tyre For Any Sharp Objects Still Lodged In Rubber That May Have Caused The Puncture, And Remove Them.
- Replace Deflated Inner Tube Back Into Wheel And Screw Valve Back Into Place.
- Attach Tyre Back To Wheel Using Tyre Levers, Again Being Careful Not To Damage Inner Tube.
- Attach Wheel To Bike And Inflate Tyre To The Correct Pressure.

Exploration



9. Know Where To Find Up To Date Weather Forecasts, Whilst At Home And In Camp.

The Norwegians Have A Saying “There Is No Such Thing As Bad Weather, Just The Wrong Sort Of Clothes”, And Believe Me The Norwegians Experience All Sorts Of Weather, So They Should Know.

This Also Applies To Us As Scouts, As Long As We Are Prepared And Dress Correctly We Should Be Able To Carry On With Most Scouting Activities Whatever The Weather. So Knowing What The Weather Forecast Is, Will Help Us Be Prepared:

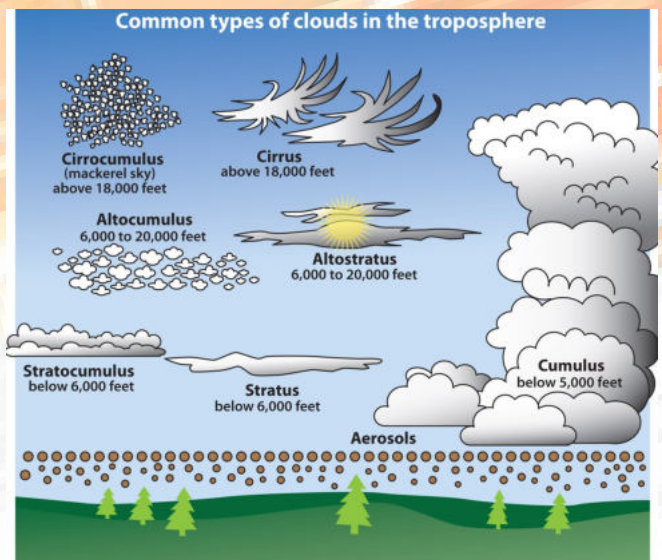
- To Wear The Right Clothing
- To Keep Our Wood Dry For The Fire
- To Pack The Right Kit For A Hike
- To Close Up Our Tents Before It Rains
- To Build Our Fire In The Right Place So The Smoke Blows Away From Our Sleeping Tent
- To Pitch Our Tents In An Area That Won't Flood
- To Wear Sunscreen And A Hat

For Second Class You Don't Need To Be Able To Understand Weather Maps – You Just Need To Know What Is Forecast For The Area That You Are In.

The Main Sources Of Forecasts Are:

- TV – Look For The Regional Forecasts Not The National Ones
- Radio – Tend To Be More General Than TV, Unless You Listen To Local Radio
- Newspapers – These Don't Normally Go Into Much Detail
- The Internet – The BBC Website Gives Excellent Forecasts By Time Of Day For Most Major Towns, And This Is Probably The Best Source If You Have Internet Access.
- Phone Weather Services – Normally Premium Rate, But Good Local Detail

At Camp It Is Obviously More Difficult To Get Reliable Information, And Phone, Radio And Newspapers May Be Your Best – In Some Tourist Areas The Tourist Information Office Or Other Shops Will Display A Forecast, As Do Some Campsites.



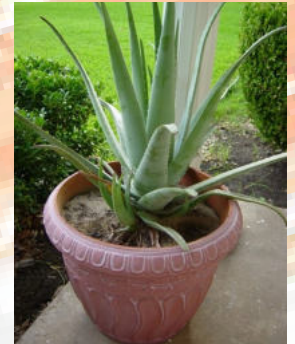
Exploration



10. Go By Day, On Foot, With Other Scouts On A Journey Of 10 – 15 Kms. The Journey Will Have A Route Laid Down By The Scout Officer And A Simple Objective Will Be Given. Take Responsibility For Leading And Navigating At Least 2 Km Of The Journey. A Verbal Report, From Notes, Must Be Made On Your Return. (Normally To Be Taken Toward The End Of 2nd Class)

Your Journey Should Be Taken When You Have Done Most Of The Rest Of Your 2nd Class Training, That Means That You Will Have Already Learned About How To Navigate With A Map And Compass Safely, And That You Know Enough First Aid To Treat Any Small Injuries.

For This, You Will Have To Ask Your Scout Master For The Route You Are To Follow, And Sort Out Who Is Going With You (There Must Be At Least Four Of You In The Group, But Probably No More Than Six). You Will Have An Objective To Go To, Or Do, And This Must Be Completed To The Best Of Your Ability. Sometimes It Will Be A Temple, On Which You Will Be Asked Questions, Or A Good Turn, Which You Will Have To Prove That You Have Done. Either Way, The Questions You Will Be Asked Will Not Be The Obvious Ones For The Situation, So Keep Your Eyes And Ears Open. Take Photos – You May Discover Some Fascinating Things As You Walk.



This May Be The First Time That You Have Ever Walked This Far Without An Adult With You. Enjoy The Adventure, And Make Sure That You Follow Your Scout Master's Instructions About Where They Will Meet You At Checkpoints To Make Sure You Are Safe. Normally You Will Agree A Time That You Will Meet At A Checkpoint, If You Get There Early Just Wait Until The Adult That Is Meeting You Arrives – It's A Good Chance To Have A Rest And Snack And Plan The Next Bit Of Your Route. If You Are Running Late For Some Reason, Keep Going And Get To Your Checkpoint As Soon As You Can – It Won't Be The First Time That Skip Has Had To Wait For Scouts Who Have Got A Bit Lost.

Don't Worry If You Do Get A Little Bit Lost – The Important Thing Is To Realise Quickly, And Work Out How To Get Back On Route. You Should Be Able To Do That By Using All The Clues On Your Map – Its Normally Far More Reliable Than Asking A Nice Person Out Walking Their Dog!

Even Though You Are Taking Turns At Being The Leader And Doing The Navigating, That Doesn't Mean That You Can Just Be A "Follower" For The Rest Of The Time. Keep Track Of Where You Are, And Check That You Are Going In The Right Direction – And If You Think That You Are Going Wrong, Speak Up – Have A Team Discussion And Agree On What To Do Next. Every One Will Be Happy If You Help Them Avoid Walking 2 Kms In The Wrong Direction.

You Will Have Arranged With Skip How To Make Contact If You Have A Problem, And You Will Also Have Agreed That In Some Situations You May Return To Your Last Checkpoint, Or To A Road Where You Can Be Easily Found. Whatever Arrangements You Have Made – Stick To Them, And Stick Together.

When You Return, And Give Your Report To Your Scout Master, Try To Make It Interesting; Don't Forget That He May Have To Listen To Several In Quick Succession, And They Can Get Boring, Do Not Miss Anything Out. If You Fell In The River, Instead Of Crossing It By The Bridge, Put It Into The Report, And Give Your Scout Master A Laugh. If You Lose Your Woggle, Make Another One, And Tell Your Scout Master How You Came To Lose It, How Long You Looked For It, And What You Did About It When You Could Not Find It. It Makes The Report More Realistic And Do Not Forget To Take Notes Of The Objective.

Remember To Take Along A Compass, The Correct Map Of The Area, Emergency Rations And A First-Aid Kit.

Camp Skills



11. Tie The Following Knots And Know Their Uses: Timber Hitch, Killick Hitch, Fisherman's Knot And Harvester's Hitch.

Timber Hitch & Killick Hitch

This Is One Of The Few Classical Hitches That Is Truly Useful And Reliable. Its Security Is Admirable And It Always Unties Without Trouble After Use. Just Remember That A True Timber Hitch Must Have At Least Three Tucks Trapped Against The Object.

Beware Of Using This Hitch Around A Very Large Object That Might Keep The Tucks From Being Clamped Down Securely. In Such Case You Might Have To Put Tucks Of Rope Further Back To Ensure That Three Tucks Stay Clamped No Matter What Happens. Ofcourse, If You Decide To Use The Timber Hitch For Any Lengthwise Pull, You Should Make Sure That Any Sliding Motion Will Cause Your Tucks To Tighten, Not Loosen.



