The BOY SCOUTS NOTE BOOK & DIARY

THE BOY SCOUTS

BE PREPARED

THE SCOUT'S OATH

On my honour I promise that I will do my best

1. TO BE LOYAL TO GOD AND THE KING
2. TO HELP OTHER PEOPLE AT ALL TIMES
3. TO OBEY THE SCOUT LAW

Boy Scout Certificate.

This is to certify that:

Name Joe Braddock

Address 29 Stockport Rd. or

Marple

Age 16 *Height* 5 ft *Weight* 6-3

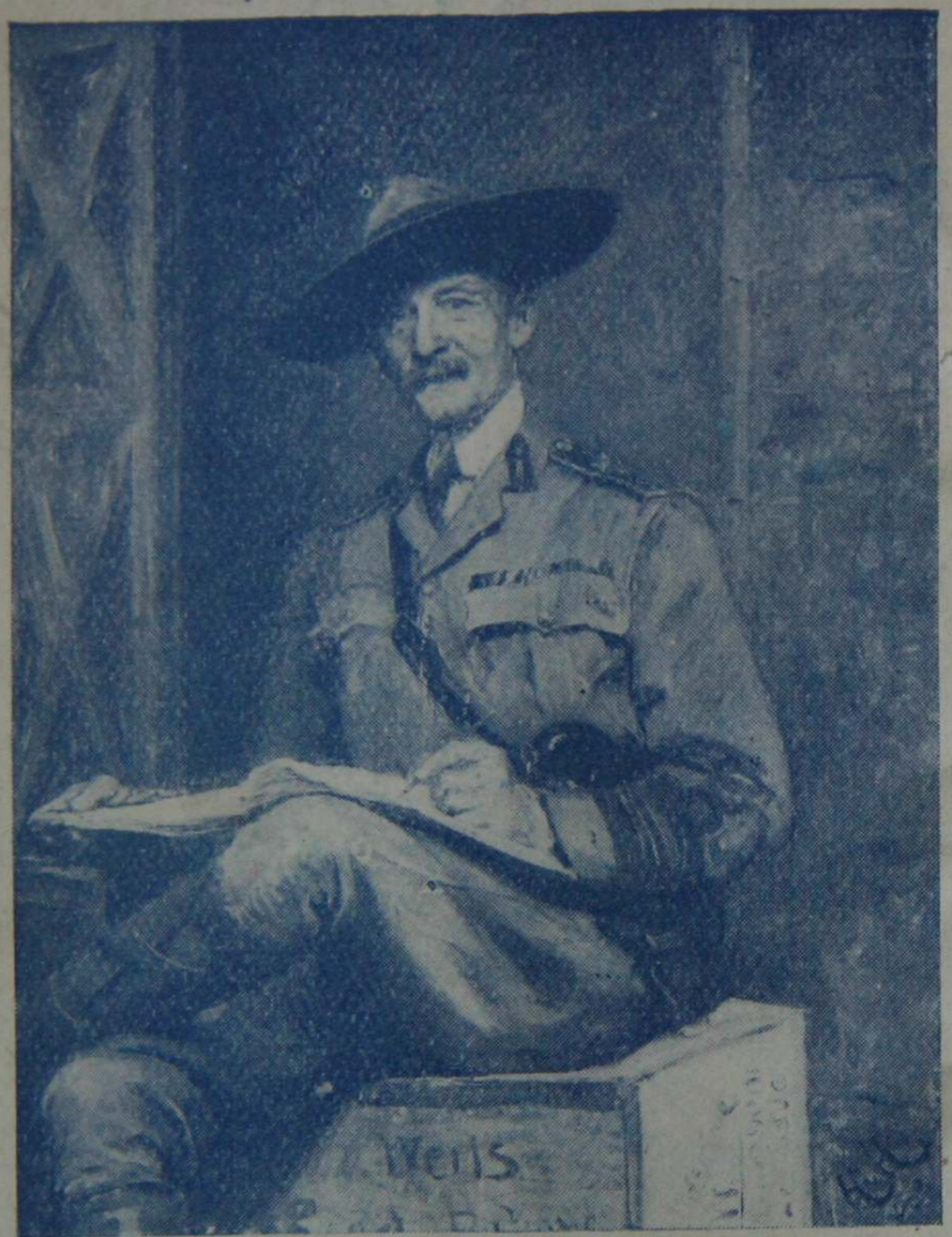
is a Member of the Lion *Patrol*

of 1st Marple *Troop*

Date January 4th

.....

Scoutmaster.



"THE CHIEF SCOUT."

Charles Letts's

BOY SCOUTS' Note Book and Diary

for 1915.

With useful Information for Boy Scouts.

Issued with the approval of

Lieut.-General
Sir Robert Baden-Powell, K.C.B.

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Mr. John Letts.
The First Diary Publisher.

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The Scout Law.

1. **A Scout's Honour is to be Trusted.**
   If a scout says "On my honour it is so," that means that it *is* so, just as if he had taken a most solemn oath.

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

   If a scout were to break his honour by telling a lie, or by not carrying out an order exactly when trusted on his honour to do so he would cease to be a scout, and he may be required to hand over his scout badge, and never be allowed to wear it again—he loses his life.

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

3. **A Scout's Duty is to be Useful and to Help Others.** And he is to do his duty before anything else, even though he gives up his own pleasure, or comfort, or safety to do it. When in difficulty to know which of two things to do, he must ask himself, "Which is my duty?"—that is, "Which is best for other people?"—and do that one. He must Be Prepared at any time to save life, or to help injured persons. And *he should do at least one good turn* to somebody every day.

4. **A Scout is a Friend to All, and a Brother to Every Other Scout, no matter to what Social Class the Other Belongs.**

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

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

5. **A Scout is Courteous:** That is, he is polite to all—but especially to women and children, and old people and invalids, cripples, etc. And he must not take any reward for being helpful or courteous.

6. **A Scout is a friend to Animals.** He should save them as far as possible from pain, and should not kill any animal unnecessarily, even if it is only a fly—for it is one of God's creatures.

7. **A Scout Obeys Orders** of his patrol leader or scout master without question.

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

8. **A Scout Smiles and Whistles** under all difficulties. When he gets an order he should obey it cheerily and readily, not in a slow, hang-dog sort of way.

Scouts never grouse at hardships, nor whine at each other, nor swear when put out.

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

A scout goes about with a smile on and whistling. It cheers him and cheers other people, especially in time of danger, for he keeps it up then all the same.

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

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

10. **A Scout is Clean in Thought, in Word and in Deed:** That is, he looks down upon a silly youth who talks dirt as a "ninnie," and does not let himself give in to any such temptation.

Hints on Scouting.

Every scout should be a handy man, able to make himself comfortable under any conditions, to mend and even make clothes and boots, for he won't find tailors and cobblers in the wilds.

Scouts must know too how to judge heights and distances from an inch up to a mile and more. They ought first of all to know exactly the span of each hand and thumb, and the length of their arms from elbow to wrist, and from one hand to the other with their arms stretched out on either side, and the length of their feet to help them in measuring things. The power of judging the distance of objects is only gained by practice, and it can be done by sound as well as sight, that is to say, if you see the flash of a gun fired in the distance and you count the seconds between seeing the flash and hearing the report, you can tell how far off the gun is, if you remember that sound travels 365 yards in a second.

When a scout is scouting, he must observe the country over which he is travelling so that he may be able to go back and tell his leader where he will find things which will help him or warn him of danger, before he comes to it, and in addition, be able to lead his men by good and easy roads. He must watch the birds and animals as he goes and try not to disturb them, for by their movements he can often tell whether there is anyone about whom he cannot see, for instance, if he sees sheep grazing quietly and they suddenly move towards him, he should know that something has frightened them, and that that something is coming his way, and then he must do his best to find out what it is, but he must not let himself be seen. A guide must never walk along the top of a hill, for if he does so, he can be seen from miles off and cannot see so well himself as if he were a little distance from the top, where too, he is very hard to see, especially if he manages to move over ground the same or nearly the same colour as his clothes.

When scouts are camping out, they should think where they will have their camp and what kind of camp it is to be.

Hints on Scouting—*continued.*

A good place for a camp is in or close to a wood where you may cut firewood and build huts. See too that it is near water. It is better to camp on the edge of a wood than in it, for it is often damp even in dry weather actually in a wood, when outside everything is quite dry. The seaside too is a good place for a camp, especially if there is boating and bathing.

Remember always to dig a trench round each tent with a lead downhill from it to carry off water.

When you have decided to camp out you must think of what you will need to have with you, so here is a list of things that will be useful :—

For Tent :—Bucket, Lantern, Candles, Matches, Mallet, Tin Basin, Spade, Axe, Pick, Hank of Cord, Flag, and Pole Strap to hang things on.

For Kitchen :—Saucepan, Frying Pan, Kettle, Gridiron, Matches, Bucket, Butcher's Knife, Ladle, Cleaning Cloths, Empty Bottles or Cans for Milk, Potatoes and Rusks.

For each Scout :—Waterproof Sheet, Two Blankets, Strap or Cord, Straw Mattress, and Bags for Tea, Sugar, Pepper, Salt, Flour and Baking Powder.

Clothes :—Great Coat or Waterproof, 2 pairs of Socks or Stockings, and one change of all other clothes, including Boots, Toothbrush, Soap and Towel, and Three Hankerchiefs.

Personal Equipment :—Haversack, billy, staff, knife, fork, spoon, matches, whistle and portion of tent.

Food :—Neither bread nor meat are wholly necessary to keep one fit. Biscuits are excellent for camp food and can be carried in the pocket or haversack. The best kind of bread is that known as "rusks" in South Africa, and is easily made from stale bread by cutting it up into thick slices, breaking them up and toasting the pieces before a hot fire or baking them in an oven till they are quite hard like biscuits. The rusks can then be carried in a spare haversack or bag.

Tinned meats, eggs, rice and porridge are easier to keep and cook than fresh meat when in camp and are just as good food. Chocolate is a splendid food.

Hints on Scouting—*continued.*

To live comfortably in camp, a scout should know how to make himself a shelter or hut.

In making a hut, notice which direction the wind generally blows from, which may be told from the way the tree branches are bent (always away from the wind), and put the back of it that way with your fire in front of it.

The simplest shelter is to plant two forked sticks in the ground and rest a bar across them for a ridge pole, then lean other poles against the cross bar and thatch with brush wood or grass.

When lighting a fire in camp begin it with a small number of little twigs lightly heaped together, with a little straw or paper to ignite them, and round them put a heap of little sticks in a pyramid and above that bigger sticks standing on end too.

Tracking. Sign is the word used by scouts to mean any little details such as footprints, broken twigs, trampled grass, anything in fact that may help in finding out a thing you want to know. One of the most important things to learn is to let nothing escape one's attention, small points and signs must be noticed and their meaning made out, and this can be done in a town as well as the country. In the streets of a town a scout will notice his way by the principal shops and sidestreets, and in any case what shops he passes and what is in their windows, what vehicles pass him and so on.

If a scout is in the country he should notice landmarks such as church towers, distant hills, peculiar buildings, trees, gates, rocks, etc. A scout must learn what tracks different animals make, such as a horse, dog or bird and the different tracks each makes at various gaits, for example the track of a horse walking, trotting or galloping.

Walking.

Trotting.

Galloping.

Swimming.

All Boy Scouts should be able to swim, not merely for life-saving purposes, but as an exercise for developing muscular strength.

Throw your head well back, chin resting on water, curve your body, and keep your legs well together so that the knees and ankles touch. Stretch toes as far back as possible. Press hands firmly together, and you are ready to start.

FIRST ARM MOVEMENT.

Extend arms frontwards till they are horizontal with the rest of your body. Keep them below the surface of the water. Turn wrists inwards till knuckles of both hands are in a line and touching each other.

SECOND ARM MOVEMENT.

Keep arms quite rigid; then sweep them outwards and backwards very slowly till the tips of the fingers are at right angles to the body.

THIRD ARM MOVEMENT.

Press hands inwards and slightly downwards, draw in the elbows, and, as the latter touch your sides, let your hands, pointed forwards, come together under the chin. Keep fingers well together, legs rigid, and make every movement slowly. After practising these movements for a little while you will find yourself going forward in the water, and not till then must you use your legs. Now you must combine the above movements with those of the legs.

THE LEG MOVEMENT.

Bend both knees first, drawing them outwards at the moment you extend both arms. Now open the legs as widely as possible with a strong kick. This backward sweep should bring the legs together when extended to their full length. When your ankles touch, your hands should be outwards. Draw legs up again, and, as your hands come up under your chin, repeat the leg movement backwards, as before. The foregoing is practically the only reliable aid to swimming that can be given in a bath.

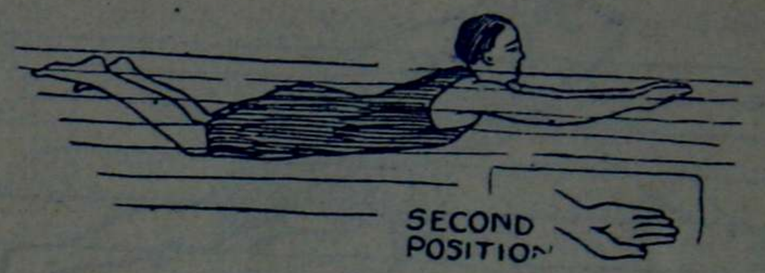
The best aid for a beginner when learning in the river or sea is a friend who can swim well. As the beginner strikes off, his friend will place the tips of his fingers beneath his chin, thus keeping his head above water. In the meantime he can be giving the right instructions as to leg and arm movements. To practise the first arm strokes, wade into the water till it reaches your armpits. Then turn your face towards the bank. Stretch out your arms before you at full length, hands flat, and palms downwards. Take a long breath, head back as far as possible, and gently push your nose towards the shore. This will start you and your feet will leave the ground. Spread out arms slowly and deliberately, always keeping them below the surface of the water, until the finger tips are on a level with your shoulders. Let your feet touch the bottom again. Repeat the action time after time, and you will find yourself nearing the bank.

To practise the first leg strokes, as you shoot out your hands for the half-circular stroke, raise your feet from the bottom, bend both knees, drawing them well outwards. Then, with a smart kick, open your legs to their widest extent. Depress your heels, contract your toes upwards, and turn both feet to right angles. Describe a semi-circle with each leg until your legs come together again in a straight line with your body. Drop your feet to the bottom after the first leg stroke, and repeat it from time to time. Remember there is no hurry. After a time you will find that you can combine the arm and leg actions quite nicely. This has already been explained.

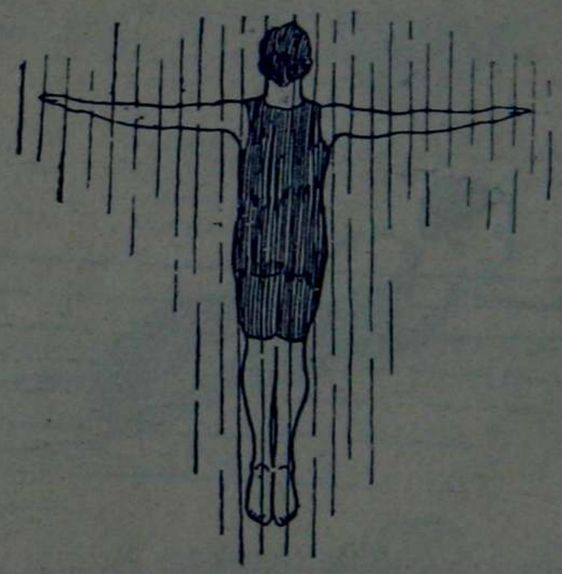
WHEN TO BREATHE.

A beginner incorrectly breathes in at the moment he strikes out, thereby getting his mouth and nostrils full of water at once. Remember to take breath between the strokes. When you draw your knees outwards for the kick you must inhale, and as your feet are thrust from you you breathe out again.

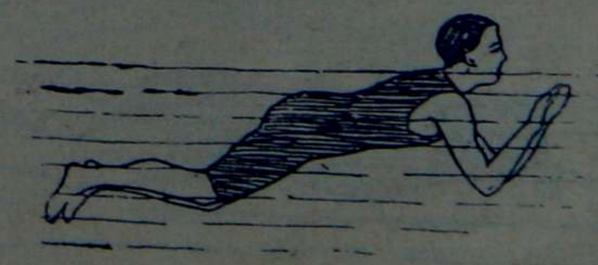
THE BREAST STROKE.



Breast Stroke—First and Second Positions.



Breast Stroke—Third Position.



Breast Stroke—Fourth Position.

Side Stroke—First Position.

Side Stroke.

Floating.

Rescue from Drowning.

RESCUE.

There are four practical methods of bringing a drowning person to land.

(1) If quiet, turn him on his back, and grip him by the head, so that the palms of the hands cover the ears, and swim on the back. Keep his face above water (Fig. 1).

Fig. 1.