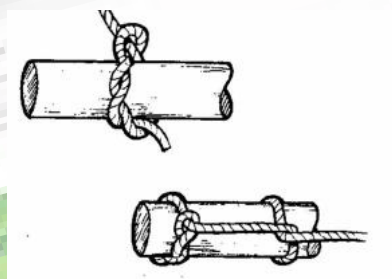
The One Bad Thing About This Hitch Is That It Is So Simple, That Some Do Not Take The Time To Really Study And Memorise It, And Will Sometimes Wrap The Rope Around The Wrong Leg, Which Will Not Result In Anything But Junk.

Remember To Wrap The Rope Back Around The Leg From Where It Just Came (Left Side As Shown Above). If You Did, It Should Form An Eye For The Standing Part To Run Through.

The Knot, As With The Clove Hitch, Can Be Used For Fastening The Rope To A Spar. The Official Use, However, Is For Tying Together A Bundle Of Poles, So As To Be Tight Enough For Transportation. Also, When The Knot Is Undone, It Can Be Easily Pulled Out, Which Is Not Always The Case With Other Knots.

Firstly, The Rope Is Pulled Under The Bundle Of Poles. It Then Takes A Turn Round Itself, To Go Back The Way It Came. However, Instead Of Going Straight Back Round The Bundle, It Wraps Round And Round Itself.

Killick Hitch



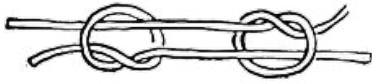
The Rope Can Then Be Laid Along The Wood In The Direction Of Eventual Pull, And A Half Hitch Is Thrown Round The End Of The Poles. The Knot Is Then Known As A Killick Hitch.

When The Bundle Of Poles Is Consequently Either Lifted, Or Pulled, The Knot Pulls Tight Against The Poles, Trapping The Twisted Part Of The Rope Between The Wood, And The Original Turn Round It. The Knot Will Easily Fall Apart When Need Be.

Camp Skills



Fisherman's Knot



This Is A Very Simple Knot Also Known As The Angler's Knot, English Knot, Englishman's Knot Or Bend, Truelover's Bend Or Knot, Halibut Knot Or Waterman's Knot But Should Not Be Confused With The Fisherman's Bend.



It Can Be Used To Join Two Lines Of Equal Thickness, But It Is Not Suitable For Two Ropes Of Large Or Uneven Diameter. It Is Widely Used By Anglers To Join Fishing Line.

To Tie The Knot Lay The Two Lines Parallel To Each Other, With The Working Ends Facing In Opposite Directions.

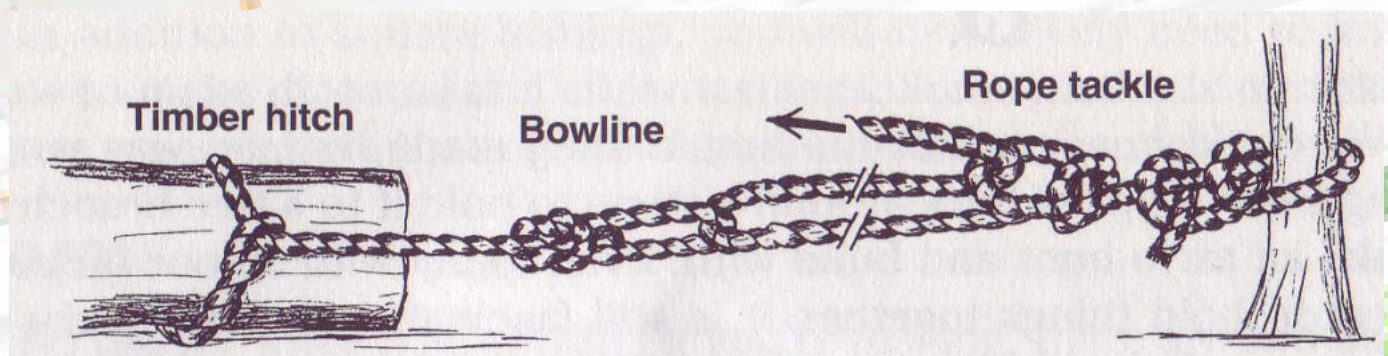
Pick Up The Lower Working End And Tie An Overhand Knot Around The Other Line.

Then Take The Upper Working End And Tie An Overhand Knot Around The Lower Line.

The Two Overhand Knots Can Now Be Pulled Together

For A More Secure Knot The Double Fisherman's Knot Is Also Illustrated Here.

Harvester's Hitch



This Hitch Is Also Known As The Trucker's Or Waggoner's Hitch. It Is Used To Lash Down Loads Securely And Is Still Used By Truck Drivers, Wherever Rope Lashings Have Not Been Superseded By Webbing Straps And Mechanical Tensioning And Locking Devices.

Attach One End Of The Rope To An Anchorage Point On The Far Side Of The Vehicle/ Trailer, Then Bring It Over The Load To The Nearside. Cast An Anticlockwise Over Hand Loop In The Rope.

Make A Bight In The Standing Part Of The Rope And Tuck It Up, From The Back To The Front, Through The Over Hand Loop.

Then Pass The Standing Part Of The Rope Through An Anchorage Point On The Nearside Of The Vehicle And Back Through The Loop Resulting From The Tucked Bight.

Tie Off With Two Half Hitches.

Camp Skills



12. Demonstrate Square And Diagonal Lashings By Constructing A Trestle Of Scout Staves

When Joining Two Or More Spars Together This Is The Way To Do It – At This Stage You Only Need To Know Two Lashings To Open Up The Possibility To Have Great Fun Building All Sorts Of Things. Practice Making Your Lashings Really Tight, And Really Neat And Tidy – Lashings That Look No Good, Generally Are No Good. As You Build Bigger And Bigger Pioneering Projects You Will Learn That The Quality Of Your Lashings Is What Will Keep You Safe.

The Other Thing To Remember Is To Use Natural Rope Materials Rather Than Synthetic – They Will Grip The Wood Tighter, And For Most Projects

Sisal Is Perfectly Adequate – You Don't Need To Use Massive Ropes, They Are Just More Difficult To Get Tight. The Assault Course Shown In This Picture Only Used Sisal.



Square Lashing

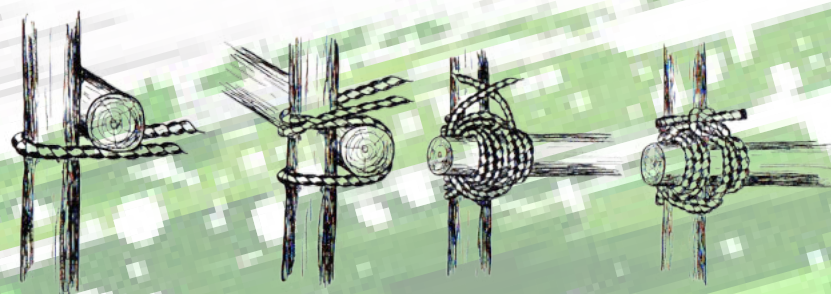


The Other Thing To Remember Is To Use Natural Rope Materials Rather Than Synthetic – They Will Grip The Wood Tighter, And For Most Projects

Start With A Clove Hitch Round One Spar At The Place Where The Other Spar Will Be Crossing It And On The Side Which The Strain Will Come When The Spars Are In Use.

Twist The End Of Your Lashing Rope Or Cord Round The Standing Part To Prevent The Clove Hitch Slipping And To Avoid Having A Loose End Hanging Down.

Start Binding The Two Spars By Winding The Lashing Round; Being Sure Each Turn Is Tight. Continue Until You Have Completed Three Turns. Then You Bind These Together By Making Three Complete Frapping Turns Between The Spars.



These Frapping Turns Must Be Very Tight, And Then Finish Off With A Clove Hitch On The Opposite Spar To Which You Started. If You Still Have Some Cord Over Do Not Cut It Off, But "Lose It" By Continuing To Make Half Hitches Round The Same Spar Until It Is All Used Up.

Diagonal Lashing

This Lashing Is Used When Two Spars Have To Be Pulled Together; It Gets Its Name From The Fact That The Lashing Makes A Diagonal Form At The Intersection Of The Two Spars Which It Joins Together.