(2) In case of struggling, turn him on his back. Then grip his arms just above the elbows and raise them until they are at right angles to his body, and swim on the back. (Fig. 2).

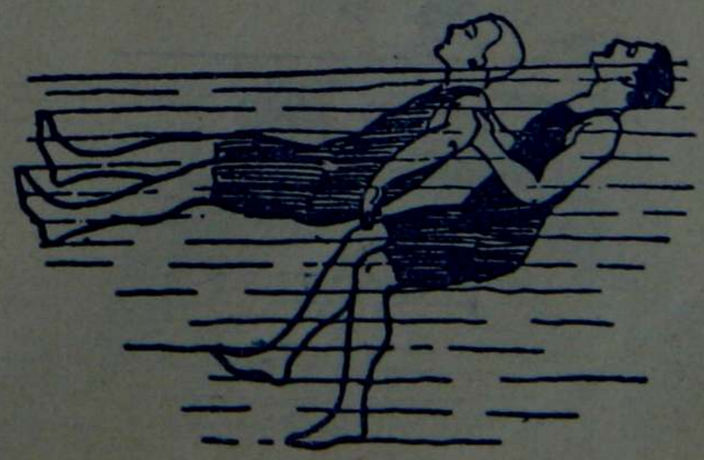


Fig. 2.

(3) If the arms are difficult to grasp, push your arms under those of the subject, bend them upwards, and place your hands, with the fingers separated, flat on his chest, the thumbs resting on his shoulder joints. Swim on the back (Fig. 3).

Fig. 3.

(4) In rescuing a swimmer with cramp or exhausted or a drowning person who is obedient and remains quiet, the person assisted must place his hands on the rescuer's shoulders close to the neck at arms' length, turn on his back, and lie perfectly still with the head well back. Here the rescuer is uppermost; and, having his arms and legs free, swims with the breast stroke. This is the easiest method, and enables the rescuer to carry the person a longer distance without much exertion. (Fig. 4).

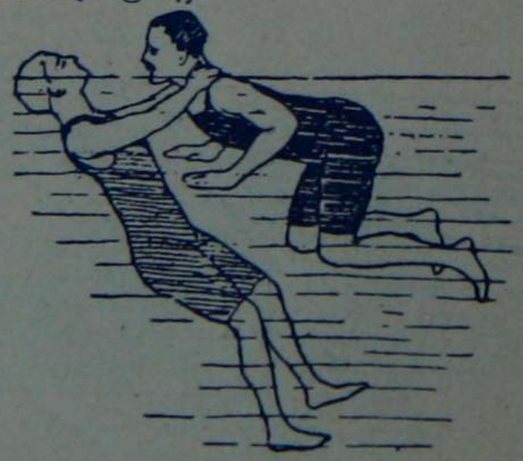


Fig. 4.

RELEASE.

A drowning person will sometimes grip his would-be rescuer in such a manner as to render it impossible to tow him to land. The three following methods are recommended for releasing one's-self when clutched by a drowning person.

(1) When the rescuer is grasped by the wrists: Extend the arms straight forward, bring them down until they are in a line with the hips, and then jerk the wrists against the thumbs of the subject. This will break the hold (Figs. 5 and 6).

Fig. 5.

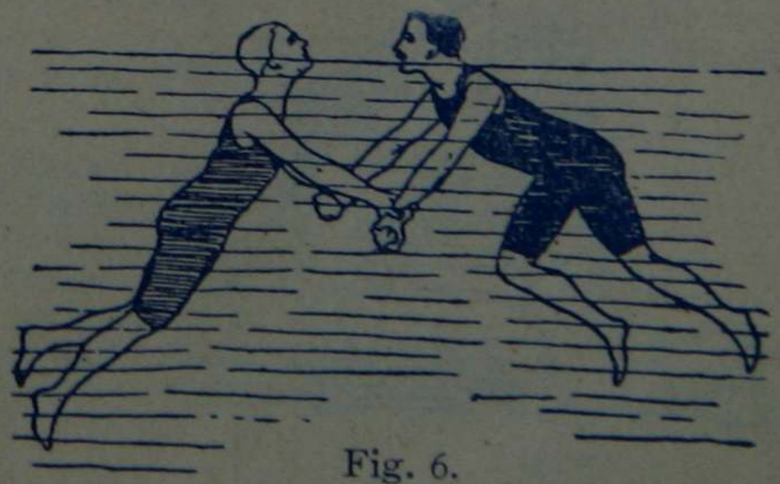


Fig. 6.

(2) When the rescuer is clasped round the neck: Take a deep breath and lean well over the drowning person. At the same time, place the left hand in the small of his back. Then pinch the nostrils close between the fingers of the right, while resting the palm on his chin, and push away with all possible force (Fig. 7).

Fig. 7.

(3) When the rescuer is clasped round the body: Take a deep breath and lean well over as before. Place the left hand on the subject's right shoulder and the right palm on his chin. At the same time bring the right knee against the lower part of his chest. Then, by means of a strong and sudden push, stretch your arms and leap straight out, throwing the whole weight of your body backwards (Fig. 8).

Fig. 8.

Artificial Respiration.

When a person is brought to land in an apparently drowned condition lose no time in attempting restoration. Delay may prove fatal. Act at once and work with caution, continuous energy, and perseverance. Life has, in many cases, been restored after long hours of unceasing work. In all cases send for a doctor as soon as possible. Meanwhile proceed at once to clear the water out of the patient's lungs. The following method is the simplest, and is called the Schäfer system, after the inventor. Incline the patient face downwards and head downwards, so that the water may run out of his mouth, and pull his tongue forward. After running the water out of the patient, place him on his side with his body slightly hanging down, and keep the tongue hanging out. If he is breathing let him rest; if he is not breathing, you must at once endeavour to restore breathing artificially. Here are Professor Schäfer's own instructions:

Fig. 9.

(1) Lay the patient face downwards with arms extended and the face turned to the side.

Don't put a cushion or any support under the chest. Kneel or squat alongside or astride of the patient, facing towards his head.

(2) Place your hands on the small of the patient's back, one on each side, with thumbs parallel and nearly touching.

Fig. 10.

Artificial Respiration—*contd.*

(3) Bend forward with the arms straight, so as to allow the weight of your body to fall on your wrists and then make a firm, steady downward pressure on the loins of the patient, while you count slowly, "One—two—three."

(4) Then swing your body backward so as to relieve the pressure and without removing your hands, while you count slowly, "One—two."

Continue this backward and forward movement, alternately relieving and pressing the patient's stomach against the ground in order to drive the air out of his chest and mouth, and allowing it to suck itself in again, until gradually the patient begins to do it for himself. The proper pace for the movement should be about twelve pressures to the minute. As

Fig. 11.

soon as the patient is breathing you can leave off the pressure; but watch him, and if he fails you must start again till he can breathe for himself. Then let him lie in a natural position and set to work to get him warm by putting hot flannels or bottles of hot water between his thighs, and under the arms and against the soles of his feet. Wet clothing should be taken off and hot blankets rolled round him. The patient should be disturbed as little as possible and encouraged to sleep while carefully watched for at least an hour afterwards.

Useful Knots, Bends, and Hitches.

Everyone should be able to tie knots. A knowledge of knots is useful in every trade or calling, and forms an important part of a Boy Scout's training.

As it may happen some day that a life may depend on a knot being properly tied you ought to know the proper way to do so.

The Bowline is a loop that will not slip after the first grip. First make a loop then pass the end up through it, round the back of the standing part and down through the loop again. It is often used as a halter for horses.

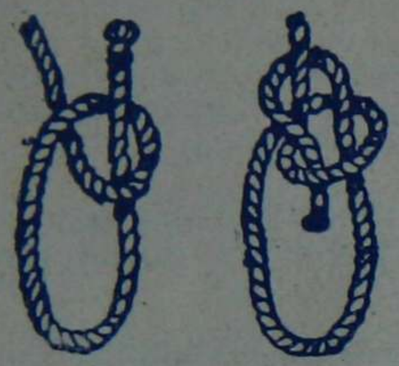
The Running Bowline. This is the nautical slip knot. First make the loop as in the ordinary bowline but allow a good length of end (A). Pass it round the standing part (left hand diagram) and up through the loop, and continue as in the ordinary bowline.

The Reef Knot. It is used to join two dry ropes of the same thickness, will not slip, and can easily be untied when wanted. Do not confuse it with the "Granny" knot. It is the *only* knot used in First Aid Work.

The Clove Hitch. Made with two half-hitches. When fastened to a pole and pulled tight it can neither slip up or down. Greatly used in pioneering work.

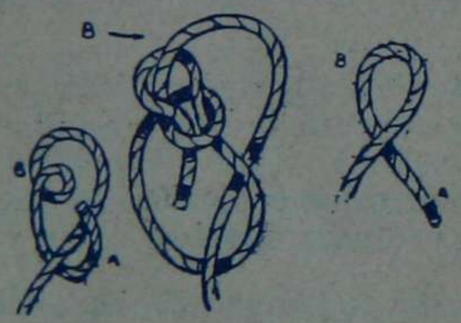
The Half-Hitch. Pass the end round a pole, then round the standing part then through below itself again.

The Fisherman's Knot. Make this knot by tying a simple knot on rope B with the end of rope A, then tie a similar knot on rope A with the end of rope B. Pull the standing parts and the knots will remain fast.

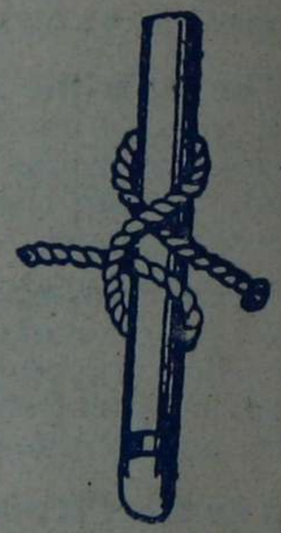


*Bowline.

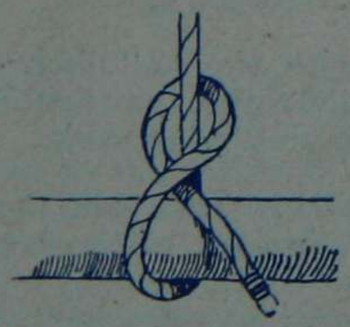
*Reef Knot.



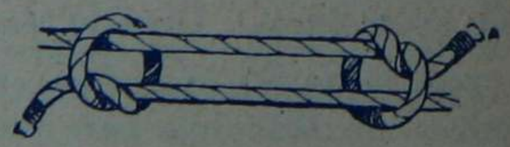
Running Bowline.



*Clove Hitch.



Half Hitch.



*Fisherman's Knot.

*Used in Tenderfoot Test.

Round Turn and Two Half-Hitches. It is used for making fast a rope so that the strain will not jamb hitches.

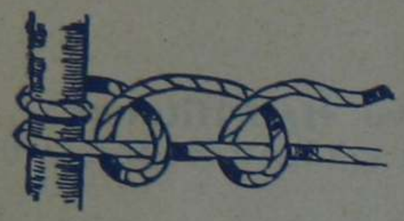
The Sheet Bend. Used for uniting two dry ropes of different thicknesses. First form a loop, then pass the end of the other rope up through the loop. round the back of the end and standing part of loop, and through below itself.

The Sheepshank. A Scout should never cut rope unless absolutely necessary. To shorten a guy rope on tent or marquee, gather the rope in the form of two long loops and pass a half-hitch over each loop. It remains firm under a good strain and can be easily undone when required.

Middleman's Knot. Somewhat similar to the Fisherman's Knot, but in this case only one rope is used. Can safely be used as a halter.

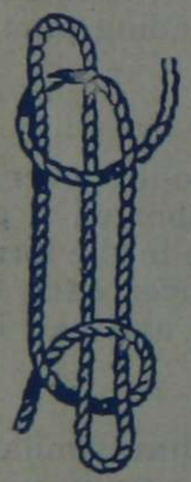
The Slip Knot. You sometimes want to release a knot quickly, so this knot is used. It is simply the reef knot with one of the ends (A) pushed through one of the loops. To release pull end A.

Overhand Loop Knot. When pulling a rope you may wish to gain more purchase on it or you may wish to insert a short stick to pull with. Use the loop knot shown in our Diagram.

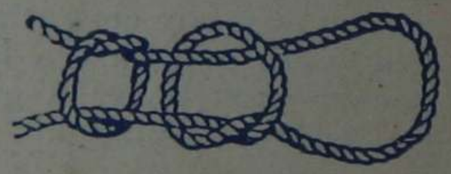


Round Turn and
Two Half-Hitches.

*Sheet Bend.

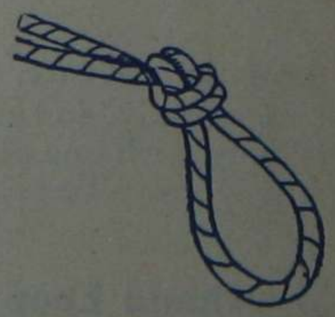


*Sheepshank.



Middleman's Knot.

Slip Knot.



Overhand Loop Knot.

*Used in Tenderfoot Test.

The Carrick Bend is for joining two hawsers for warping, hauling a ship across a dock, where the bend may require to pass round the capstan in winding it.

The Hawser is a similar method of lengthening a warp or tow rope.

The Halliard is used on many things which hoist close up, as the head of the jib, fore-and-aft, top sails, and lug yards.

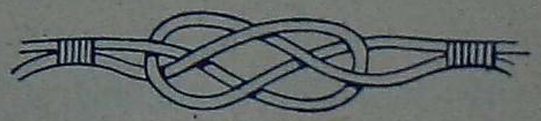
The Cat's Paw is used to secure a sling to a crane hook and is formed on the "bight" of rope.

The Timber Hitch is useful in hauling timber or towing a spar.

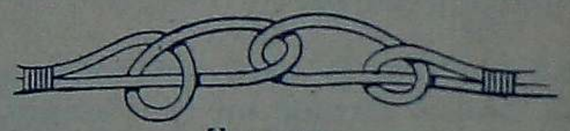
The Rolling Hitch is for making a rope fast on a mast or spar so that it wont slip down.

IMPORTANT. Many of the knots shown on these pages are open so that you may more easily see their working, but when in use they should always be drawn taut.

A handy little Instruction Board, which will look well when hung on your Club Room Wall, is made by tying the various knots in thick cord and glueing them to a piece of cardboard, say 10 in. by 8 in. The back of a calendar will do equally well. The Reef Knot and Sheet Bend can be made of two different coloured cords which will show up more distinctly. When the glue has set, print the name neatly under each knot, and put on a suitable heading with the name of your Troop.

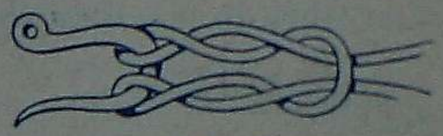


Carrick Bend

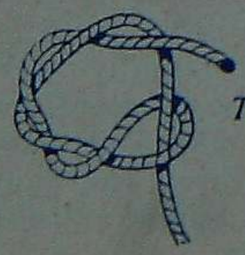


Hawser

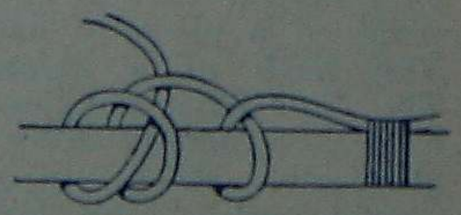
Halliard Hitch



Cat's Paw



Timber Hitch



Rolling Hitch

Patrol Signs.

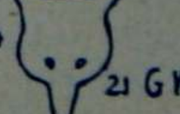
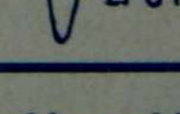
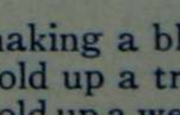
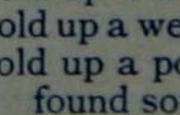
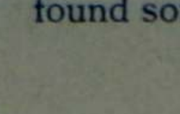
Together with Calls and Knot Colours.

Sign.	Call.	Colours.
ANTELOPE	High-pitched roar "MIAW-OK."	Dark Blue and White
ALLIGATOR	Harsh Bellow "HOO-AH-ER."	Green & Khaki
BADGER	High up in the voice, through the teeth, "CHTT-CHTT-CHTT."	Light Mauve and White
BAT	Very High Squeak "PITZ-PITZ."	Light Blue and Black
BEAR	Growl "BOORRR."	Brown & Black
BEAVER	Slap made by clapping hands	Light Blue and Yellow
BUFFALO	Lowing (same as Bull) "UM-MAOUW."	Red and White
BULL	Lowing "UM-MAOUW."	Red
CAT	Cry "MEEAOW."	Grey and Brown
COBRA	Hiss "PSSST."	Orange & Black
CUCKOO	Call "COOK-KOO."	Grey
CURLEW	Whistle "CURLEY."	Green
EAGLE	Very shrill cry "KREEEE."	Green & Black
ELEPHANT	Trumpeting Bellow "TRER-AWMP-AWMP-ER"	Purple and White
FOX	Bark "HA-HA."	Yellow & Green
HAWK	Cry (same as Eagle) "KREEEE."	Pink
HIPPO-POTAMUS	Hiss "BRRUSSSSH."	Pink and Black
HORSE	Whinney "HEE-E-E-E."	Black & White
HOUND	Bark "BAWOW-WOW."	Orange
HYENA	Laughing Cry "OOOWAH-OOWAH-WAH."	Yellow and White
JACKAL	Laughing Cry "WAH-WAH-WAH-WAH-WAH."	Grey and Black

Patrol Signs—*continued.*

Sign.	Call.	Colours.
KANGAROO	Call "COO-EE."	Red and Grey
LION	Call "EU-UGH."	Yellow and Red
MONGOOSE	Squeak "CHEEP."	Brown and Orange
OTTER	Cry "HOI-OI-OICK."	Brown and White
OWL	Whistle "KOOT-KOOT-KOO."	Light Blue
PANTHER	Tongue in side of mouth "KEEOOK."	Yellow
PEACOCK	Cry "BEE-OIK."	Green and Light Blue
PEEWIT	Whist'e "TEWITT."	Green & White
RAM	Bleat "BA-A-A."	Brown
RATTLE-SNAKE	Rattle a pebble in a small potted meat tin.	Pink and White
RAVEN	Cry "KAR-KAW."	Black
RHINOCE-ROS	Roar "WAR-WAR."	Orange and Dark Blue
SEAL	Call "HARK."	Red and Black
STAG	Roar "BAOW."	Violet & Black
STORK	Cry "KORRR."	Light Blue and White
SWIFT	Scream "QUEE."	Dark Blue
TIGER	Purr "GRRRAO.'	Violet
WILD BOAR	Grunt "BROOF-BROOF."	Grey and Pink
WOLF	Howl "HOW-OOOO."	Yellow & Black
WOOD-PECKER	Laugh—Chattering Yell "HEEARFLE-ARFLE-ARFA."	Green and Violet
WOOD PIGEON	Call "BOOK-HOOROO."	Light Blue and Grey

Scout Signs.

Sign.	Secret Patrol or Troop Sign.	Meaning.
		Road to be followed.
		Letter hidden 3 paces from here in direction of arrow.
		This path not to be followed.
		"I have gone home."
		War or trouble about.
		Peace.
		We camped here because one of us was sick.
		A long way to good water, go in direction of arrow.
		Good water not far in this direction.
		This is good water.
		Signature of Scout No. 4 of the Fox Patrol, 21st Glasgow.

Shaking a blanket : I want to talk to you.
Hold up a tree-branch : I want to make peace.
Hold up a weapon (axe) means war : I am ready to fight.
Hold up a pole horizontally, with hands on it : I have found something.

Scout Signs—*continued.*

This is a complete list of Red Indian Signs as used by the Boy Scouts of America. The first four we adopted for use in Britain and Colonies, and must be known before you can pass the Tenderfoot Test, the others will be found useful to all.

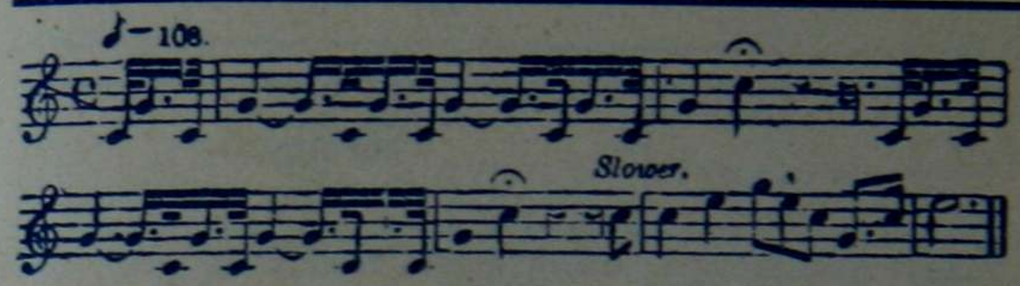
Do not at any time chalk walls with those signs or cut them out on trees.

Should boys who are not Scouts use those signs make up a secret set of signs.

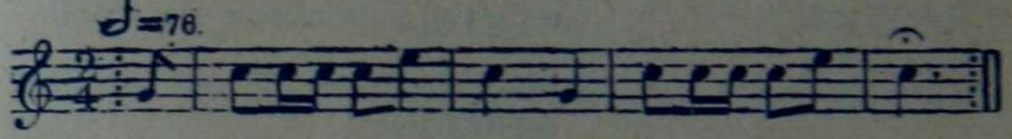
Scout Whistle Signals.

Signal.	Meaning.
One long blast. ———	"Alert," "Silence," or "Look out for my next signal."
Succession of long, slow blasts ——— ——— ———&c.	"Advance," "Extend," or "Scatter"; "Go out," or "Get further away."
A succession of short, sharp blasts - - - - - - -	"Fall in," "Rally," "Come together," "Close in."
Succession of short and long blasts - ——— - ———&c.	"Alarm," "Look out," "Be ready," "Man your alarm posts."
Three short blasts and one long (from Scoutmaster) - - - ———	"Leaders come here," to call up P-Ls.

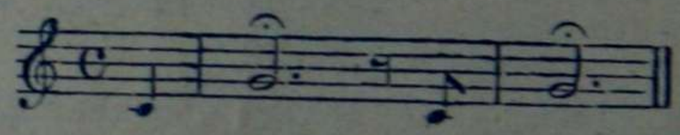
Bugle Calls.



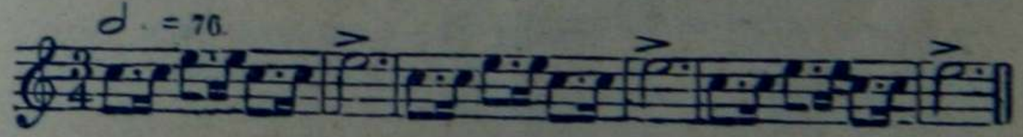
REVEILLE.



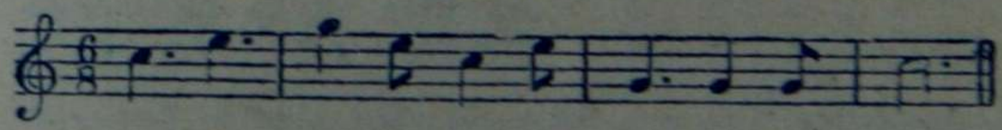
COOKHOUSE.



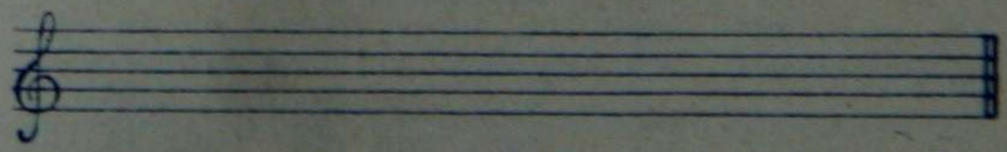
LIGHTS OUT.



ALARM.



THE SCOUTS' CALL.



Fill in the notes of your District or Troop Call.

Hand Signals.

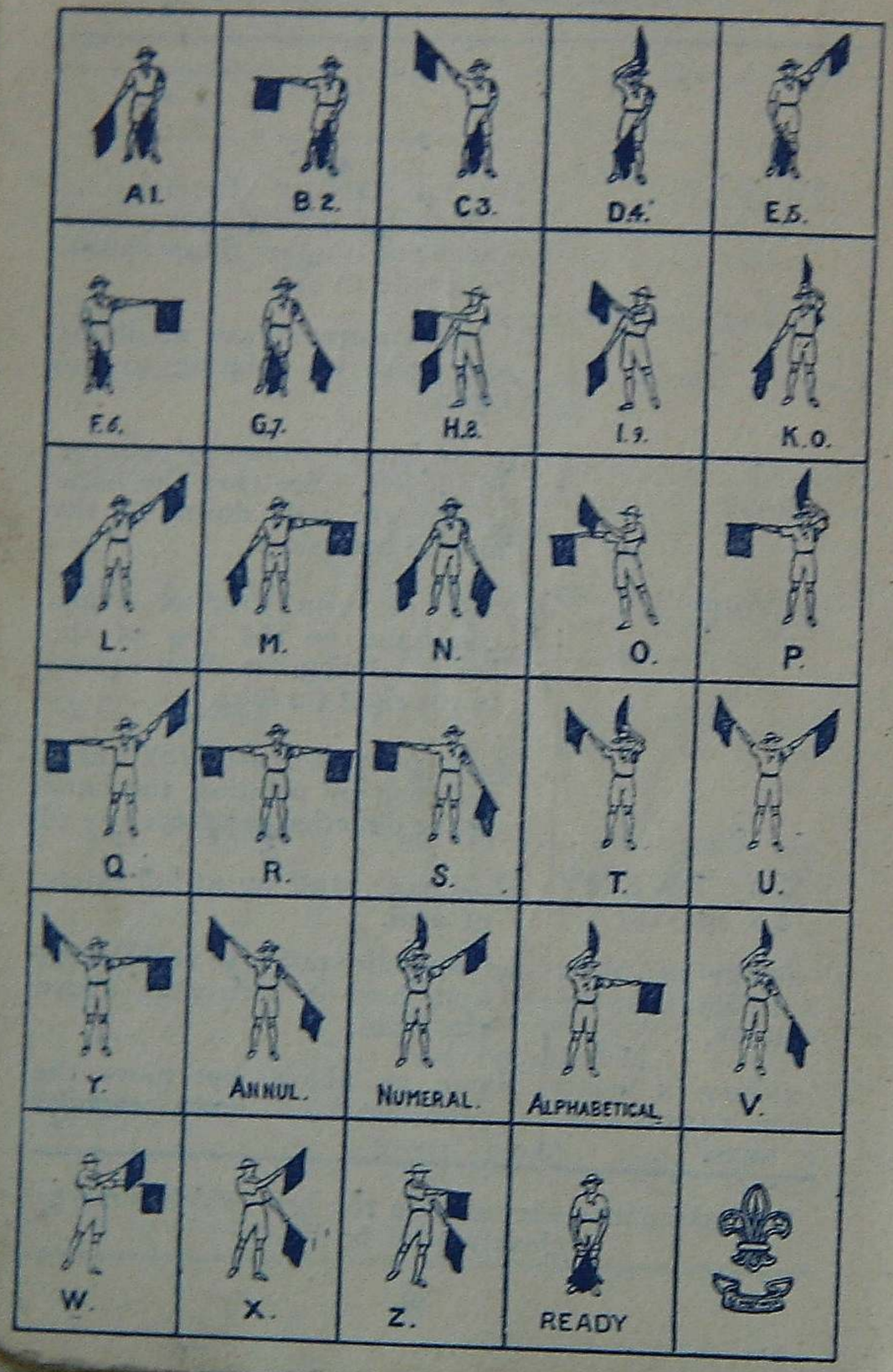
	Signals.
"ADVANCE" / "FORWARD"	Swing the arm from rear to front, below the shoulder.
"RETIRE"	Circle the arm above the head.
"HALT"	Raise the arm to full extent above head.
"DOUBLE"	The closed fist moved up and down between your shoulder and thigh.
"QUICK TIME"	To change from the "Double" to the "Quick Time," raise the hand to the shoulder.
"REINFORCE"	Swing the arm from the rear to the front above the shoulder.
"LIE DOWN"	With the open hand make two or three slight movements towards the ground.
"WHEEL"	Extend your arm in line with your shoulder and make a circular movement in the direction required.
"INCLINE"	Extend your arm in line with your shoulder and make a turn with your body in the direction required.

Hand Signals—*continued.*

	Signals.
"EXTEND"	FROM THE CENTRE—Extend your arm to full extent above head and wave it a few times slowly from side to side. TO THE RIGHT—Wave as above and finish by pointing to the right. TO THE LEFT—Finish by pointing to the left. See that the hand is brought well down to the hips on both sides.
"CLOSE"	CLOSE ON THE CENTRE—Place the hand on the top of the head, keeping the elbow square to the right (or left). CLOSE ON THE RIGHT (OR LEFT)--Finish by pointing the hand in the direction required.
"NO ENEMY IN SIGHT"	Hold your staff up at full extent of arm.
"ENEMY IN SIGHT IN SMALL NUMBERS."	Grasp your staff with both hands and hold it horizontal above the head.
"ENEMY IN SIGHT IN LARGE NUMBERS."	Same as above, but move the staff up and down rapidly.

In making the Signals use the arm which is most clearly seen by all.

Semaphore Alphabet.



Semaphore Signalling.

By a Signalling Instructor.

This system of Signalling is an adaptation of that used in His Majesty's Navy, in which the letters, numerals, etc., are sent by means of two revolving arms set on a large pillar or stand.

Semaphore is a very useful method of signalling and is easily learnt. The secret of good signalling is to be able to hold your flags at the correct angle. To do so hold them at the full extent of your arms, so that the flag and arms form one straight line. The forefinger should be along the pole and touching the cloth and the butt of the flag stick against your wrist (not up your sleeve).

To make sure of your angles being correct when practising, stand between a light and the wall (facing it and close to it), and the shadow cast on the wall will give you the correct angle. *Don't* practice reading by signalling in front of a mirror.

Now that you have learnt the correct way to hold your flags and know the importance of making correct angles, proceed to learn the alphabet.

With your feet 10 inches apart stand in a well-balanced, easy manner and go through the letters in the diagrams by means of circles.

First Circle—**A** to **G**. **A, B** and **C** are made with the right hand; **D** with either hand; **E, F** and **G** with the left hand. Never bring the arms across the body in making these letters, *e.g.*, don't use the right arm in making **E, F** or **G**.

Second Circle—**H** to **N**, omitting **J**, Right hand at **A** position, and the left hand moved round.

Third Circle—**O** to **S**. Right hand at **B** position, left hand moved round.

Fourth Position—**T, U, Y** and **ANNUL** (or Erase). Right hand at **C** position, left hand moved round.

Fifth Circle—Numeral sign. Alphabetical sign (or **J**) and **V**. Right hand at **D**, left hand moved round.

Semaphore Signalling—
continued.

Sixth Circle—W and **X**. Left hand at **E**, right at **F**. Move right hand from **F** to **G** position to make **X**.
Seventh Circle—Z.

Know one circle thoroughly before you proceed to the next.

Practise making opposite letters **A** and **G**, **M** and **S**, **H** and **Z** and so on. Four letters which have no opposites are **D**, **R**, **U** and **N**.

NUMERALS.

The letters **A** to **I** and **K**, are used for the numerals **1** to **9** and **O**.

Before sending numerals you send the "numeral sign" and then proceed. Using **A** for **1**, **B** for **2**, **K** for **O** (not 10), etc. When finished sending numerals, make the "Alphabetical Sign" (**J**), and go on with the message.

Figures are always checked back by the receiver—**1** is checked by **A**, **12** by **AB**, **1914** by **AIAD**, etc.

LEARNING TO READ.

To become proficient at reading get a *good* signaller to send to you. If you can't get a *good* signaller, or if you want to practice indoors, you can't do better than get the Scout Semaphore signalling game "Semsig." In it you are taught to read the letters, and how to make up words and sentences. It combines instruction with recreation.

Morse Signalling.

By a Signalling Instructor.

To many this system of signalling seems very difficult, but it is not so difficult as one imagines, and even if it were, it is more important and of greater use than Semaphore, and when once you know it the gain is greater.

It can be used in flag signalling at short and long distances; lamp signalling for night work; helio-

Station Signals.

To move Signaller	**R**	Move to the right.
	L	Move to the left.
	H	Move higher or further off.
	O	Move lower or closer in.
Separate flags	**S F**	When the flags of two signallers are crossing each other.
Use blue or white flag	**B F**	Semaphore or Morse flags.
	W F	
Who are you?	**R U**	To find if signalling party is friendly or hostile.
Are you ready?	**K Q**	Sent if you have reason to think that the signaller is *not* ready.
Wait	**M Q**	Used for a temporary delay.
No answer expected	**D D, D D**	If unable to receive owing to moving off, etc.
Send **DD, DD** messages	**N A**	See above.
No more messages at present	**N N**	Keep a good look out till you receive this signal.
Come in	**C I**	Used for instructional purposes "Come in and check."

Except where stated all the above are used in both Morse and Semaphore systems.

My Physical Development.

Date.	Weight.	Height.	Chest Expanded.	Neck.	Forearm.	Biceps.	Calf.
1915 31st Mar.							
30th June							
30th Sept..							
31st Dec.							

Fill in this page quarterly, the progress shown should be a useful incentive.

DAILY WANTS' DICTIONARY.

Corrected to the time of going to press. A corrigenda slip will be inserted should alterations render this necessary.