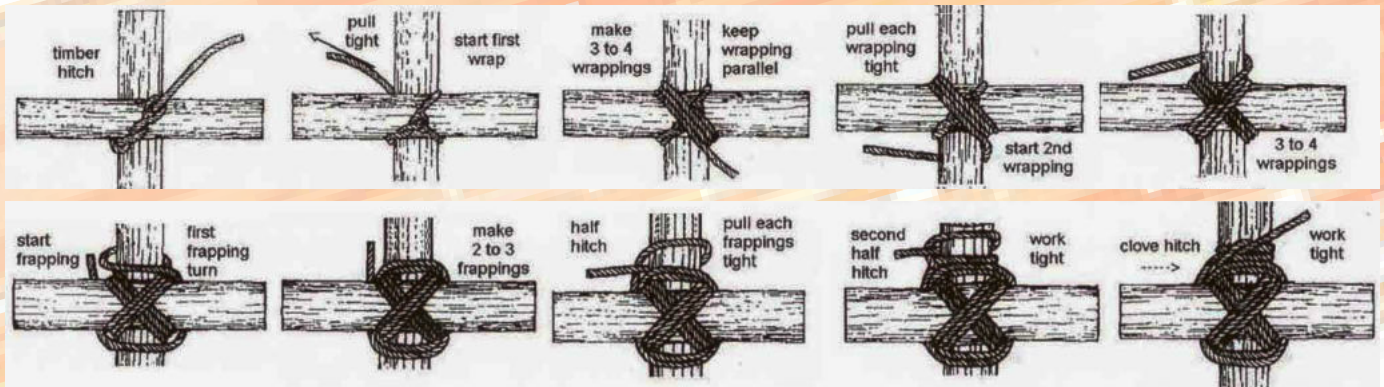
Start With A Timber Hitch Round Both Spars, Pull Against The Loop, And Make Three Turns Round The Two Spars Opposite To The Line Of The Timber Hitch. Then Round The Spars On The Other Diagonal, As Before, Seeing That Each Turn Is Tight, Although You Will Not Be Able To Make It As Tidy As You Did With The Square Lashing.

Camp Skills



Then Apply Three Frapping Turns, Weaving Them Between The Two Spars, Each Turn As Tight As Possible, As The Safety Of The Lashing Depends On This. Finish Off With A Clove Hitch, As You Did With The Square Lashing, And Use Up The End Of The Cordage With Half Hitches.

If It Has Been Properly Put On, You Should Find It Almost Impossible To Twist Or Slide The Spars In Any Direction. That Is The Test Of A Good Lashing.



Trestle

The Most Important Thing To Remember About Lashings Is That They Must Hold Tight And Not Slacken Off In Use, So It Is Better To Take A Little Longer In Making, If By Doing So We Are Sure They Will Hold. When Using Heavy Timber It Will Be Necessary To Use Some Form Of Lever To Pull Each Turn Tight And To Have A Special Kind Of Mallet To Use On The Frapping Turns, But You Will Not Have To Use These Tools For A Light Trestle Such As You Are Now Going To Make.

Gear Required Is Six Scout Staffs And Nine Light Lashings, About 3 Metres In Length. The Latter Are Better Too Long Than Too Short.

Take The Two Stoutest For The Legs And Make The Thicker Ends The Butts Or Bottoms.

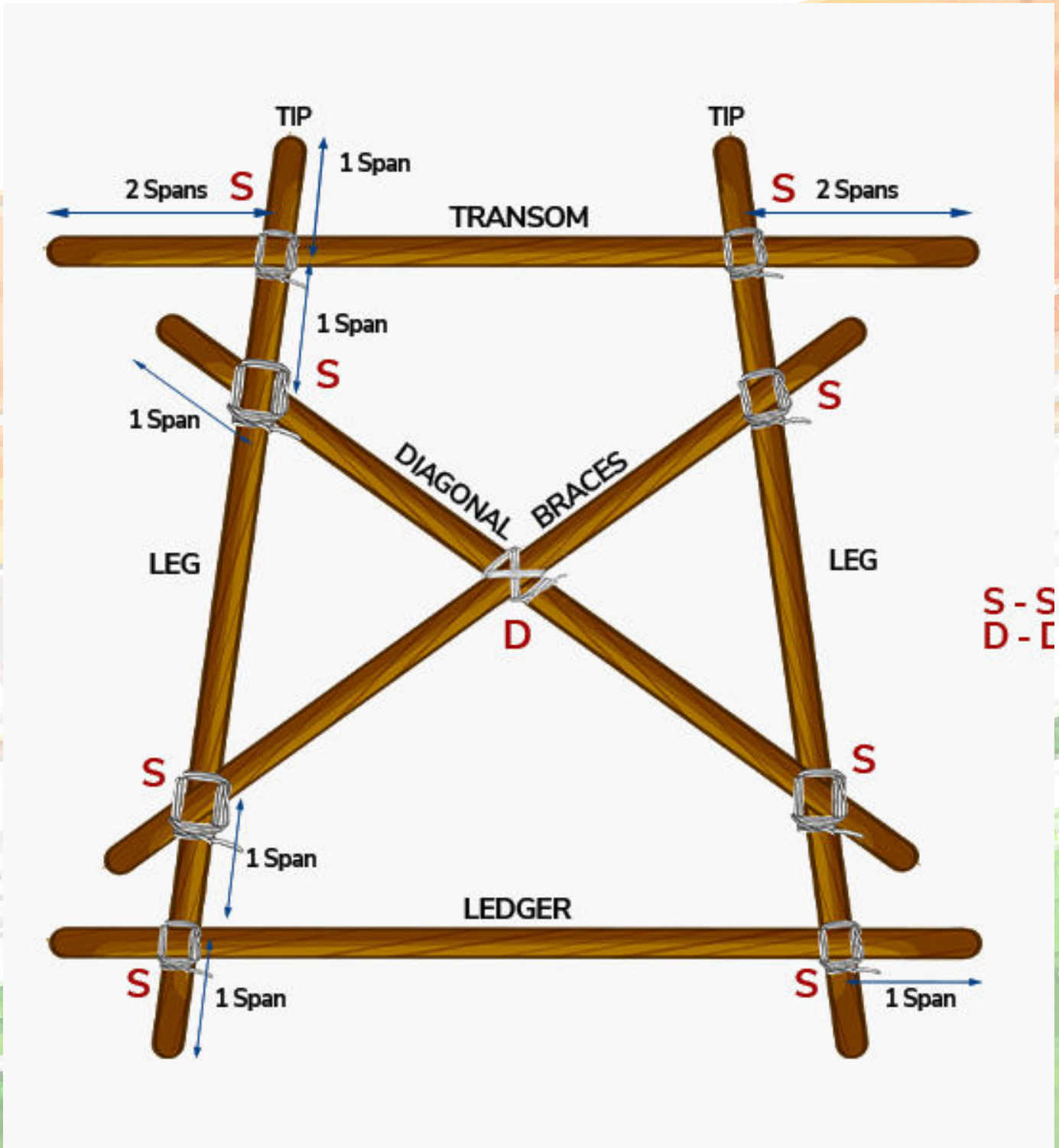
Decide On The Positions For The Transom And Ledgers And Make Both Legs. The Sketch Shows The Transom 20 - 25cm Down From The Tips And The Ledgers 20 - 25cm From The Butts.

Then Mark The Transom And Ledgers So That When They Are Lashed Each Leg Will Slope Inwards 1 In 6, That Is 5cm For Every 30cm Of Its Length.

Use The Next Strongest Staff For The Transom As It Would Have To Take Most Of The Weight If It Were Used In Constructing A Bridge.

These Can Now Be Lashed Together, Using Square Lashings, Then Add The Diagonal Braces Fastening Them To The Legs, Exactly As Shown In The Sketch Below. All These Are Fastened With Square Lashings And Finally The Diagonal Braces Are Lashed Together Using A Diagonal Lashing.

Camp Skills



Camp Skills



13. At Camp, Construct A Useful Gadget Using Natural Materials, And Demonstrating Good Use Of Knots And Lashings.

Baden-Powell Once Said "Any Fool Can Be Uncomfortable At Camp" But He Also Said "A Scout Is No Fool".

Camp Gadgets Are A Way Of Us Creating Useful Things That Will Make Our Life More Comfortable, And They Can Include All Sorts Of Things:

- A Tripod To Hang A Cooking Pot Over A Fire, Or To Hang A Lamp On
- A Mug Tree
- A Stand To Hold A Washing Up Bowl
- A Table And Seats
- A Draining Board And Billie Rack
- A Covered Wood Store
- A Rubbish Sack Holder
- A Clothes Line

And Just For Fun We Also Like To Build Camp Gateways, So That You Can Welcome Visitors To Your Campsite In Style.

Here Are Some Photos Of Gadgets Made By Scouts – What Can You Make?



Camp Skills



14. Know The Safety Rules And Care Of A Hand-Axe, Bow Saw And Knife. Demonstrate How To Sharpen A Knife And Hand-Axe.

Axes, Saws And Knives Can Be Very Dangerous If You Don't Use Them And Look After Them Properly, But They Are Absolutely Essential Tools Which Will Help You Enjoy Traditional Scouting. Use Them Properly And They Will Be Your Best Friends.

Safety When Using A Hand-Axe

Common Sense

This Is The Most Important Rule To Remember — If What You Are Doing With The Axe, Or What Someone Is Doing In The Vicinity Of The Axe Is Dangerous, Or Does Not Make Sense, Then The Axe Should Not Be Used UNDER ANY CIRCUMSTANCES.

Common Sense

This Is Also Important, Especially With Regard To Footwear, And Any Loose Clothing You May Be Wearing. FOOTWEAR; Should Be Of A Strong Nature (I.E. Boots, Or Strong Shoes), So That, Should The Axe Slip, It Will Not Penetrate The Foot.

LOOSE CLOTHING; Must Be Either Fastened, Or Removed, So That Things Like Neckerchiefs Don't Get Tangled Up And Affect Your Control.

Branches

Don't Chop In An Area Where Overhanging Branches Could Get Caught In The Axe And Affect Your Control.

Weather

This Is An Important Factor In Axemanship, Especially When It Is Wet. A Wet Axe On Wet Wood Will Invariably Slip; If You Use The Axe When It Is Raining, You Cannot Properly See What You Are Doing; If The Haft Is Wet, You Will Lose Your Grip; On The Other Hand, If The Weather Is Too Hot, You Will Sweat, And Again Tend To Lose Your Grip; If You Face The Sun You Will Tend To Be Blinded.

Others

When You Are Using An Axe, It Is MOST Important That You Are Not Disturbed By Conversation, Or Distractions Of Any Kind, As This Will Cause Lack Of Concentration, And Consequently Accidents.

Also, There Should Be Nobody At All In Front Of You, Or Within Two Axe-Lengths To The Side, Or Behind You. The Reason Is That Should You By Accident Let Go Of The Axe, Or The Head Fly Off The Haft, There Is Less Chance That Anyone Will Be Hit. AN AXE LENGTH IS THE DISTANCE FROM YOUR NECK TO THE EYE OF THE AXE WHEN THE ARM IS HELD OUT STRAIGHT, HOLDING THE AXE HAFT AT THE FOOT END.

Your Body

Do Not Use An Axe When You Are Tired Or Feeling Unwell.

These Are Some Of The Safety Rules; But If You Want To Add Some More Of Your Own, By All Means Do, So Long As You Remember These.

Camp Skills



- Always Use Your Common Sense.
- Check The Axe Before You Start
- Tighten Or Discard Loose Clothing
- Wear Strong Shoes Or Boots
- Clear Overhanging, Or Protruding Branches
- Never Chop In The Rain
- Do Not Chop When The Wood Is Wet
- Do Not Chop Facing The Sun
- Always Concentrate On The Axe While In Use
- Don't Talk While Chopping
- Keep Other People At TWO Axe Lengths Distance
- When You Are Tired, Stop
- If You're Ill, Don't Start!!!
- Aim The Axe And Use It Properly
- Never Chop Live Timber, Without Permission
- Use A Chopping Block
- Mask The Axe In It When You Finish
- Never Chop In Poor Light
- Never Mask An Axe In The Floor

An Axe Can Be A Camper's Most Prized Possession, And One Of His Most Useful Tools, But, Like Fire, It Is A Good Slave, But Poor Master!

There Is Just One Rule That I Have So Far Left Out, And It Is Perhaps, The Most Important Of All:

NEVER PLAY AROUND WITH AN AXE

An Axe Is A Lethal Weapon, And Because Of Its Weight And Momentum, Once You Have Started Your Swing At The Log, You Will Not Be Able To Stop The Axe In Mid Air. Also, Should You Let Go Of The Axe In Mid Swing, It Will Travel A Long, Long Way, Before It Eventually Lands In The Earth Or Tree, Or Other Obstruction. So NEVER Wield An Axe At Anybody, Play With One, Leave It Un-Masked, Or Even Run When Carrying One, As That Is Asking For Trouble.

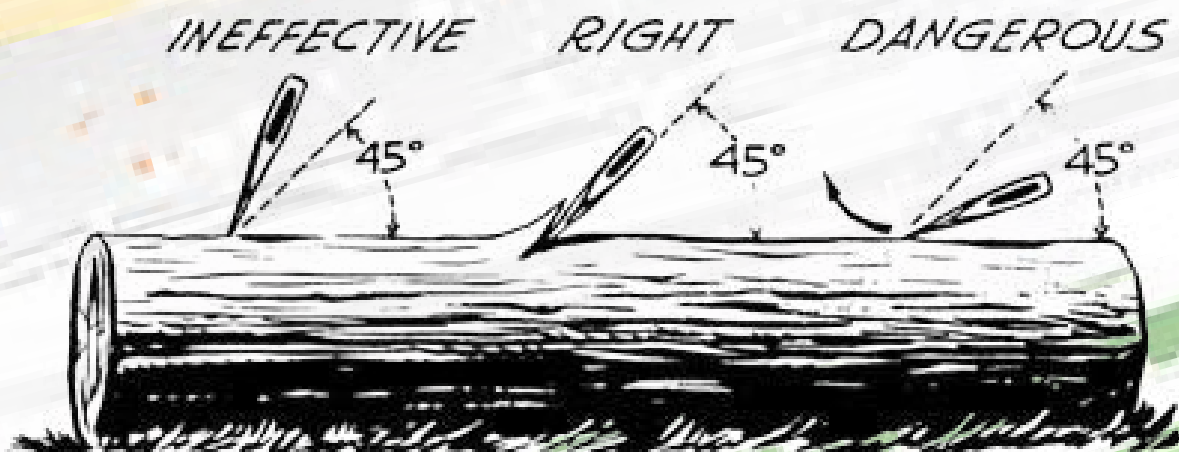
When You Have Finished With The Axe, Even For A Short Period, You Must Mask It, So That Other People Cannot Hurt Themselves On It.



Camp Skills



The Right Hand Picture Above Shows What Not To Do. Just Use Your Imagination For A Minute, And Imagine That The Axe Has Come To The End Of Its Downward Travel, And Has Landed On The Piece Of Wood. There Is Nothing Under The Wood To Stop The Axe From Carrying On Any Further, Which It Promptly Does. It Twists As It Hits The Wood, So Breaking It Instead Of Cutting It. However, Because You Are Holding The Grip Of The Axe Tightly, It Cannot Turn As Easily As The Head, So The Haft Can Easily Break (Usually By The Shoulder). Also, As The Wood Breaks, The End Which Is Resting Against The Wood Leaves The Block Under The Force Of The Axe, And Will Fly Away In The Direction Of The Arrow. Just Imagine What Would Happen If Your Head Was In The Way At That Time!



Now Look At The Picture Above, And You Will It See That It Portrays A Large Log Lying On The Ground. The Axe Is Pictured On It In Two Different Positions. In The First It Has Landed Straight Down On The Log, While In The Second It Has Come Down At A Slight Angle. You Will Waste An Awful Lot Of Time, Effort And Energy, By Using The Axe In The First Of The Two, As It Will Never Cut Very Deep Or Remove The Wood Chippings In The Cut.

To Use The Axe As In The Second Part, The Axe Will Easily Cut The Wood (Providing The Axe Is Sharp), And When Reversed For The Second Stroke, Will Not Only Chop Easily Again, But Will Also Clear The Chip From Between The Two Cuts. Remember Though That If The Angle Of The Axe Is Too Shallow, It Will Tend Not To Bite Into The Wood At All, But Slide Along The Top. A Blunt Axe Will Cut Flesh But Perhaps Not Wood.