Acre, 4 roods (4,840 sq. yds.)
Alma, Sept. 20, 1854.
Archbishops, Cant. R. T. Davidson, 1903; York, C. G. Lang, 1909.
Armor. Bearings, 21s., on Carriages, 42s.
Aust. Commonwealth, 1901.
Australian Mail, Fri. even.
Austria, post., 2½d. 1 oz.; tel., 2½d. word; parcel post, 3 lb. 1s. 4d.
Autumnal Equinox, Sept. 23.
Bank Hols., 1915, 5/4, 24/5, 2/8, 27/12.
Battalion = 8 companies, about 750 men.
Belgium, post., 2½d. 1 oz.; tel., 2d. word; parcel post, 3 lbs. 1s.
*Bermuda Mail, (W. or S. aft.), 13.
Bill Stamps, £5, 1d.; £10, 2d.; £25, 3d.; £50, 6d.; £75, 9d.; £100, 1s.
Bill of Lading Stamp, 6d.
Blind, Postal Book Rate, 2 ozs., ½d.; 2 lbs. 1d.; 5 lbs., 1½d., 6 lbs., 2½d.
*Brazilian Mail (M. 2, W. 2, *F.*, S. 2), 17.
Bricks, 1 load = 500.
Bushel, 4 pecks or 8 gall.
Cab Fare (Lon.), 2 mls., 1s., then 6d. mile; outside radius, 1s. per mile.
Do., time, 4 wh., 2s.; 2 wh., 2s. 6d. per hour; extra 15 min., 6d. & 8d.
Taxi Cab.—1 mile or 10 min., 8d.; then, ¼ mile or 2½ minutes, 2d. (aft.), 8-13.
*Canadian Mail, (W., *F.*, S.
Canad'n Post, Newspapers, 2 oz., ½d.; 1 lb., 1d.
*Cape Mail (S. aft.) 17.
Carriage Tax, 4 wh., 1 hor., 21s.; 2 hor., 42s.; 2 wheel or Hackney, 15s.
Carriers' (London) rates, 5 and 10 miles—7 lbs. 4d., 6d.; 14 lbs., 6d., 8d.; 28 lbs., 8d., 9d.
Centimetre = abt. ⅓ of an in.
*Ceylon Mail. (*M.* 4, *W.* 2, F., *S.* 2), 16.
Chaldron = 12 sacks.
*China Mail (*W.* 2, F., *S.* 2), 29.
Christmas Day, 1915, Sat.; 1916, M.
Coals. Sack, 2 cwt.; small sack, 1 cwt.
Coke, sack, 1 cwt. (about 3 bushels); chaldron = 12 sacks of 1 cwt.
Coml. Papers, Foreign Post, 10 oz., 2½d.; 12 oz., 3d.; 14 oz., 3½d.; 16 oz., 4d.; 18 oz., 4½d.
Crimean War, 1854-6.
Cubit = 18 inches.
Day, Sidereal, 23h. 56m. 4s.; Civil, midnight to midnt.; Astron., noon to noon.
Denmark, post., 2½d. 1 oz.; tel., 2½d. word; parcel post., 3 lbs. 1s.

Derby Winner, '09, Minoru; '10, Lemberg; '11, Sunstar; '12, Tagalie; '13, Aboyeur; '14, Durbar II.

Dog Tax, 7s. 6d. each.

Dog Days begin July 3, end Aug. 11.

Dollar. Amer. (100 cts.), 4s. 1¼d., 4$87 = £1.

Domin. Letters, 1914, D; 1915, C.

Drachma = 100 Lepta, 9½d.

Easter Day, 1914, April 12; 1915, Ap. 4; 1916, Ap. 23.

Eclipses 1915, Feb. 14, Sun, annular; Aug. 10-11, Sun, annular.

*Egyptian Mail (W., *Th.*, F., S., *Sun.*), 5½.

Ember Days, 1915, Feb. 24, 26, 27; May 26, 28, 29; Sept. 15, 17, 18; Dec. 15, 17, 18.

Empire Day, May 24.

Epact, 1914, 3; 1915, 14; 1916, 23.

Express Delivery (post), 3d. per mile and postage.

Express Rail. del'y., letters not exceeding 4 ozs., 2d. to Rail Co., plus postage.

Fathom, 6 feet.

Fire Ins. (priv. dwellings), Ord. risk, 1s. 6d. to 2s.; Hazardous, 2s. 6d. to 3s. 6d.

Florin = 100 Kreuzers, 1s. 8d.

Flour, Barrel, 196 lbs.; sack, 280 lbs.; Peck, 14 lbs.

Furlong = 220yds. (10chains)

Foreign Bk. Post, 20zs., ½d.; 4 ozs., 1d.; 6 ozs., 1½d.; 8 ozs., 2d; 10 ozs., 2½d.

Foreign Letter Post, 1 oz., 2½d.; & 1½d. ea. oz. above; to British poss. generally, U.S.A. and Egypt, 1d. per oz.

Foreign Pattern Post, 4 oz., 1d.; then ½d. every 2 oz. up to 12 oz.

Franc, 9⅝d. (100 cts.); 25 fr. = 20s.

France, post., 2½d. 1 oz.; tel., 2d. word; parcel post, 3 lbs. 1s. 4d.

Franco-Ger. War, 1870-1.

French Nat. Fête, July 14.

Gallon, 4 qts. (4·54 litres).

Game Lic., 14 days, 20s.; ann., £3; short period, £2.

Germany, post., 2½d. 1 oz., tel., 2d. word; parcel post; 3 lbs. 1s.

Golden Number, 1914, 15; 1915, 16; 1916, 17.

Gramme, 15·43 grains.

*Grecian Mail (Mng. daily ex. Sun.) 4.

Greece, post., 2½d. 1 oz.; tel., 5½d. to 6d. word; parcel post, 3 lbs., 2s. 4d.

Gulden (100 cents) = 1s. 8d.

Gun, Licence to carry, 10s.

Halfpenny Post, 2 ozs., ½d.

Half-quarter Days: Feb. 8, May 9, Aug. 11, Nov. 11.

Hay, truss, 56lbs. old; 60lbs. new; load = 36 trusses (new).

Hops, pocket, 1½-2 cwt., bale, about 3½ cwt.

Hogshead, Beer, 54 gal.; Brandy, 60 gal.; Sugar, 13 to 16 cwt.

House Duty, £40, 3d.; £60, 6d.; over £60, 9d. Shops, &c. 2d., 4d. and 6d.

Income Tax, 14d.; over £5,000 an extra 6d. on all over £3,000. Earned £2,000, 9d.; over that, 1s. Under £160 exempt. Relief given under £700.

*Indian Mail (Fri. ev.) 14.

Indian Mutiny, 1857.

Ireland conq. 1172; rebellion, 1798; Union, 1801.

*Jamaica Mail (W., F. 2, Sat. aft.) 13.

*Japan Mail (W. 2, F., *S.* 2) 26-38.

Jap.-Russ. War, 1904-5.

Jewish Year, 5676, begins Sept. 9, '15.

Julian Period, 1915, 6628.

Kilometre, 1094 yards, 8 = 5 miles (approximately).

Kilogramme, 2⅕ lbs.; ½ Kilo = about 1 lb.

Kimb'rl'y rlvd., 14 Fb., 1900

King born, June 3, 1865; marr. July 6, 1893; acc. May 6, 1910; crowned, June 22, 1911.

King Edward VII., b. '41; acc. '01; died, '10.

Knot, Adm. = 2026⅔ yds.

Krone, 100 Hellers, 10d. nearly.

Kroner, 100 Ore, 1s. 1½d.

Ladysmith relvd., 1 March, 1900.

League = 3 miles.

Leap Years, 1912, '16, '20, '24.

Letter Postage, 4ozs., 1d.; & ½d. for every 2 ozs. above; limit 24 in. × 12 in. × 12 in.

Lira, 100 Centesimi, 9½d.

Litre = 1¾ pints; 4½ = 1 gall.

Lost Property Office, New Scotland Yard, London.

Mafeking relvd., May 17, 1900.

Male Servants Lic., 15s.

Mark = 100 pfennige, 11¾d.; 20 Marks = 19s. 6d.

Marriage Licence, £2. Special about £30.

*Mauritius Mail (Tu. 2, *W.* 2, F. 4), 24-33.

*Mexican Mail (W., S. aft.) 12.

Mile = 8 Furlongs or 1,760 yards (1⅝ Kilometres).

Milreis = 1000 Reis, 3s. 10d.

Moham. Year, 1334, beg. 9 Nov., 1915.

Money Orders, not ex. £1, 2d.; £3, 3d.; £10, 4d.; £20, 6d.; £30, 8d.

Do., Foreign, £1, 3d.; £2, 6d.; £4, 9d.; £6, 1s.; £8, 1s. 3d.; £10, 1s. 6d.

Nail = 2¼ inches.

Newspaper Post, ½d. per 2 oz. (Registered, ½d. each); limit, wt. 5 lbs., size, 24 in. × 12 in. × 12 in.

*New Zealand Mail via Italy (F.) via San Francisco (W. or S. aft. 4) 33-37.

Oaks Winner, '09, Perola; '10, Rosedrop; '11, Cherimoya; '12, Mirska; '13, Jest.

Parcel Post, 1 lb., 3d.; 2 lbs., 4d.; 3 lbs., 5d.; 5 lbs., 6d.; 7 lbs., 7d., inc. 1d. per lb. up to 11 lbs. By rail (pass. train), 30, 50, 100 miles, 6 lbs., 6d., 6d., 8d.; 12 lbs., 6d., 8d., 1s.

Peck, 2 galls. (flour 14 lbs.).

Peninsular War, 1808.

*Peruvian Mail (*W.* 2) 30.

Peseta, 100 centesimas, 9d.

Piastre (Turk), 2½d. 110 = £1 (Egyptian), 2½d. 97½ = £1

Pint = 20 fluid ozs. (rather more than ½ litre).

Postal Orders up to 2s. 6d. ½d.; 2s. 6d. to 15s., 1d.; 15s. to 21s., 1½d.

Postal Registration, 2d.

Post Cards, ½d. each.

Potatoes, sack = 168 lbs.

Primrose Day, Apr. 19 ('81).

Quadrant, 90 degrees.

Quarter Days: Lady Day, March 25; Midsummer, June 24; Mich'mas, Sept. 29; Christmas, Dec. 25. Scotch do.: Candlemas, Feb. 2; Whitsun, May 15; Lammas, Aug. 1; Martinmas, Nov. 11.

Quartern Loaf, 4 lbs.

Quire, 24 sheets.

Queen Mary b. May 26, 1867, m. July 6, '93.

Queen Alex. b. Dec. 1, '44.

Queen Victoria born, 1819; crowned, '38; marr. '40; died, Jan. 22, 1901

Ramadan, beg. July 13, 1915

Ream, 20 quires, 472, 500 or 516 sheets.

Roman Indic., 1915, 13.

Rouble, 100 Copecks, 2s. 1¼d.

Rupee, 16 annas, 1s. 4d.; 15 = £1.

Russ.-Jap. War, 1904-5.

Sack of Coals, 2 cwt., Flour, 280 lbs., Potatoes, 168 lbs.

Stone = 14 lbs.; Butcher's 8 lbs.

Straw, load = 36 trusses of 36 lbs. each.

Summer Solstice, June 22.

Telegrams, 6d. for 12 words, then ½d. w.; Portge., 3d.m.

Tennis Court, 78 ft. × 36 ft. (single 27 ft.).

Trafalgar, Oct. 21, 1805.

Transvaal War, 1899-1902.

Tun, 252 gallons.

*U.S. Mail (W., S. aft.) 8.

University Boat Race, '10, Oxford, 3½l.; '11, Oxford, 2¾l.; '12, Oxford, 6l.; '13, Oxford ¾l.; '14, Camb. 4½l.

Waterloo, June 18, 1815.

*West Indian Mail (*W.* 2), 16.

Wine, Quarter Cask, 13 doz.; Octave, about 6½ doz.

Year, Mean Solar, 365d. 5h. 48m. 48s.

Yen = 100 Sen, 2s. c½d.

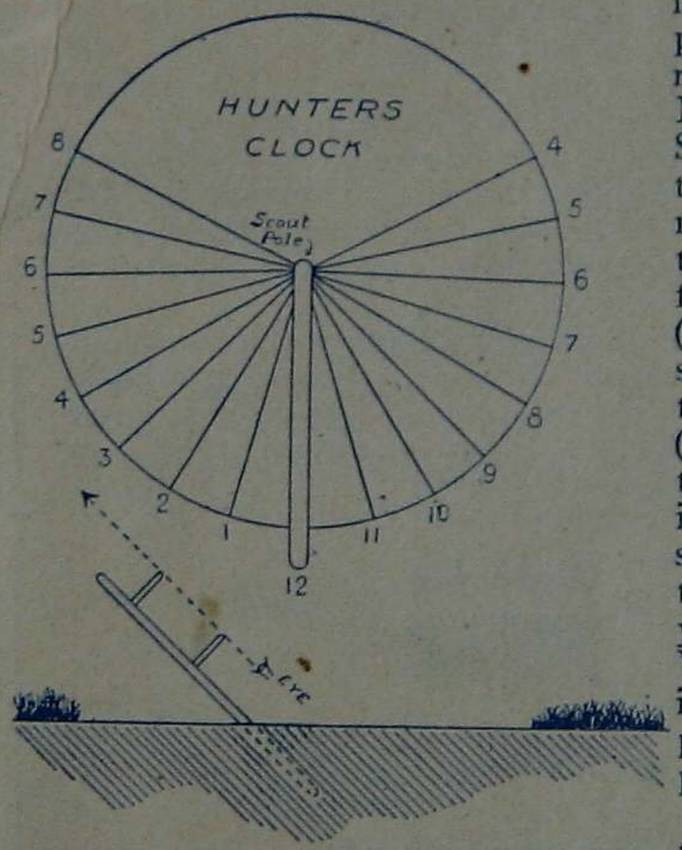
Zulu War, 1879.

* Days for despatch of Foreign Mails are shown by initials—in Italics for morning despatch, in Roman for evening. When a figure 2, etc., follows, every *second*, etc., day is indicated. The figures at end of line show days in transit (approximate).

A Hunter's Clock.

The Hunter's Clock shown in our sketch is a very easily made and most useful article for camp. By means of it you can tell the time in camp.

The dial is made on a smooth piece of ground and the pointer or hand is best made at night. To make it drive in a scout pole so that it roughly faces the North Pole Star. Sight in line with the star by means of two temporary sticks fixed to the pole (see small sketch). Get the tops of the sticks (which must be the same length) in line with the star by moving the pole with your hand. When they are in line fix the pole in position permanently.



We now come to the dial. The 12 o'clock line is directly under the pole and right angles to it is the 6 o'clock. The space between 12 and 6 is divided into 6 and numbered as shown. The 4, 5, 7 and 8 line are continued above the 6 o'clock line.

A smaller clock can be made by using a piece of wood for the dial, and a short piece of stick for the pointer.

As a timepiece, the above will be found correct for your latitude.

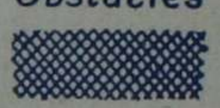
CONVENTIONAL SIGNS &
LETTERING USED IN FIELD SKETCHING

Conventional Signs enable you to give information on a sketch or map in a simple manner which is easily understood. In addition to the sign it is often necessary to give an additional description, *e.g.*, whether a railway is double or single, the width of roads, the nature of woods (Oak, Pine, etc.), etc., as shown on the following pages.

Whatever lettering is used should be legible and not interfere with the detail of the sketch. All lettering should be horizontial, except the names of roads, railways, rivers and canals, which should be written along them.

Remember to fill in the North point on your sketch as it is useless without it. Leave a margin of about an inch all round your sketch and state the scale that you have made your sketch, *e.g.*, two inches to the mile.