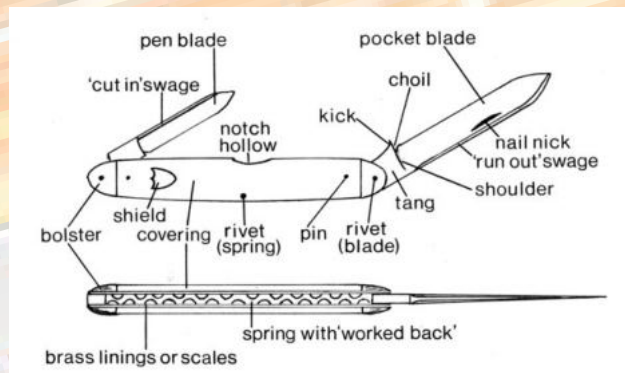
You Should Always Be A Comfortable Distance Away From The Wood To Be Cut, But Not So Far As To Miss The Wood, And Hit Your Foot As This Could Be Rather Painful!

Camp Skills

As For The Swing, And The Way To Hold The Axe, It Is Best To Get Your Scout Master, Or One Of The Other Scouters To Show You How, And For Them To Watch You As You Use The Axe For The First Few Times Until You Have Passed Your Test. But Still Take The Same Care After You Have Passed, As You Used Before! Also, Do Not Forget That The More You Use It, The Better You Will Get.

When Handing Over An Axe To Your Friend, Hold The Head On Your Upturned Palm, And Rest The Haft Along Your Arm. Your Friend Will Then Be Able To Pick It Up Off Your Hand, And Will Have A Good Hold Of It.

Knife



Now, Your Knife. If Used Incorrectly, Or When Blunt, Can Be Just As Dangerous As An Axe.

Firstly, If You Use A Knife, Be It A Clasp Knife, Or A Sheath Knife, Always Cut Away From You, And Anybody Else Who Might Be Near You. This Is In Case You Slip, It Will Do Far Less Harm That Way

When You Hand Over A Sheath Knife, You Hold The Blade Between The Thumb And Fore Finger (At The Hilt), With The Rest Of The Blade In Your Palm, The Sharp Edge Overhanging Your Fingertips.

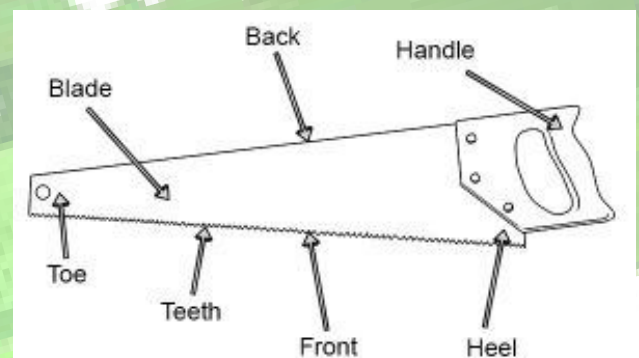
A Clasp Knife, You Hand Over CLOSED.

Saws

The Bush Saw Is A Rather Less Messy Method Of Cutting Wood And The Less Mess That Is Left The Less There Is To Clear Up Afterwards.

When Using A Saw Always Keep Your Hand, Which Is Not Holding The Saw Well Away From The Saw Cut As They Have Springy Blades And Give You A Nasty Cut.

Do Not Try To Sharpen Saw Blades When They Become Blunt, Replace Them With A New One.



Camp Skills



Sharpening Knives And Axes

There Are Various Recognised Methods Of Sharpening Both, But These Are The Ways That I Use For The Knife And The Axe Respectively.

First The Knife. This Will Have A Reasonable Edge On It When You Buy It, But Will Soon Have To Be Re-Sharpener. This Will Never Be Too Difficult, Providing That You Do Not Let It Become Too Blunt In The First Place!! You Hold The Knife Firmly In One Hand, And The Stone In The Other. The Stone Should Have A Fine Layer Of Oil Or Water On It. Then Firmly Rub The Stone Over The Blade Of The Knife, Until A Partial Edge Has Been Formed On The Blade. Next, Turn The Blade Over, And Do The Same On The Other Side. This Should Leave You With A Reasonable Edge To Your Knife, And A Quick Rub Across The Other Side Of The Blade Will Remove Any Burr There Might Be. The Stone Should Always Be Moved In A Circular Direction, As Otherwise You Will Sharpen Grooves Into The Blade, And Also Sharpen The Blade Un-Evenly.

With The Axe, The System Is Very Similar, Although It Will Need Grinding By An Experienced Person To Get A Decent Edge On It In The First Place, Or If The Edge Has Been Left To Get Really Bad (Which, Of Course, It Should Not). However, Your Axe Being Usually Much Harder Than Your Knife, Will Take A Lot More Work.

It Is Always Advisable To Re-Sharpen Both Immediately After Use, As Then It Is Ready For When You Need It Next.

Camp Skills



15. Demonstrate How To Make And Store Firewood.

Having A Fire At Camp Is One Of The Delights Of Scouting – It Will Keep You Warm, It Allows You To Cook Fabulous Meals (If You Get It Right, It's A Lot Easier Than Using A Gas Stove), And At The End Of The Day It Is Great To Sit Round The Fire With Your Patrol And Chat, To Remember The Wonderful Things The Day Has Brought, And Look Forward To Tomorrow.

But To Have A Great Fire You Must First Learn How To Collect, Chop And Store Firewood So That It's Always Ready When You Need It.

As You Work Your Way Through Scouting, You Will Find Out That Certain Woods Burn Far Better Than Others – Section 21 Will Give You More Information About Recognising Trees, And Understanding Which Woods Are Good In Different Situations.

First Collect Enough Wood To Last You All Day, And For Breakfast Tomorrow – Its Far Better To Be Prepared.

When You Have Collected The Wood, You Can Chop, Saw Or Break It To Size. You Will Need Four Different Piles, For Different Purposes:

- Firstly You Will Need Tinder, In Many Ways This Is The Most Important Material – It's What Catches First And Allows Your Fire To Grow. You Will Need A Ball Of Tinder About The Size Of A Grapefruit To Get Your Fire Started – It Must Be Absolutely Dry. Keep Your Eyes Open And Stuff Your Pockets With Good Tinder Whenever You See It. Natural Materials Include Really Dry Grass, Dry Dead Bracken, Sheep's Wool, The Fluffy Seed Down From Clematis Plants And Birch Bark. Also Keep Any Little Bits Of Sisal That You Trim – This Needs To Be Un-Wound And Fluffed Up, And Of Course Bits Of Paper, The Ends Of Candles And Anything Else That Will Light From A Match.
- Your Second Pile Will Be Kindling, This Is Dead Brittle Dry Wood No Thicker Than A Pencil. If It Doesn't Snap Easily Then It Isn't Dry Enough! Look Under Hedges Where Little Twigs Stay Dry Even In Wet Weather, And Look For Dead Twigs On Trees – Particularly Hawthorn – If It Snaps Off Easily It Is Dead, And You Won't Harm The Tree. But Remember Never Cut Live Wood From Trees – It Won't Burn Anyway.
- Your Third Pile Will Be Small Fuel, Thicker Than A Pencil But Not Much Thicker Than Your Thumb. This Should Also Be Dead And Dry And Easy To Snap. This Will Be The Fuel That Establishes Your Fire, Or Gives You A Quick Burst If You Need To Revive The Fire From Embers.
- Your Fourth And Biggest Pile Will Be Main Fuel, This Should Be No Wider Than The Palm Of Your Hand. It Is Best To Split Branches And Logs So That You Have More Flat Surfaces And Edges, Than Rounds – These Are Better For Burning

Make Your Wood Pile Between Your Chopping Area And Fire. Not Too Close To Either You Need To Keep It Safe From People Using Axes, And Away From The Fire So It Doesn't Catch By Accident.

This Wood MUST Be Kept Dry, So Overnight Cover It With A Tarpaulin Or Build A Covered Wood Pile. Its Also A Good Idea To Keep Your Prepared Wood Off The Ground, So Stack It Across A Couple Of Small Logs.



Camp Skills



16. Lay And Light A Fire Out Of Doors With Natural Materials

There Are All Sorts Of Different Styles Of Fire, And You Can Practice Them And See Which You Like Best For Different Jobs, Bust First Some Basics:

As You Are A Scout, You DO NOT DO Lay A Fire On Top Of Grass, As You Have To Leave The Site The Way You Found It, Or Better.

Therefore, The First Thing You Have To Do Is Remove The Grass. This You Do With A Spade, By Cutting A Pattern In The Grass Two Spades Wide, And Three Spades Long. The Spade Is Then Pushed For 5 To 10 Cms Down, Then Underneath The Grass, Until The Turf Has Been Completely Loosened, Then You Lift It Off, And Lay It Down In A Safe Place Until You Put It Back In Place. You Keep Doing This Until A Large Enough Area Has Been Uncovered For Your Needs. You Will Find That It Is Advisable To Cut The Turf Back From The Actual Fire For A Short Distance, So That The Edges Of What You Leave Do Not Burn, Or You Can Line The Pit With Cut Logs Like Shown Here.

Look After The Turf You Have Removed And Water It From Time To Time, So That It Will Grow Back Just As Good When You Replace It At The End Of Camp.

The Fire-Trench Is Then Dug Out, To No More Than Half A Spade's Depth, And Sloping Up At The Ends. The Trench Lies Along The Direction Of The Prevailing Wind, To Help The Fire To Burn. Be Sure The Landowner Will Allow You To Dig A Fire Trench. If Not You Will Need To Raise Your Fire Off The Ground On An Altar Fire, Or Lay Your Fire On A Specially Provided Concrete Base.

Ways to Lay a Fire



TEPEE



STAR



LEAN-TO



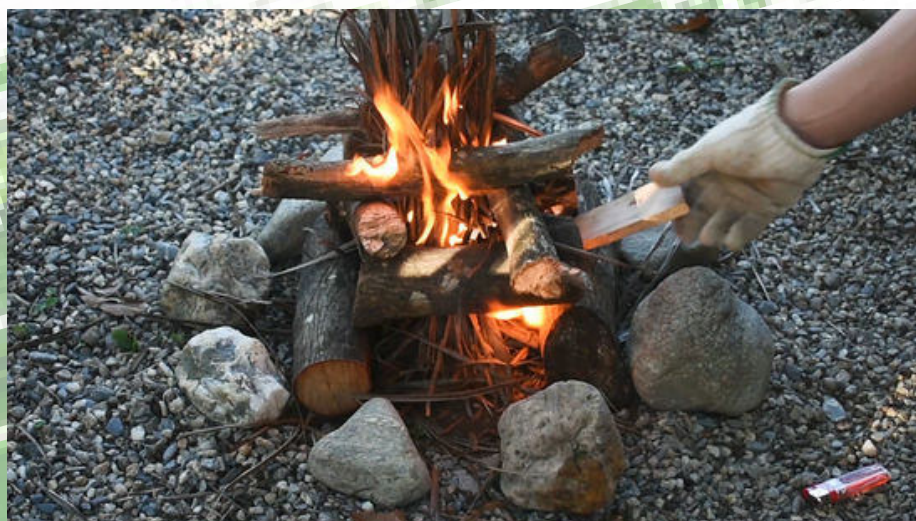
A-FRAME



LOG CABIN



THE PYRAMID/UPSIDE-DOWN/COUNCIL



Camp Skills



Lighting Your Fire

Start With A Ball Of Tinder – Grapefruit Size – And Cover This With Some Of Your Smallest Kindling Wood In The Centre Of The Fireplace, With The Driest, And Most Combustible Material At The Bottom, So That, When You Light The Fire, The Flames Have To Go Through The Rest Before Showing Themselves.

On Top Of The Kindling, You Place Some Of The Smallest Pieces From The Small Fuel Pile. These Are Stood Up On End, To Form A Pyramid Shape. Around This, In The Same Manner, You Put Some Of The Larger Bits From That Pile.

You Can Now Apply A Match. This, When It Has Been Lit, Is Placed As Near To The Centre Of The Fire As Is Possible, So It Is Wise To Leave A Passage-Way To The Centre When You Start To Build. Once The Kindling Has Caught, It Will Set The Twigs On Fire, And So On. Now You Can Start Putting Some Of The Bigger Wood From The Small Fuel Pile On, Again In The Pyramid Shape. All The Time Build Up The Size Of The Wood, But Do It Slowly. Leave The Fire For A While Without Putting More Wood On, So That It Has A Chance To Catch Light Properly. When The Fire Is Burning, Put Some More Wood On, This Time From The Thinner End Of The Main Fuel Pile, And Eventually Just From Your Main Fuel Pile.



Camp Skills



17. Cook Over An Open Fire A Simple Meal, Make A Hot Drink And Wash Up Afterwards.

And So On To The Cooking . . . Trust Me Some Of The Best Food You Have Ever Tasted Will Be Cooked Over An Open Fire At Camp, And There Is Almost Nothing That You Can Cook At Home, That You Can't Cook On An Open Fire. I've Even Made Ice Cream At Camp – But That's Another Story.

I Trust That While The Fire Was Being Made, Somebody Thought To Prepare The Meat, And Peel The Spuds, As Otherwise, You're Going To Waste Both Time And Wood. Now, When Cooking, The Various Foods Take Different Times To Cook – You'll Soon Get The Hang Of What Needs To Go On First, But If You Are Not Sure An Older Scout Or Adult Will Give You Some Help.

If You Cut Your Potatoes Fairly Small And Just Cover Them With Boiling Water, They Will Cook Quicker Than Putting Them On Whole. Sausages Will Cook Quicker Than A Pork Chop, Which Needs To Be Cooked Slowly. Find Out At Home, From Your Patrol Leader Or Scout Master How Long The Various Items You Intend To Prepare Are Going To Take.

Flapjacks, Dampers And Twists

To Find Out About These You Can Read Scouting For Boys, Camp Fire Yarn 9

To Make The Mixture You Need Self-Raising Flour, Salt And Water.

Make A Little Mountain Of About A Handful Of Flour, Put Your Finger In The Centre (After Washing Your Hands Please), And Make A Small Hole. Add A Pinch Of Salt. Now Add The Water A Small Amount At A Time; You Can Mix It With Your Hands, A Little Messy, But Great Fun. You'll Find It Helps To Stop The Mixture Sticking To Your Hands If You Cover Them Lightly With Flour First. When The Mix Is Just Firm And Not Tacky It Is Ready To Cook

Flapjacks

Shape The Mixture Into Flat Cakes About 80mm Across And 20mm Thick. Heat Some Oil Or Butter Or Lard In A Frying Pan And Wait Until The Fat Is Smoking Hot. Drop (Carefully) Your Cakes Into The Hot Fat And Sizzle Them Until Golden Brown. Serve With Butter And Jam. You Could Try Sprinkling Them With Brown Sugar Or Currants.

Twists

Take A Green Stick Thinner Than Your Little Finger (This Is The Only Time You Can Cut Live Wood From A Tree) And 1 Metre Long, Peel Off The Bark. Roll Your Mixture Into A Snake And Wind It Around The Stick, Leaving A Space Between Each Turn For It To Cook And Expand. Hold Your Stick Closely Over A Fire Of Glowing Embers (Not Flames). Keep Rotating The Stick Until Your Snake Has Gone A Dark Golden Brown. You Can Test To See If It Is Cooked By Sticking A Knife Blade Into The Snake, If It Drags Or Comes Out Sticky, More Cooking Is Needed. When Cooking Is Complete, Your Twist Will Slide Off The Stick, Cut It Open, Spread With Butter And Jam And Keep Eating.

Baden-Powell Used This Recipe. Firstly It Saved In Weight, Just Carrying A Small Bag Of Each Of The Ingredients And Secondly He Could Enjoy Hot Fresh Bread Every Day.

Dampers

Use The Same Mixture And Cook On A Hot Stone Next To The Fire.



Camp Skills



18. With Another Scout, Pitch, Strike And Pack A Hike Tent Within A Reasonable Time.

For The Pitching And Striking Of A Hike Tent You Will Get The Best Advice From Your Patrol Leader Or Scoutmaster, Because They Will Be Able To Show You With The Type Of Tents Which Are Used In Your Troop.