Obstacles



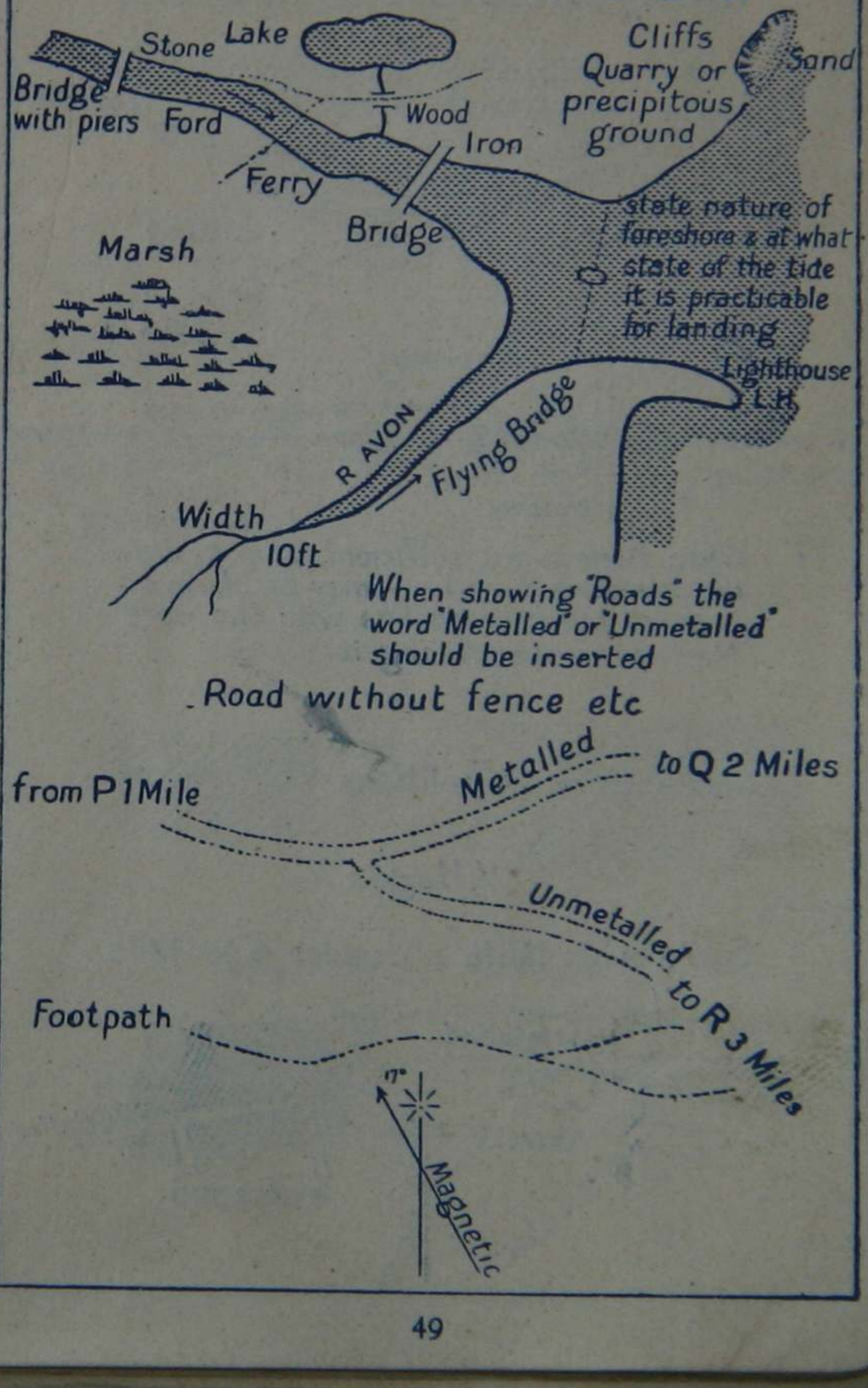
Entrenchments

ABBREVIATIONS

P ..... Post Office
T ..... Telegraph "
S.P ..... Sign Post
o W ..... Well

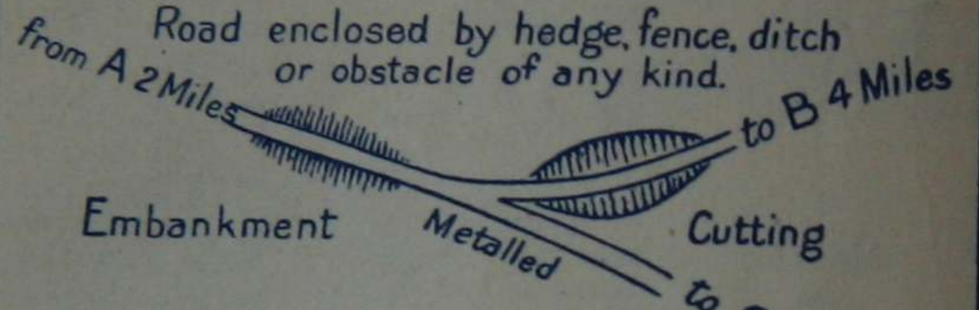
Telegraph

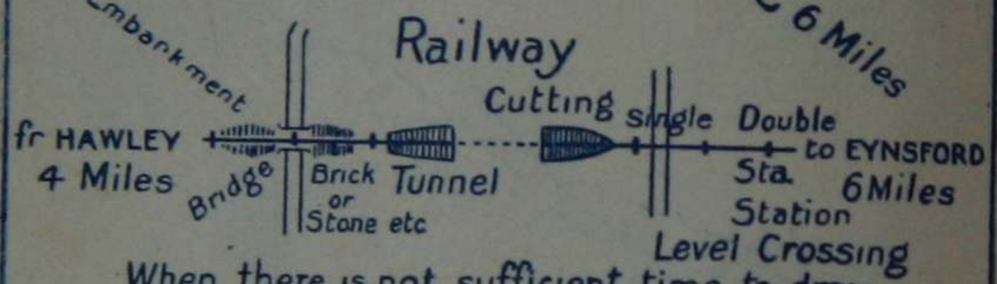
CONVENTIONAL SIGNS ETC.



CONVENTIONAL SIGNS ETC.

Road enclosed by hedge, fence, ditch or obstacle of any kind.



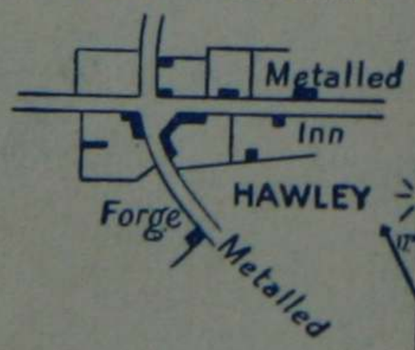


When there is not sufficient time to draw the cross-bars, a railway may be shown by a broad black or red line with the word "Railway" written along it.

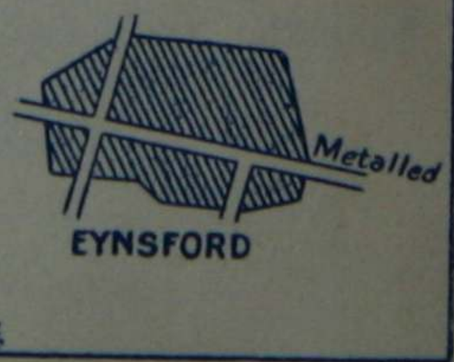
Clearance or Demolitions

Villages

Scale 4" to 1 Mile



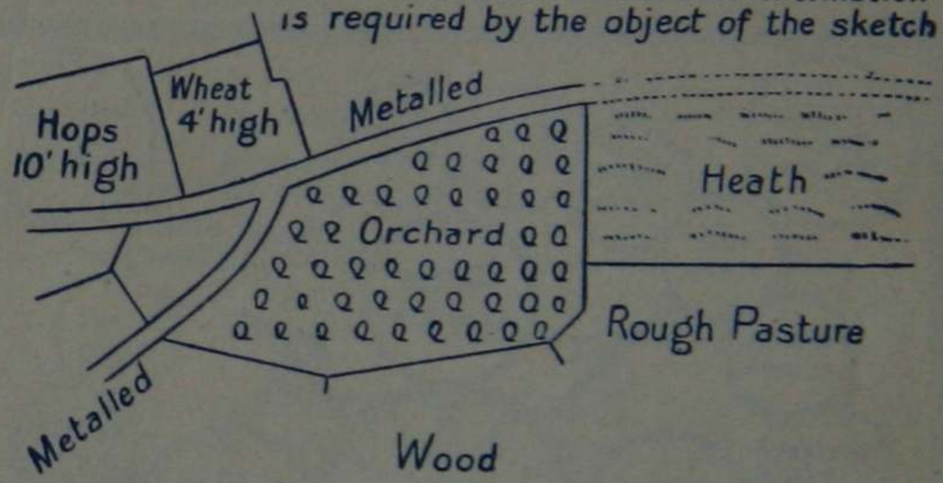
under 4" to 1 Mile



CONVENTIONAL SIGNS ETC

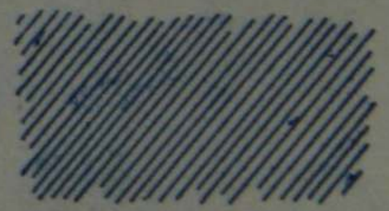
Fields with walls, hedges, fences, ditches or any obstacle.

It is unnecessary to state the nature of the cultivation unless such information is required by the object of the sketch



Wood

Nature of wood to be given in writing thus "Oak" "Pine" etc. & whether passable or impassable & by what arm

or 

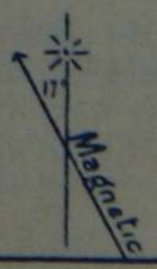
Church or Chapel

with Tower

with Spire

without Tower or Spire

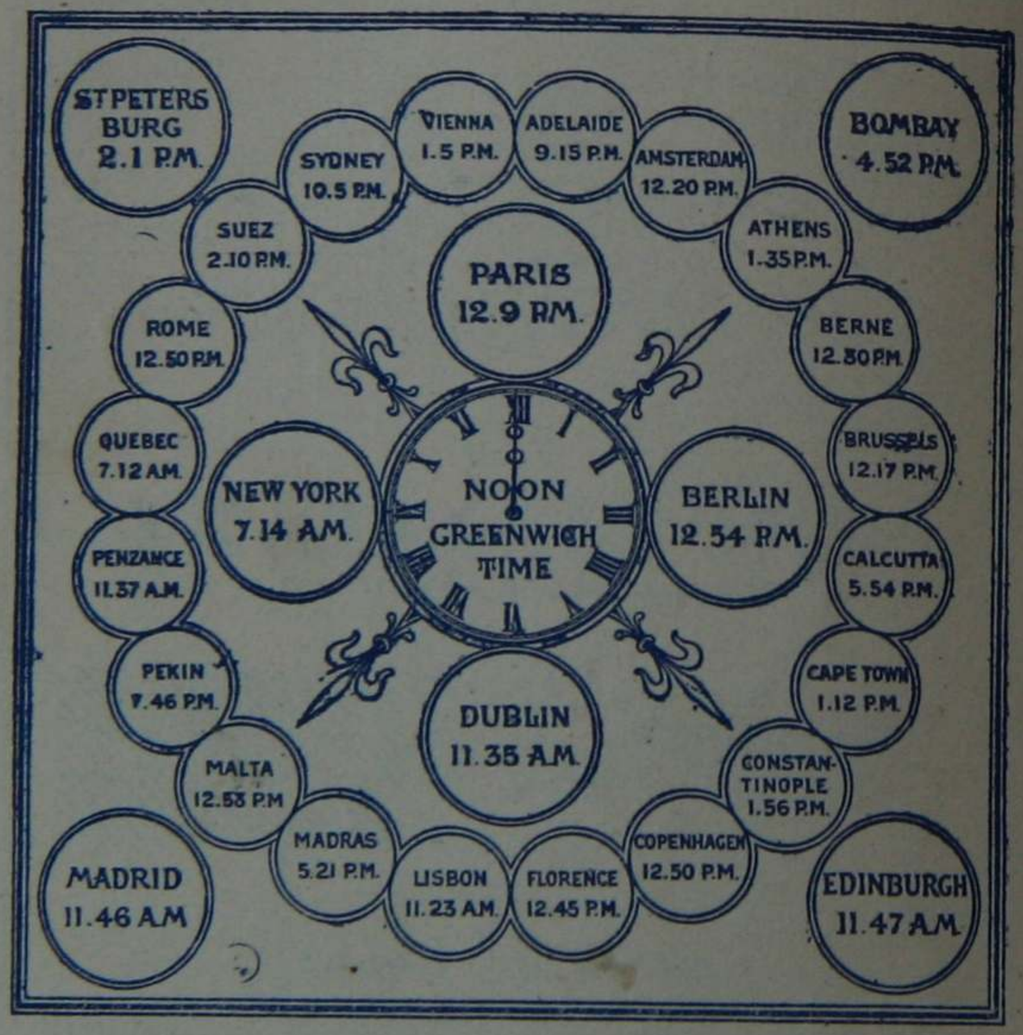
windmill



Difference in Time

IN THE PRINCIPAL CITIES OF THE WORLD.

Variation of time depends on Longitude; **East** of Greenwich every degree causes the clock to be 4 minutes earlier, every degree **West** 4 minutes later.



CONTINENTIAL TIME.

The times stated in the above diagram are strictly correct according to longitudal difference, but it may be well to explain that the Railway Companies on the Continent largely adopt either Mid-European or East European time.

First Aid in case of Accidents.

The following hints are only intended as a reminder to assist you when in doubt. The full instructions you are taught in passing your tests.

To Stop Bleeding.—Place a pad of clean cloth on the wound and bandage firmly. Raise the part affected. If raising the limbs or applying a pad does not control the bleeding, compress with your two thumbs *over bone* and as near the wound as possible. Give no stimulants as long as bleeding remains uncontrolled. If serious, send for a doctor.

Burns and Scalds.—Exclude the part from the air *at once* by *dusting* flour on it and covering with cotton wool. If there is a blister do **Not** prick it for 24 hours.

Soothing applications are Carron Oil, Salad Oil, Vaseline, Lard, etc. If there is severe shock, give it immediate attention, even before attending to the burn or scald.

Fractures.—The two main classes of fractures are simple and compound and the first aid treatment you give is to prevent the simple fracture from becoming the more serious compound fracture, which has a wound caused by the jagged end of the broken bone.

Attend to the patient on the spot, and fix the injured limb, *at once*, by splints and bandages (as in the Second-Class test). Use great gentleness.

If there is a wound, cleanse it and apply antiseptic dressing before putting limb in splints.

Disturb the limb as little as possible and make the patient comfortable until arrival of doctor.

Snake Bites.—Tie something tightly round the limb, between the wound and the heart. Give patient a good dose of brandy or some other spirit.

Encourage the bleeding by squeezing the bitten part and bathe with warm water. If breathing is bad, use artificial respiration. Send for doctor.

Poisons.—In the first place endeavour to find out the poison (from bottle label, etc.). If you cannot,

First Aid in case of Accidents

—continued.

and there are no stains about mouth or lips and no burning sensation in mouth and throat give an emetic or tickle throat to make patient vomit. Emetics are: three teaspoonfuls of mustard in pint of tepid water; salt and water, two tablespoonfuls to pint of warm water.

When there are stains, etc., give cream, white of eggs, olive or linseed oil (*no* oil with phosphorous poisoning). Antidotes to follow.

Grit in the Eye.—Do not rub the injured eye. By rubbing the other eye you will bring tears, which may wash the grit out. If not, roll back the upper eyelid over a match or pencil, and remove the grit with the corner of your handkerchief or small camel hair brush.

If lime in eye, wash out *at once* with water, then drop olive or castor oil between lids.

Do not attempt to remove anything deeply imbedded—drop in olive oil, bandage and send for doctor.

Fainting.—The patient is very pale and partially or completely unconscious. Pulse is weak and rapid and breathing quickened. *No convulsions.*

Place the patient in a lying-down position with the head lower than the rest of the body. Loosen his clothing at neck and chest. Keep the crowd back and give patient plenty of fresh air. Sprinkle face and chest with cold water and apply smelling salts to nose. Rub the limbs towards the body. Give stimulant when patient is able to swallow.

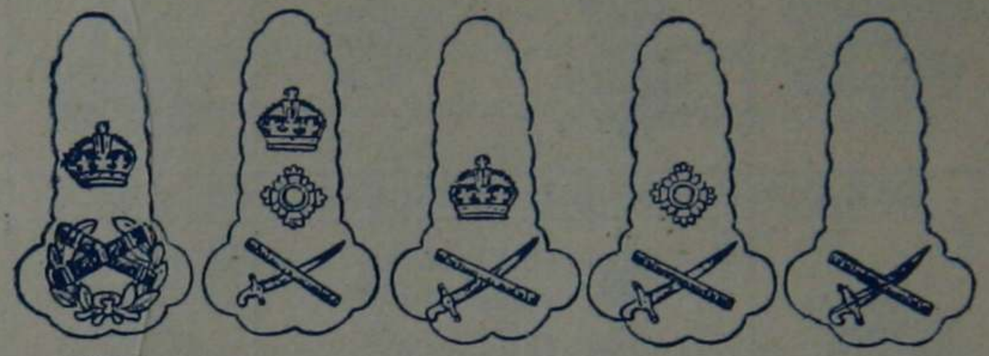
Sprains.—A sprain is the tearing of the ligaments or capsule of a joint and bursting of small blood vessels, and swelling.

Apply cold water dressings so long as they give comfort, and afterwards apply hot fomentations. Rest the part in an easy position. If movement of limb be essential, bandage it tightly. If in doubt, treat as a fracture.