Hike Tents Come In Different Shapes And Sizes. They May Also Be Used With Sewn In Groundsheets Or Separate Groundsheets. Some May Be Used With External Poles, Often Called 'A' Poles Or With Poles Inside The Tent. Generally Speaking, You Unpack The Tent And Lay Out The Parts, Canvas And Groundsheet, Poles And Pegs, On Dry Ground.

Make Sure The Doors Of The Tent Are Zipped Or Fastened Together, Then If You Have A Separate Groundsheet, Lay It On The Ground And Peg It Down Securely. This Establishes The Base And Shape. Fit Together The Poles And Suspend The Tent From Them. You Should Now Peg Out The Main Guy-Lines, Usually With The Heaviest Duty Pegs Provided. Do Not Worry Too Much About The Shape Of The Tent Or The Tautness Of The Guys At This Time.

Put In The Remaining Pegs And Then Go Round Tightening Up The Guys And Adjusting The Angle And Position Of The Pegs.

When You Are More Experienced, You Will Probably Get Them Right First Time. Remember, Do Not Over Tighten The Guys And Make Sure They Run In Line Or Parallel With The Seams. If It Rains Heavily, You Will Need To Slacken The Lines, Particularly If They Are Not Nylon, Because They Shrink And Thus Would Tighten More And Could Eventually Tear Your Tent.

When You Are Using The Tent Make Sure That You Store The Tent And Peg Bags Away In The Tent In The Dry Ready For When You Strike. Try Not To Touch The Walls Of The Tent Especially When It Is Raining As This May Permit Water To Enter. If The Tent Has A Sewn-In Groundsheet, Take Your Shoes Or Boots Off Before You Go Stomping About, The Groundsheet Is To Keep Water Out From Below, Not To Be Used As A Doormat.

When You Come To Strike The Tent Try To Do So When It Has Dried Out Either From The Morning Dew Or Overnight Rain. This Of Course Is Not Always Possible.

Striking

Reverse The Procedure Outlined Above And Try To Wash Or Scrape Clean All The Pegs Before You Pack Them Away And Count Them To Make Sure You Have Got Them All.

If You Have Had To Pack The Tent Away Wet, Ensure That You Set It Up Again Or Hang It Up To Dry Before It Is Finally Put Back In Store.

If There Is Any Problems Or Things Missing From The Tent Tell Your Quarter Master Before Returning The Tent To The Store.



1. Ridge Tent

2. Dome Tent

3. Ridge Tent

Camp Skills



19. Camp For A Minimum Of 5 Nights As A Scout

For Most Scouts Camping Is The Most Special Part – It Is A Chance To Live In Harmony With Nature, And Prove That You Can Be Happy And Comfortable Away From All The Luxuries Of A Modern House.

You May Go To Different Sorts Of Camp, And It Would Be Good If You Could Get A Variety Of Different Experiences To Pass This Test.

Some Different Scout Camps Are:

- Troop Camp – Often For A Week, And Normally In The Summer Holidays. Most Troops Will Camp With Each Patrol In A Separate Area, Looking After Their Own Cooking
- Patrol Camp – Just Your Patrol Camping On Their Own, Working Together To Have Fun
- Activity Camps – Quite Often A Weekend Camp, Where The Main Focus Is On A Special Activity, And Sometimes Cooking Will Be Done Centrally By Scoutmasters Or A Duty Patrol
- Hike Camps – Normally When You Are Working On Your First Class, Carrying All Your Gear For More Than A Day, And Camping Overnight In A Hike Tent
- Area Camps – Sometimes These Are Competitions, And Sometimes They Are Based Around Activities
- National Camps – Every Troop Is Invited To Two National Camps Each Year, One Is A Fun Competition To See Who Has Got The Best Camping Skills, And The Other Is A Badge Bonanza Where You Can Take Badges That You Can't Always Do In The Troop. Look For Details On The B-PSA Website
- International Camps – We Are Very Lucky To Be Members Of The World Federation Of Independent Scouts, WFIS, And Once Every Four Years They Hold A European Jamboree – The Next Eurocamp Is In Italy In 2014 It's Your Chance To Meet Thousands Of Traditional Scouts From All Over Europe, And Make New Friends From Overseas – Look For Details On The WFIS Website



Observation



20. Kim's Game. A Test In Observation To Remember 16 Out Of 24 Well Assorted Articles, Following 1 Minutes Observation, Or, Follow A Trail Containing Not Less Than 30 Woodcraft Signs.

The Thing To Remember Is That Most Of The Objects Will Have A Pair. By This, We Mean That There Will Be Common Items, Like A Pen, And A Pencil, Where If You Can Remember One, It Will Help You To Remember The Other. In Some Cases A Whole Series Can Be Formed, Like Pen, Pencil, Rubber, Pencil Sharpener, Paper, Biro, Ink, Etc. All These Have The Same Common Root — They Are Used When Writing. So The More You Can Connect, The Easier It Should Be.

One Of The Best Ways Of Getting Used To Kim's Game, Is To Walk Slowly Past A Shop Window, Looking At All There Is On Display. Go Past, Write It Down (Or Describe It To A Friend Who Is Looking In The Window At The Time), And Go Back And Check The List. The More You Do It, The Easier It Will Become

Read The Stories Of Kimball O'Hara And The Elsdon Murder At The Beginning Of Scouting For Boys.

You May Not Be Good At This Test To Start With Because You Have To Train Yourself. Remember You Also Have Other Senses Which Need Training.



Alternatively Follow A Trail Containing Not Less Than 30 Woodcraft Signs

You Will Have Learnt Several Woodcraft Signs For Your Tenderfoot Test And You Probably Followed A Short Trail.

Now For Second Class This Should Be A Test Of Observation. The Trail May Be Marked By Leaves Or Twigs Placed In Strange Positions I.E. An Oak Leaf May Be Stuck Among Some Horse Chestnut Leaves, Or Pieces Of Coloured Wool May Be Draped Over Bushes Or On The Bark Of Trees.

Remember That The Trail Should Only Be Obvious To Scouts And Should Be Cleared Away Once It Is Finished With.

Woodcraft



20. Kim's Game. A Test In Observation To Remember 16 Out Of 24 Well Assorted Articles, Following 1 Minutes Observation, Or, Follow A Trail Containing Not Less Than 30 Woodcraft Signs.

Wherever You Live In This Country, You Will Find That There Are Far More Than Just Six Types Of Tree Around, Quite A Number Of Which, You Will Find That You Can Name.

A Lot You Will Know By Just Thinking; Such Trees As The Holly, Oak, Beech, Birch, Pine, Ash, Hawthorn, Horse Chestnut -There, In Fact, Are More Than Six Already!

So You See, There Is Nothing Particularly Difficult About That Part Of The Test. The Next Part, Though, Is Slightly More Difficult, As You Have Probably Not Come Across The Need To Know The Burning Qualities Of Them.

Here, You Will Find A List Of Trees, And The Burning Qualities Of Their Woods, And In Some Cases, Their Barks.

Birch Bark Excellent For Starting The Fire, As Both The Wood, But Especially The Bark Burns Very Easily. However, It Burns Very Quickly.

Conifers Very Good For Taking Over After Birch, But Again, Burns Fairly Quickly

The Logs Usually Make The Basis Of The Centre Of The Campfire.

Holly This Makes A Good Fuel For Really Getting The Fire Going.

Crab Apple & Cherry Good Burners, Useful For The Preparation Of The Cooking Fire

Ash & Beech These Are Perhaps One Of The Best Woods To Use As They Are Easy To Prepare, And Burn Well For A Reasonable Time.

Yew, Hazel, Hawthorn Very Good For Cooking, Dry Twigs On Bushes Are Excellent For Starting A Fire On A Wet Day. These Burn Very Well, Especially When Dry.

Lime, Sycamore & Plane Difficult To Light, But Once Burning Gives Off A Good Heat, Which Is Useful For Items Which Do Not Require A Lot Of Flame.

Oak Another Wood Difficult To Light, But Again, When Once Alight, Will Give A Good Heat, And Last A Long Time. Useful When Bedding Down The Fire At Night, To Keep It Until Morning.

Hornbeam Very Hard To Split And Prepare, But Will Burn Well.