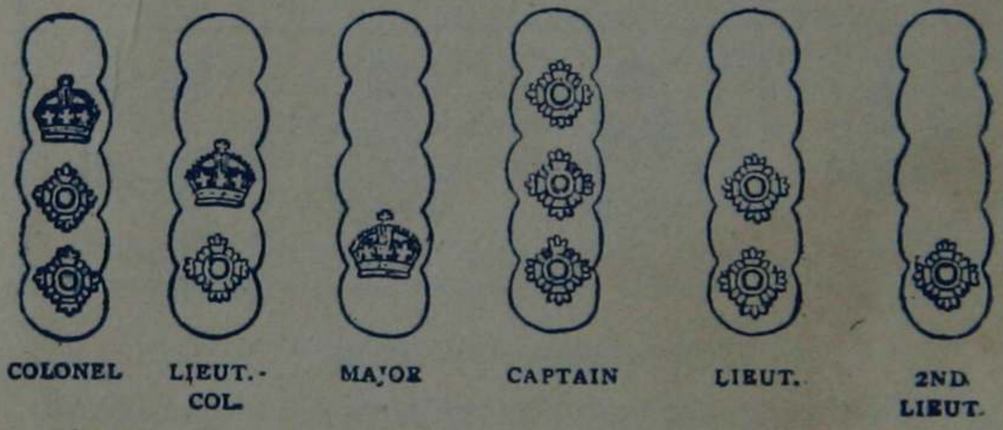
The first thing you do in all cases is to send for a doctor.

Badges of Rank.

Distinguishing Badges of Rank and Appointments worn in the British Army.



FIELD-MARSHAL | GENERAL. | LIEUT.-GENERAL | MAJOR-GENERAL | BRIG.-GENERAL



COLONEL | LIEUT.-COL. | MAJOR | CAPTAIN | LIEUT. | 2ND LIEUT.

As all Scouts are expected to salute any of His Majesty's Officers, it is necessary that they should be able to recognise one at once. The above clearly show you the shoulder badges worn by officers when in coloured uniforms (or dark great coats). When in Khaki, the above badges are worn on the cuff of both sleeves (on the shoulder when wearing great coat).

You can also recognise some of the officers of higher rank by their caps. The embroidery of the peaks of forage-caps is "oak-leaf" all round for Field-Marshals and General Officers; oak-leaf on front edge for Field Officers on Staff of Army; plain gold for Field Officers on cadre of a unit or department; and black oak-leaf for Field Officers of Rifle Regiments. All other Officers wear a plain peak.

Warrant Officers.

1 Conductor Army Ordnance Corps, 1st Class Staff-Serjeant-Major Army Service Corps and Army Pay Corps.

2 1st and 2nd Class Master Gunner.

3 Staff-Sergeant-Major, 1st Class; Garrison Sergeant-Major; Corporal-Major, Household Cavalry; Sergeant-Major; Armament-Sergeant-Major; Armourer-Sergeant-Major; Barrack-Sergeant-Major; Farrier-Corporal-Major, Household Cavalry; Farrier-Sergeant-Major; Experimental-Sergeant-Major; Foreman of Works Sergeant-Major; Mechanist Sergeant-Major; Sergeant-Major Artillery Clerk; Sergeant-Major (Educational Establishment); Sergeant-Major Foreman Examiner of Laboratory Stores; Sergeant-Major-Instructor; Staff-Sergeant-Major; Sub-Conductor, Army Ordnance Corps; Engineer Storekeeper Sergeant-Major; Superintending Clerk, Militia Sergeant-Major.

Warrant Officers—*continued.*

Sergeant-Majors of Foot Guards wear embroidered Royal Arms instead of Crown.

4 Bandmaster.

Non-Commisioned Officers and Men.

5 3rd Class Master Gunner.

6 Quartermaster-Corporal-Major, Squadron-Corporal-Major, Quartermaster-Corporal-Farrier, Quartermaster-Corporal, Staff-Corporal-Farrier, Corporal-Saddler, Corporal-Trumpeter, Drill-Coporal, Hospital-Corporal, Corporal Instructor of Fencing and Gymnastics. (All these are Regimental Appointments in the Household Cavalary and the Badges are worn on the Frocks only.)

Acting-Sergeant-Major, Permanent Staff (Territorial Force).

7 Regimental-Quartermaster-Sergeant.

8 Quartermaster-Sergeant, Sergeant-Bugler, Drummer or Piper, Sergeant-Trumpeter, 1st Class Staff-Sergeant, Royal Army Medical Corps, Staff-Armourer-Sergeant.

9 Squadron, Battery, Troop, or Company-Sergeant-Major, Quartermaster-Sergeant, Staff-Corporal (Household Cavalary) and Staff-Sergeant.

10 Colour-Sergeant.

11 Colour-Sergeant, Rifle Regiments.

12 Sergeant.

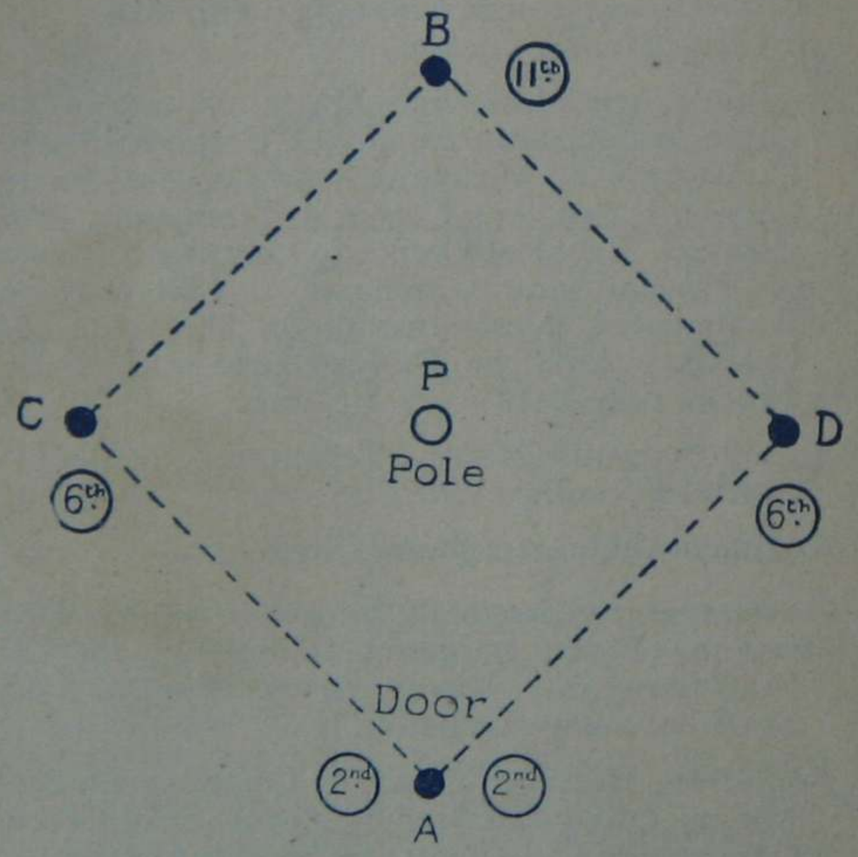
13 Corporal.

14 2nd Corporal, Lance-Corporal, Bombardier or Acting Bombardier.

How to pitch and strike tents.

THE commonest and best form of tent for camp work is the bell tent. To pitch or strike one is very easy if you follow the instructions given here.

In the Army two men pitch a tent but with Scouts we will say five.



The position of the tent having been shown you by your officer you drive in a peg (P) where the pole will stand. The pole man puts the pole together and proceeds to measure off the distances of the four main pegs. He lays the pole in the direction that the door will be (PA) and one of the other scouts drives in a peg at A. He then continues the line AP to B and a peg is driven in at B. The pole is now placed at right

How to pitch and strike tents —*continued*.

angles to BPA in the direction PC and a peg is driven in at C. The line is continued to D and a peg driven in. The four pegs ADBC form a square (see dotted line).

The tent is now shaken out of the valise, and spread out on the ground with the door uppermost and the top of tent in the direction B.

The poleman now goes inside tent and places the rounded end of pole well into the cap of tent and the other end of pole he places against the peg (P).

Counting from the door on each side the main ropes will be the 2nd, 6th and the 11th. One scout takes the *two* 2nd ropes, other two scouts take the 6th ropes and the fourth scout take the 11th rope. On the command being given the poleman raises the tent and the other four scouts place the ropes on the pegs ADBC, *both* of the second ropes going on the peg A. The five ropes are now adjusted.

The scouts now proceed to drive in the pegs in the following manner:—The runner of each rope is slid halfway up. The loop thus formed is drawn out in a line with the seam of the tent to which it is attached. It is then brought down to the ground, and at the spot where it touches the ground a peg is driven. This is continued until all the ropes have been made fast. When driving in pegs stand with your back to the tent, left foot against the peg, mallet in right hand, and drive the peg in so that the head of it faces away from the tent. Those to windward should be driven in first. The two second ropes are now separated—a peg being driven for each. The curtain of the tent should now be pegged down. The door of tent should be opened, the ropes attached to its lower corners being fastened to the second peg on the right and left of doorway.

The mallets, spare pegs, pin bag, and valise are placed inside the right hand side of tent. When the tent is correctly pitched the pegs should form a perfect circle.

How to pitch and strike tents

—continued.

STRIKING A TENT.

To strike a tent take off and coil all the ropes except those attached to the two front pegs, C, D and B pegs. Unhook the fly. Poleman goes inside and takes hold of the pole. The other scouts in the meantime draw out all the pegs to which ropes are not fixed and also the curtain pegs.

On the command to strike being given, the poleman runs out of tent with pole and the five remaining ropes are now cast off and coiled. The tent is now spread out, door uppermost and in the centre. Fold in the sides of tent so that they meet in the centre, then fold again, then fold the one right half of tent on the other. Roll from the broad end, folding the top in for a few feet.

Mallets are taken apart and the handles put in valise with the tent, the heads being put in the peg bag which is placed on top of tent. Lace up valise.

Calendar for Five Years.

	1913	1914	1915	1916	1917
January 1.....	W	TH	F	S	M
February 1.....	S	S	M	TU	TH
Ash Wed.	Fb. 5	Fb. 25	Fb. 17	Mr. 8	Fb. 21
March 1	S	S	M	W	TH
April 1	TU	W	TH	S	S
Good Friday ...	Mr. 21	Ap. 10	Ap. 2	Ap. 21	Ap. 6
Easter Mon....	.. 24	,, 13	,, 5	,, 24	,, 9
May 1	TH	F	S	M	TU
Whit Mon.....	My. 12	Jn. 1	My. 24	Jn. 12	My. 28
June 1	S	M	TU	TH	F
July 1.....	TU	W	TH	S	S
August 1	F	S	S	TU	W
Aug. Bk. Hol.	4	3	2	7	6
September 1 ...	M	TU	W	F	S
October 1.....	W	TH	F	S	M
November 1 ...	S	S	M	W	TH
Advent Sun. ...	Nv. 30	Nv. 29	Nv. 28	Dc. 3	Dc. 2
December 1.....	M	TU	W	F	S
Christ. Day ...	TH	F	S	M	TU

EXAMPLE.—On what day of the week will March 18th, 1917, fall March 1st being Thursday, 15th is also Thursday, and 18th is therefore Sunday.

Braille Alphabet.

Scouts throughout this country are taking a keen interest in helping those afflicted with blindness. Some troops have one or more blind boys whom they train in different subjects which they are very smart at picking-up. Then again individual scouts learn the Braille system of Embossed Writing which they, in turn, learn the blind. It is a most useful way of doing a good turn and one which will benefit the blind all through life.

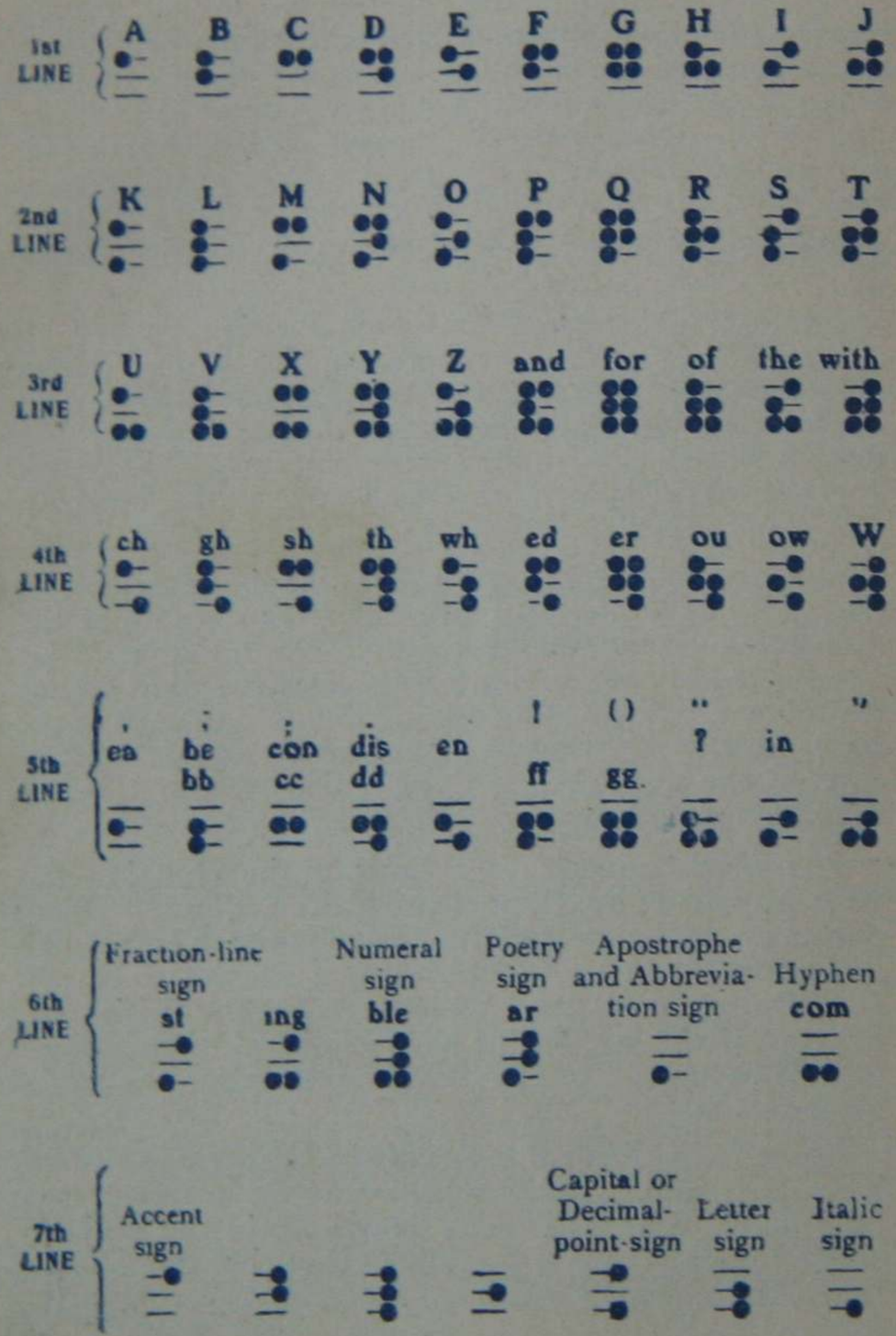
Braille is a system of Embossed Writing, formed by using all the possible combinations of six dots. These dots are all numbered, and each dot must be known by its number. The top pair of dots are 1-2; the middle pair, 3-4; and the lowest pair, 5-6. The letter J is composed of dots 2, 3 and 4; O is the dots 1, 4, and 5 and so on.

The possible combinations of the six dots give 63 simple signs. You will notice that the letters on the first line are composed of the dots 1, 2, 3 and 4. Line 2 is formed by adding dot 5 to each of the signs on line 1. Line 3 is formed by adding dots 5-6 to each of the signs on line 1. Line A is formed by adding dot 6 to each of the signs on line 1. The lines 5, 6 and 7 give the punctuation mark.

The block on page 62 showing the alphabet has been supplied by The British and Foreign Blind Association (Incorporated). Complete book for reading and writing can be had from them on receipt of 2½d. It will interest all scouts to know that the British and Foreign Blind Association have published "The Scout's own Handbook" in the Braille system for the use of blind scouts.

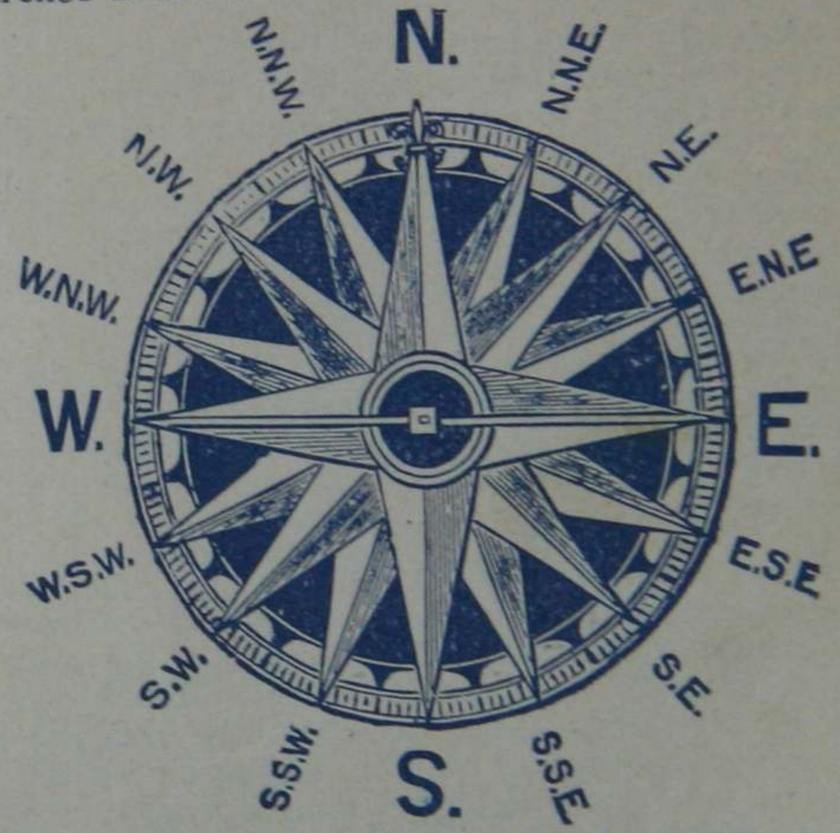
Apart from the real use made of the Braille system, it is also very handy when used as a secret code language. The letters can be written in the ordinary way or pricked out with a pin so that they can be read in the dark.

Braille Alphabet.



The Mariner's Compass.

It is not generally understood that the index pointer of a Compass does not indicate *true* north. The daily difference is about ten seconds varying from year to



year, the variation being less in the winter than in the summer. The present variation at Greenwich is nearly 17 degrees west.

To "box" the Compass it is necessary for you to be able to repeat the names of the different points right round the Compass from N. to N. A better way to learn the Compass is to learn it in sections, first the Cardinal points, N., S., E. & W. Then pass on to the Half-Cardinal points which are between the Cardinal points; these are N.E., S.E., S.W., & N.W.

The next divisions are between the Cardinal and Half-Cardinal points; these are called the three-letter or intermediate points. There are eight: N.N.E., E.N.E., E.S.E., S.S.E., S.S.W., W.S.W., W.N.W., & N.N.W. Note that two Easts or two Wests never come together.

Official Admiralty Instructions for Sea Scouts in Coast Watching Duties.

1. Only the organisation of Boy Scouts, of which Lieutenant-General Sir R. S. S. Baden-Powell, K.C.B., is the Chief Scout, is referred to in these instructions.

2. Boy Scouts should keep watch in the places assigned to them along the coast either by the Divisional Officer of Coast Guard or Board of Trade Inspector.

3. They should keep watch in pairs, so that on observing anything unusual one can at once communicate with the Coast Guard or Board of Trade Coast Watchmen, the other remaining to keep an eye upon the vessel in distress.

4. On all occasions when Boy Scouts report to the Coast Watchman (either Coast Guard or Board of Trade) any information entailing action being taken, they should implicitly carry out any directions given them by the Watchman. It should be borne in mind that a very useful duty may be performed by the Boy Scouts in acting as active messengers to the person in charge of operations.

5. At Stations where Boy Scouts will work in conjunction with Coast Guard, no night work can be considered, and Boy Scouts are not to be employed on any duties in connection with Coast Watching or Life Saving between the hours of one hour after sunset and one hour before sunrise.

6. The Scoutmasters should confer with the Divisional Officers of Coast Guard or Board of Trade Inspector of Coast Watching as to the plan of watching and routine of instruction, and they will defer to their opinion in all matters connected therewith.

Admiralty Instructions for Sea Scouts—*continued.*

7. It should be understood that in places where the Board of Trade are solely responsible for Coast Watching, the Boy Scouts are under the orders of the Board of Trade Inspector, otherwise they are under those of the Divisional Officer of Coast Guard.

8. The Boy Scouts should be taught as fully as possible the working of the Life Saving Apparatus, and to facilitate this they should attend the local drills, more especially when the Life Saving Apparatus Inspector is present. Whenever circumstances admit, without additional cost to the Crown, they may be allowed a special drill with the apparatus not oftener than once a quarter from 1st April to 30th September, provided the Divisional Officer of Coast Guard or an Inspector from the Board of Trade is present, but no rocket must be fired, even if purchased privately, without special sanction from the Board of Trade.

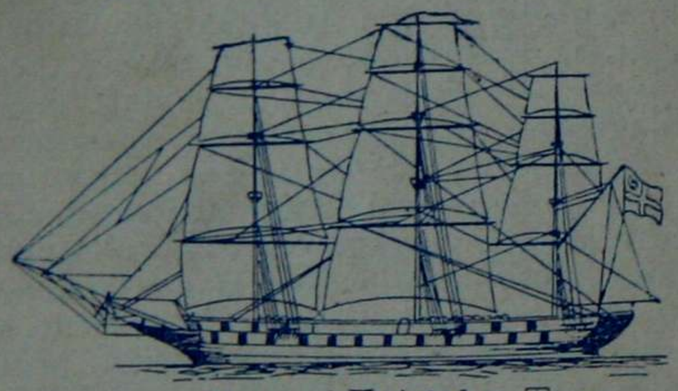
9. No responsibility is to be placed upon the Scouts to perform the duties (which are entirely voluntary and supplementary to any regularly employed and responsible watchman) that are allotted to them, neither is any responsibility accepted by the Admiralty or Board of Trade for the safety of the Scouts nor for any accident which may befall those who may assist in Coast Watching or other work connected with life saving.

10. It should be impressed on the Boy Scouts that they are to act as Assistants, and not in any spirit of rivalry with the Coast Guard. It is also necessary that the obedience of the Scouts to the Coast Guard and Board of Trade Watchman when acting under their orders should be fostered by cordial co-operation between the responsible parties.

Types of Ships.

Barque

Brig



Ship of Frigate Type

Brigantine

Schooner

Topsail Schooner

Yawl

Ketch

Cutter

Record of Tests Passed.

TENDERFOOT	Signature of Scoutmaster and Date
Scout Law, Signs and Salute ...	Dec 4th
Composition of Union Jack and how to fly it	"
Tie Six Knots (*see* pages 21 to 26)	" 1914
SECOND CLASS	
One Month's Service in	Jany 4th
Elementary First-Aid	April 21
Signalling Alphabet	Mar 3 10 "
Tracking, Shop Window or Kim's	Jany
Mile in 12 minutes	Mar 31 "
Light Fire, Two Matches ...	April
Cook Meat and Potatoes... ...	April 5 "
Sixpence in Savings Bank ...	
Know 16 Points compass	Jany 10 "
FIRST CLASS	
Swim 50 yards (*see* pages 11 to 14)	
Shilling in Bank	
Signalling. Messages	Jan April 23
14 Mile Journey	May 28
Life Saving	
Cook Two Dishes, &c.	
Read Map, Draw Rough Map &c.	
Pioneering	
Judge Distance, Area, &c. ...	
Tenderfoot Trained	
Name.....	

Record of Tests Passed.—
continued.

Proficiency Badges	Date Passed
Ambulance	
Airman	
Basket Worker	
Bee Farmer	
Blacksmith	
Boatman	
Bugler	
Carpenter ... ... —	
Clerk ... ... —	
Cook ... ... —	Aug 9 02
Cyclist ... ... —	July 26 02
Dairyman	
Electrician	
Engineer	
Farmer	
Fireman	
Friend to Animals	
Gardener ... ... —	
Handyman	
Horseman	
Interpreter	
Laundryman	
Leather Worker	
Marksman	
Mason	
Master-at-Arms	
Metal Worker	

Record of Tests Passed.—
continued.

Proficiency Badges	Date Passed
Miner	
Missioner	
Musician	
Naturalist ... ... —	Aug 9 02
Pathfinder	
Photographer ... ... —	
Pilot	
Pioneer	
Piper	
Plumber	
Poultry Farmer	
Printer	
Prospector	
Rescuer	
Sea Fisherman	
Signaller ... ... —	Aug 27th
Stalker	
Star-man	
Surveyor	
Swimmer	
Tailor	
Textile Worker	
Watchman	
Wireless Telegraphy	
Woodman	
.....	
.....	

Scout History.

Qualified as	Date	Date Badge Received
Tenderfoot	4 Dec	4 Dec
Second Class Scout	April 21st	April 21st
First Class Scout		
King's Scout ...		
All round Scout		
Silver Wolf Scout		

Promoted from	To	Date
Scout	Second	Mar 16
Second	Leader	24 Aug
Leader	Assistant Scoutmaster	
Assistant Scoutmaster	Scoutmaster ...	

Contributions.

PAYABLE WEEKLY. ...../..... PENCE.

JAN. ...	/	/	/	/								
FEB. ...												
MARCH.												

Total Contributions for Quarter.....

Checked..... Arrears.....

APRIL ...												
MAY ...												
JUNE ...												

Total Contributions for Quarter.....

Checked..... Arrears.....

One column for Contributions Paid, the other for Signature of Receiver.

Contributions—*continued.*

PAYABLE WEEKLY. .....PENCE.

JULY ...													
AUG. ...													
SEPT. ...													

Total Contributions for Quarter.....

Checked..... ..... Arrears.....

OCT. ...													
NOV. ...													
DEC. ...													

Total Contributions for Quarter.....

Checked..... .. Arrears.....

Keep your Contributions up-to-date.

Personal Memoranda.

Watch No. .....

Season Ticket No. 1970

Troop 1st Wrexham

Patrol..... Lion

Bicycle BSA

Size in Gloves .....

Size in Boots 7

Size in Collars 13 x 1½

Size in Hats 6⅝

Weight 6 st. 3½ lbs. Date.....

Height 5 ft. 0 ins. Date June 31

Name and Address 9 Mr Maddock

29, Stockport Rd Wrexham

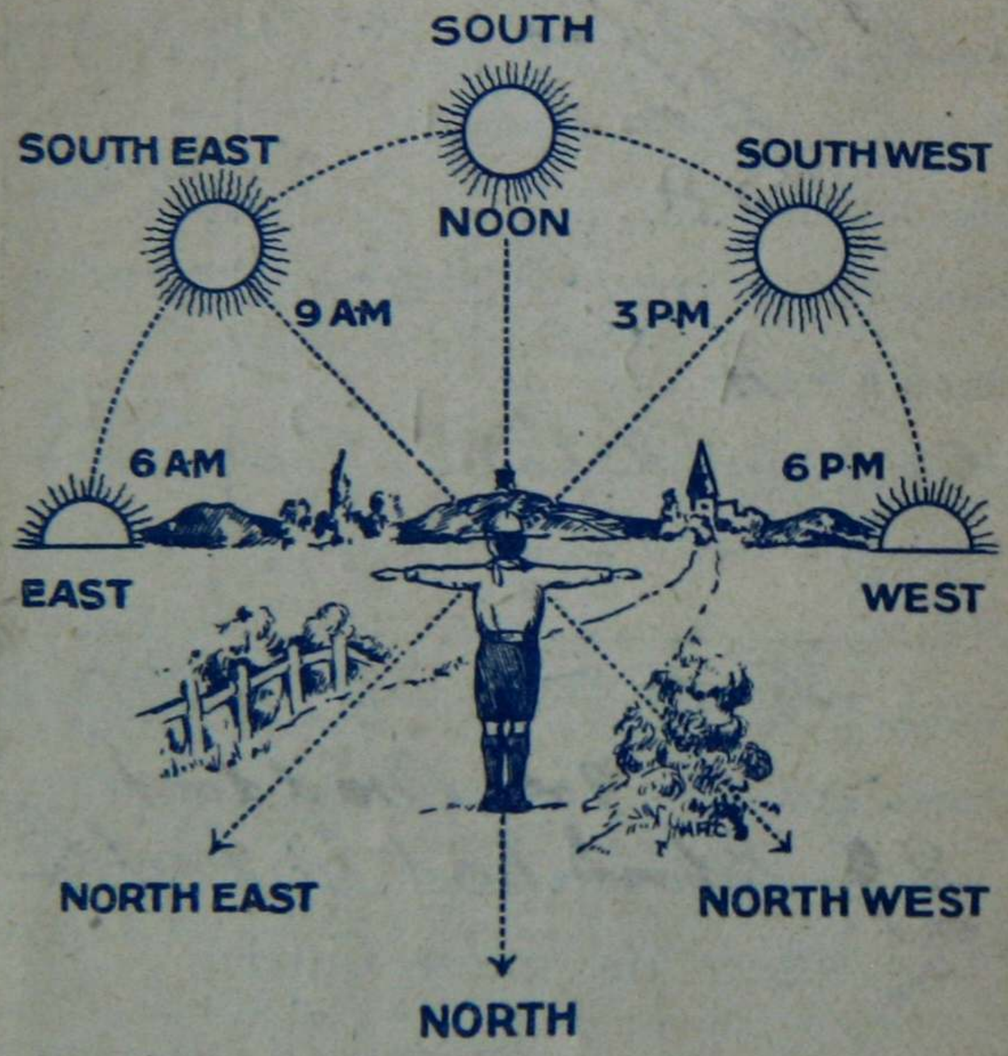
Train Service.

To	From
Wrexham	
7-30	5-7
8-2	5-38
June 1st 8-25	5-48
8-53	6-6
1-5	6-15

FIRST OF EACH MONTH.

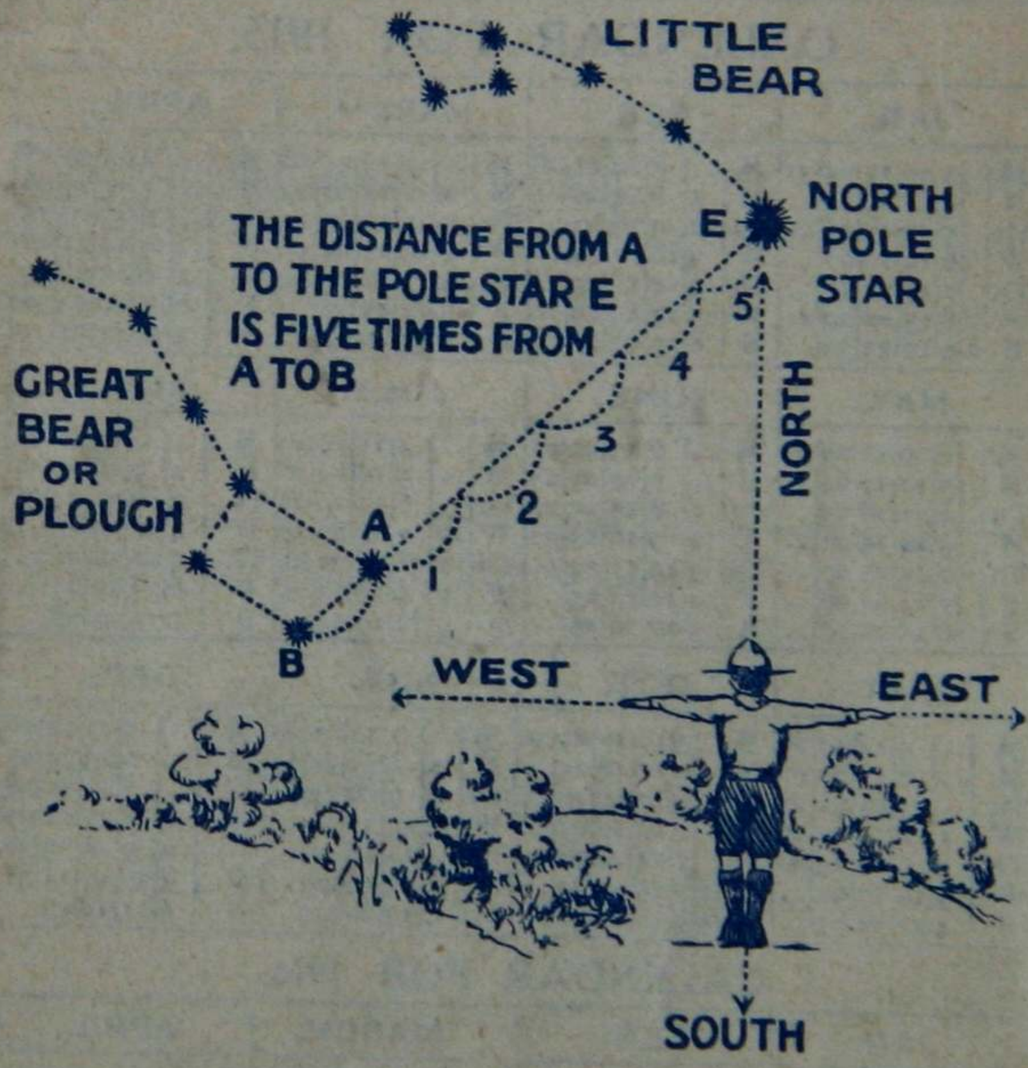
	1914	1916		1914	1916		1914	1916
Jan.	Th	S	May	F	M	Sept.	Tu	F
Feb.	S	Tu	June	M	Th	Oct.	Th	S
Mar.	S	W	July	W	S	Nov.	S	W
April	W	S	Aug.	S	Tu	Dec.	Tu	F

FINDING YOUR DIRECTION BY DAY



THE SUN

FINDING YOUR DIRECTION BY NIGHT



THE POLE STAR

CALENDAR FOR 1914.