Horse Chestnut, Elder All Woods To Be Avoided, As They Either Do Not Burn Well

You May Find This Rhyme Useful.

These Hard Woods Burn Well And
Slowly, Ash, Beech, Hawthorn,
Oak And Holly, Soft Woods Blaze
Up Quick And Fine, Birch, Fir,
Hazel, Larch And Pine, Elder And
Willow You'll Regret Chestnut
Green And Sycamore Wet.

Woodcraft



20. Kim's Game. A Test In Observation To Remember 16 Out Of 24 Well Assorted Articles, Following 1 Minutes Observation, Or, Follow A Trail Containing Not Less Than 30 Woodcraft Signs.

Wherever You Live In This Country, You Will Find That There Are Far More Than Just Six Types Of Tree Around, Quite A Number Of Which, You Will Find That You Can Name.

A Lot You Will Know By Just Thinking; Such Trees As The Holly, Oak, Beech, Birch, Pine, Ash, Hawthorn, Horse Chestnut -There, In Fact, Are More Than Six Already!

So You See, There Is Nothing Particularly Difficult About That Part Of The Test. The Next Part, Though, Is Slightly More Difficult, As You Have Probably Not Come Across The Need To Know The Burning Qualities Of Them.

Here, You Will Find A List Of Trees, And The Burning Qualities Of Their Woods, And In Some Cases, Their Barks.

Birch Bark Excellent For Starting The Fire, As Both The Wood, But Especially The Bark Burns Very Easily. However, It Burns Very Quickly.

Conifers Very Good For Taking Over After Birch, But Again, Burns Fairly Quickly

The Logs Usually Make The Basis Of The Centre Of The Campfire.

Holly This Makes A Good Fuel For Really Getting The Fire Going.

Crab Apple & Cherry Good Burners, Useful For The Preparation Of The Cooking Fire

Ash & Beech These Are Perhaps One Of The Best Woods To Use As They Are Easy To Prepare, And Burn Well For A Reasonable Time.

Yew, Hazel, Hawthorn Very Good For Cooking, Dry Twigs On Bushes Are Excellent For Starting A Fire On A Wet Day. These Burn Very Well, Especially When Dry.

Lime, Sycamore & Plane Difficult To Light, But Once Burning Gives Off A Good Heat, Which Is Useful For Items Which Do Not Require A Lot Of Flame.

Oak Another Wood Difficult To Light, But Again, When Once Alight, Will Give A Good Heat, And Last A Long Time. Useful When Bedding Down The Fire At Night, To Keep It Until Morning.

Hornbeam Very Hard To Split And Prepare, But Will Burn Well.

Horse Chestnut, Elder All Woods To Be Avoided, As They Either Do Not Burn Well

You May Find This Rhyme Useful.

These Hard Woods Burn Well And
Slowly, Ash, Beech, Hawthorn,
Oak And Holly, Soft Woods Blaze
Up Quick And Fine, Birch, Fir,
Hazel, Larch And Pine, Elder And
Willow You'll Regret Chestnut
Green And Sycamore Wet.

Woodcraft



22. Know And Follow The Country Code

Be Safe – Plan Ahead And Follow Any Signs

Refer To Up-To-Date Maps Or Guidebooks.

You're Responsible For Your Own Safety And For Others In Your Care, So Be Prepared For Changes In Weather And Other Events.

Check Weather Forecasts Before You Leave, And Do Not Be Afraid To Turn Back, It Shows Good Leadership Qualities To Do This And To Know The Limitations Of Your Party

Part Of The Appeal Of The Countryside Is That You Can Get Away From It All. You May Not See Anyone For Hours And There Are Many Places Without Clear Mobile-Phone Signals, So Let Someone Else Know Where You Are Going And When You Expect To Return.



Footpath Waymark



Bridleway Waymark



Byeway Waymark



National Trails



Leave Gates And Property As You Find Them

Woodcraft



Please Respect The Working Life Of The Countryside, As Our Actions Can Affect People's Livelihoods, Our Heritage, And The Safety And Welfare Of Animals And Ourselves.

A Farmer Will Normally Leave A Gate Closed To Keep Livestock In, But May Sometimes Leave It Open So They Can Reach Food And Water. Leave Gates As You Find Them Or Follow Instructions On Signs; If Walking In A Group, Make Sure The Last Person Knows How To Leave The Gates.

In Fields Where Crops Are Growing, Follow The Paths Wherever Possible.

Follow Paths Across Land That Has Crops Growing On It, Wherever Possible.

Use Gates And Stiles Wherever Possible - Climbing Over Walls, Hedges, Gates And Fences Can Damage Them And Increase The Risk Of Farm Animals Escaping.

Our Heritage Belongs To All Of Us - Be Careful Not To Disturb Ruins And Historic Sites. Leave Machinery And Livestock Alone - Do Not Interfere With Animals Even If You Think They Are In Distress. Try To Alert The Farmer Instead.

Protect Plants And Animals, And Take Your Litter Home

We Have A Responsibility To Protect Our Countryside Now And For Future Generations, So Make Sure You Do Not Harm Animals, Birds, Plants Or Trees.

Litter And Leftover Food Does Not Just Spoil The Beauty Of The Countryside, It Can Be Dangerous To Wildlife And Farm Animals And Can Spread Disease - So Take Your Litter Home With You. Dropping Litter And Dumping Rubbish Are Criminal Offences.

Discover The Beauty Of The Natural Environment And Take Special Care Not To Damage, Destroy Or Remove Features Such As Rocks, Plants And Trees. They Provide Homes And Food For Wildlife, And Add To Everybody's Enjoyment Of The Countryside.

Wild Animals And Farm Animals Can Behave Unpredictably If You Get Too Close, Especially If They Are With Their Young - So Give Them Plenty Of Space.

Fires Can Be As Devastating To Wildlife And Habitats As They Are To People And Property - So Be Careful Not To Drop A Match Or Smouldering Cigarette At Any Time Of The Year. Sometimes, Controlled Fires Are Used To Manage Vegetation, Particularly On Heaths And Moors Between October And Early April, So Please Check That A Fire Is Not Supervised Before Calling 999.

Keep Your Dog Under Close Control

The Countryside Is A Great Place To Exercise Dogs, But It Is Every Owner's Duty To Make Sure Their Dog Is Not A Danger Or Nuisance To Farm Animals, Wildlife Or Other People.

By Law, You Must Control Your Dog So That It Does Not Disturb Or Scare Farm Animals Or Wildlife. You Must Keep Your Dog On A Short Lead On Most Areas Of Open Country And Common Land Between 1 March And 31 July, And At All Times Near Farm Animals.

Woodcraft



You Do Not Have To Put Your Dog On A Lead On Public Paths As Long As It Is Under Close Control. But As A General Rule, Keep Your Dog On A Lead If You Cannot Rely On Its Obedience. By Law, Farmers Are Entitled To Destroy A Dog That Injures Or Worries Their Animals..

If A Farm Animal Chases You And Your Dog, It Is Safer To Let Your Dog Off The Lead – Don't Risk Getting Hurt By Trying To Protect It.

Take Particular Care That Your Dog Does Not Scare Sheep And Lambs Or Wander Where It Might Disturb Birds That Nest On The Ground And Other Wildlife – Eggs And Young Will Soon Die Without Protection From Their Parents.

You Can Also Find Out More By Phoning The Open Access Helpline On 011-23978046 OR 1075.

Consider Other People

Showing Consideration And Respect For Other People Makes The Countryside A Pleasant Environment For Everyone - At Home, At Work And At Leisure.

Busy Traffic On Small Country Roads Can Be Unpleasant And Dangerous To Local People, Visitors And Wildlife - So Slow Down And, Where Possible, Leave Your Vehicle At Home, Consider Sharing Lifts And Use Alternatives Such As Public Transport Or Cycling. For Public Transport Information, Phone Traveline On 139.

Respect The Needs Of Local People - For Example, Do Not Block Gateways, Driveways Or Other Entry Points With Your Vehicle.

By Law, Cyclists Must Give Way To Walkers And Horse Riders On Bridleways.

Keep Out Of The Way When Farm Animals Are Being Gathered Or Moved And Follow Directions From The Farmer.

Support The Rural Economy - For Example, Buy Your Supplies From Local Shops.