SEPT.						OCT.						NOV.						DEC.					
S	..	6	13	20	27	S	..	4	11	18	25	S	1	8	15	22	29	S	..	6	13	20	27
M	..	7	14	21	28	M	..	5	12	19	26	M	2	9	16	23	30	M	..	7	14	21	28
Tu	1	8	15	22	29	Tu	..	6	13	20	27	Tu	3	10	17	24	..	Tu	1	8	15	22	29
W	2	9	16	23	30	W	..	7	14	21	28	W	4	11	18	25	..	W	2	9	16	23	30
Th	3	10	17	24	..	Th	1	8	15	22	29	Th	5	12	19	26	..	Th	3	10	17	24	31
F	4	11	18	25	..	F	2	9	16	23	30	F	6	13	20	27	..	F	4	11	18	25	..
S	5	12	19	26	..	S	3	10	17	24	31	S	7	14	21	28	..	S	5	12	19	26	..

CALENDAR FOR 1915.

JAN.						FEB.						MARCH.						APRIL.					
S		3	10	17	24	31	S	..	7	14	21	28	S	..	7	14	21	28	S	..	4	11	18	25
M		4	11	18	25	..	M	1	8	15	22	..	M	1	8	15	22	29	M	..	5	12	19	26
Tu		5	12	19	26	..	Tu	2	9	16	23	..	Tu	2	9	16	23	30	Tu	..	6	13	20	27
W		6	13	20	27	..	W	3	10	17	24	..	W	3	10	17	24	31	W	..	7	14	21	28
Th		7	14	21	28	..	Th	4	11	18	25	..	Th	4	11	18	25	..	Th	1	8	15	22	29
F	1	8	15	22	29	..	F	5	12	19	26	..	F	5	12	19	26	..	F	2	9	16	23	30
S	2	9	16	23	30	..	S	6	13	20	27	..	S	6	13	20	27	..	S	3	10	17	24	..

MAY.						JUNE.						JULY.						AUG.					
S	2	9	16	23	30	S	..	6	13	20	27	S	..	4	11	18	25	S	1	8	15	22	29
M	3	10	17	24	31	M	..	7	14	21	28	M	..	5	12	19	26	M	2	9	16	23	30
Tu	4	11	18	25	..	Tu	1	8	15	22	29	Tu	..	6	13	20	27	Tu	3	10	17	24	31
W	5	12	19	26	..	W	2	9	16	23	30	W	..	7	14	21	28	W	4	11	18	25	..
Th	6	13	20	27	..	Th	3	10	17	24	..	Th	1	8	15	22	29	Th	5	12	19	26	..
F	7	14	21	28	..	F	4	11	18	25	..	F	2	9	16	23	30	F	6	13	20	27	..
S	1	8	15	22	29	..	S	5	12	19	26	..	S	3	10	17	24	31	S	7	14	21	28	..

SEPT.						OCT.						NOV.						DEC.					
S	..	5	12	19	26	S		3	10	17	24	31	S	..	7	14	21	28	S	..	5	12	19	26
M	..	6	13	20	27	M		4	11	18	25	..	M	1	8	15	22	29	M	..	6	13	20	27
Tu	..	7	14	21	28	Tu		5	12	19	26	..	Tu	2	9	16	23	30	Tu	..	7	14	21	28
W	1	8	15	22	29	W		6	13	20	27	..	W	3	10	17	24	..	W	1	8	15	22	29
Th	2	9	16	23	30	Th		7	14	21	28	.	Th	4	11	18	25	..	Th	2	9	16	23	30
F	3	10	17	24	..	F	1	8	15	22	29	..	F	5	12	19	26	..	F	3	10	17	24	31
S	4	11	18	25	..	S	2	9	16	23	30	..	S	6	13	20	27	..	S	4	11	18	25	..

CALENDAR FOR 1916.

JAN.						FEB.						MARCH.						APRIL.					
S		2	9	16	23	30	S		6	13	20	27	S	..	5	12	19	26	S		2	9	16	23	30
M		3	10	17	24	31	M		7	14	21	28	M	..	6	13	20	27	M		3	10	17	24	..
Tu		4	11	18	25	..	Tu	1	8	15	22	29	Tu	..	7	14	21	28	Tu		4	11	18	25	..
W		5	12	19	26	..	W	2	9	16	23	..	W	1	8	15	22	29	W		5	12	19	26	..
Th		6	13	20	27	..	Th	3	10	17	24	..	Th	2	9	16	23	30	Th		6	13	20	27	..
F		7	14	21	28	..	F	4	11	18	25	..	F	3	10	17	24	31	F		7	14	21	28	..
S	1	8	15	22	29	..	S	5	12	19	26	..	S	4	11	18	25	..	S	1	8	15	22	29	..

1 Fri—○ Full Moon, 0.21 p.m.
amateurs soon 6-1 at newton heath

2 Sat—Sun Rises 8.8, Sun Sets 4.0.
amateurs soon 6-4 at Heaton Park Want to Romiley

3 Sun—2nd after Christmas

4 Mon

Went to school & Kicked
Went to recess room
1911 Fred E.L. first night

5 Tues

Played Ping Pong
4 E.L. went home X

6 Wed—Epiphany

Played w/ Lost
took photos.
E.L.

YOUR ALL-ROUND CORDS. Those Scouts who have gained their All-round Cords will find the tip illustrated on the opposite page very useful.

Some pin the cords to their shirt with an ordinary safety pin, but the cloth is apt to get torn, or the pin comes undone and you get a nasty scratch. You can easily avoid these inconveniences by sewing one half of a patent glove fastener or push-button (see small drawing) to your shirt and the other half to the cords where they are bunched together (A).

7 Th

Played at Scout

8 Fri—(Last Quarter, 9.13 p.m.

9 Sat—s. R. 8.6, s. s. 4.8

went to
an all scout
Barnes to go
at Forge
Lost 2-1

Went to move
what to move
at Woodley

10 **Sun**—1st after Epiphany
went to school at Chapel

11 Mon—Plough Monday
went to scout Room

12 Tues
Played Bert Penny

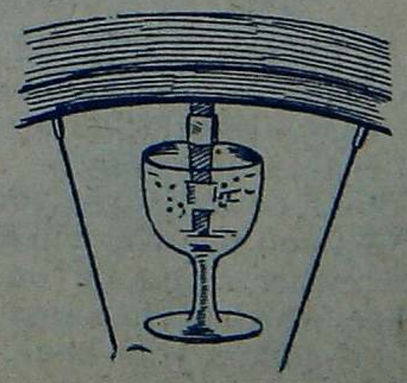
13 Wed
Played Ping Pong

TESTING THE VALVE. Many cyclist scouts, when their tyre shows signs of deflation, imagine that the cause of the trouble is a puncture. They hastily remove the outer cover and put the inner tube through water, only to find that there in no leakage. The leak is in the valve. Why go to all this trouble? Simply test the valve in the manner shown in our sketch.

14 Th
Went to night class

15 Fri—● New Moon, 2.42 p.m.

16 Sat—S. R. 8.1, S. S. 4.19
Amateurs Newton Heath
at Maple won 8-2



17 **Sun**—2nd after Epiphany

School

18 Mon

Went to scout room.
Had rail against Farm
Colony on Rec. Jesus
unseconded

19 Tues

20 Wed

A CURE FOR STITCH. You all know what a "stitch in your side" means. The illustration shows you an easy and quick way of curing yourself next time you suffer from this pain.

Bend down in the manner shown and kiss your knee. When you rise you will find that the pain has gone. You can either squat on one knee, stoop down and kiss the other, which is the same side as the pain, or you can squat and then kiss your knee.

21 Th

22 Fri

23 Sat—☽ First Quarter, 5.32 a.m. S. R. 7.54, S. S. 4.30

~~a matters v Middleton~~

Played
Football

24 Sun—3rd after Epiphany

25 Mon—Conversion of S. Paul

Scouts

26 Tues

27 Wed

Go

TO TEST THE ARMS. The picture on the opposite page shows a novel way of testing the strength of your arms. Get another scout to stand opposite you and hold hands. You then see who can push the other's arm down without shifting your position. Not only does this test the strength of your arm, but it is an excellent exercise.

You can try first one arm and then the other, and may find that, while your right arm is the stronger, your friend can easily push your left down.

28 Th

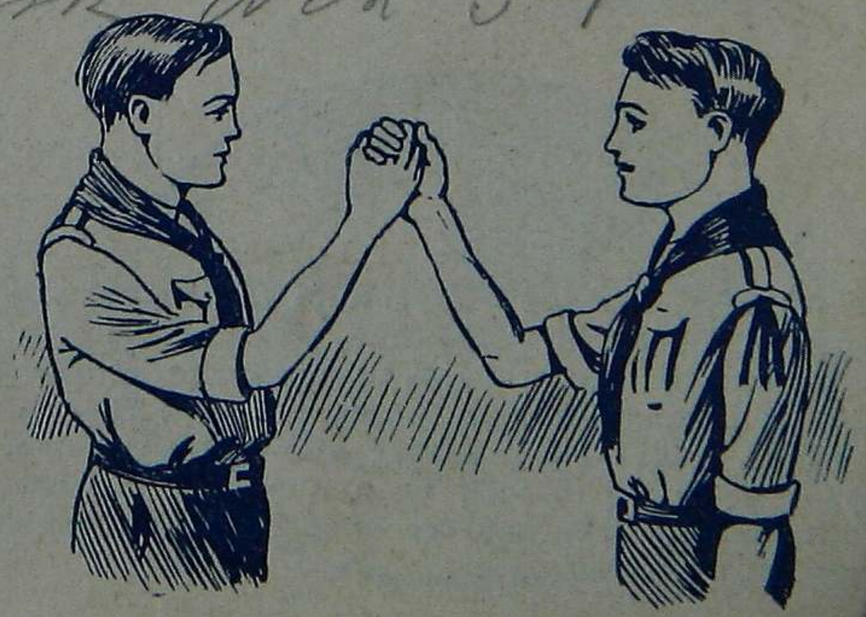
Night class

29 Fri

Scouts

30 Sat—S. R. 7.45, S. S. 4.42 went

Athletics v Keeler Park Won 5-1



31 **Sun**—Septuagesima. ○ Full Moon, 4.41 a.m.

School & Chapel

1 **Feb.** Mon

Scouts

2 Tues—Candlemas

3 Wed

WHAT SIZE IS YOUR HAT? After you have worn your scout hat for some time, you may wish to buy a new one, but you are at a loss to know the actual size of your hat. To find the size simply measure the width and the length, add them together and divide by two. Example $7\frac{6}{8} + 6\frac{1}{8} = 13\frac{3}{4}$ divided by 2 = $6\frac{7}{8}$. If you have lost your hat measure the number of inches round your head, and send it with your order.

4 Th

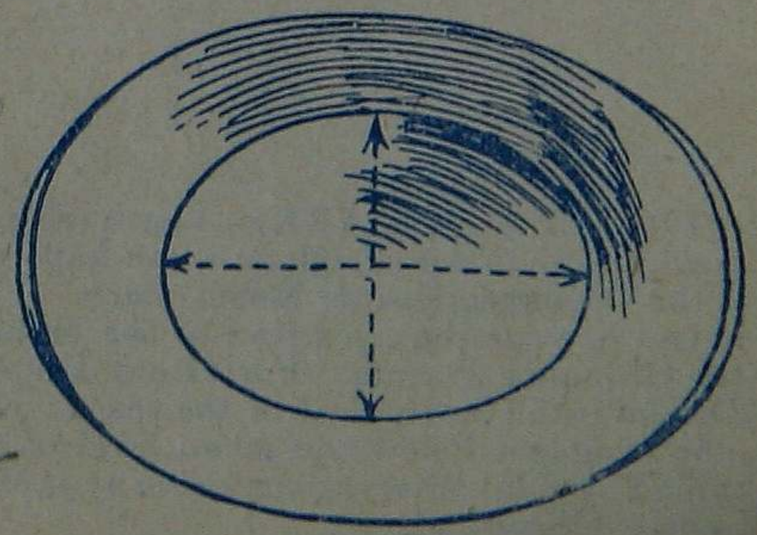
5 Fri

Methyl Salicyl
50%
Ointment
Want to Scouts

6 Sat—S. R. 7.34, S. S. 4.55

amateurs V Higher Brought
Drew 3-3 | ton

Want to
Hyde
Theatre



7 **Sun**—Sexagesima. (Last Quarter, 5.11 a.m.

8 Mon—Half Quarter Day

Boots

9 Tues

10 Wed

THE BENCH MARK. You have probably seen the mark shown in our sketch on some important building. It is the Ordnance Datum Bench mark. The figures denote in feet how far the top stroke of the broad arrow is above the Ordnance Datum. For Great Britain, the Ordnance Datum is the mean level of the sea at Liverpool, which is 0·65 of a foot below the mean level of the sea as ascertained by tidal observations taken at 32 stations in England and 18 in Scotland.

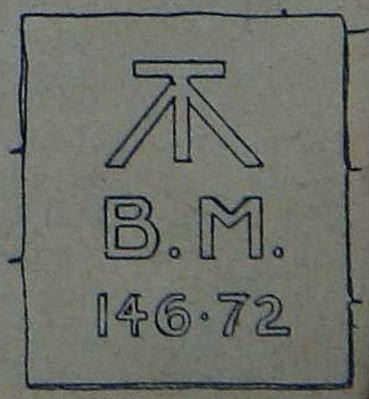
11 Th

12 Fri

17 Reg. 13 Parcels
Indian Mail.

13 Sat—S. R. 7.22, S. S. 5.8

amateurs & Barrys
Heaton Parkat
Won 1-0



14 **Sun**—Quinquagesima. ● New Moon, 4.31 a.m.

15 Mon Book Sunday

16 Tues—Shrove Tuesday.

Scouts

17 Wed—Ash Wednesday

FROM A COCOANUT. If at any time you should purchase a cocoanut, do not break the shell at random. Many quaint articles can be made from such shells, with a little trouble and ingenuity. As shown by the picture, a dainty trinket-basket is quickly formed by four cuts with a saw. Lined with silk it makes a very effective little article, and Scouts might easily make a few such articles and sell them for the benefit of the troop funds.

18 Th

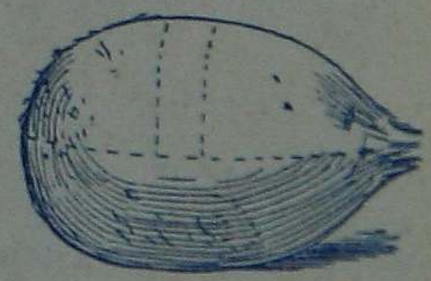
Night Class

19 Fri

Scouts

20 Sat—S. R. 7.8, S. S. 5.21

Amateurs V Berrys
won 3:2



21 Sun—1st in Lent. Ember Week

Went to School & Chapel

22 Mon—☽ First Quarter, 2.58 a.m.

Cleaned Bicycle

Started to Wear grey Suit

23 Tues

24 Wed—S. Matthias. Ember Day

HOW NOT TO USE A STAFF. A staff makes a good poker, but that is not its proper purpose, nor is it advisable to use a staff as a support for a kettle over a fire.

Scouts who drop their staves, either when marching or when walking about, should register a bad mark against themselves every time for unscoutlike behaviour.

It is not fair to leave your staff at home when you go out scouting. Your staff should be your faithful companion and comforter. A scout without his staff is not properly dressed.

25 Th

26 Fri—Ember Day

27 Sat—Ember Day. S. R. 6.54, S. S. 5.33

Amateurs V Berrys

at Berrys Ground

Lost 3-0

28 **Sun**—2nd in Lent

1 **Mar.** Mon—S. David. ○ Full Moon, 6.33 p.m.

2 Tues

Scouts

3 Wed

HERE'S THE HYDRANT. You may often have noticed on the outside walls of buildings, etc., an enamelled diamond-shaped panel with the letter "H" on it. This sign is used to show that a fire hydrant is not far distant from where it is placed. Below the panel on the pavement, may be seen the covering which hides the hydrant from view. In cases of emergency, unless some such indication were adopted. the delay caused by hunting for the hydrant might seriously interfere with the work of the firemen.

4 Th

Rifle Range

5 Fri

Scouts

6 Sat—S. R. 6.39, S. S. 5.46

Amateurs v Eccles
Drew 2-2

7 **Sun**—3rd in Lent

8 Mon—(Last Quarter, 0.28 p.m.

9 Tues

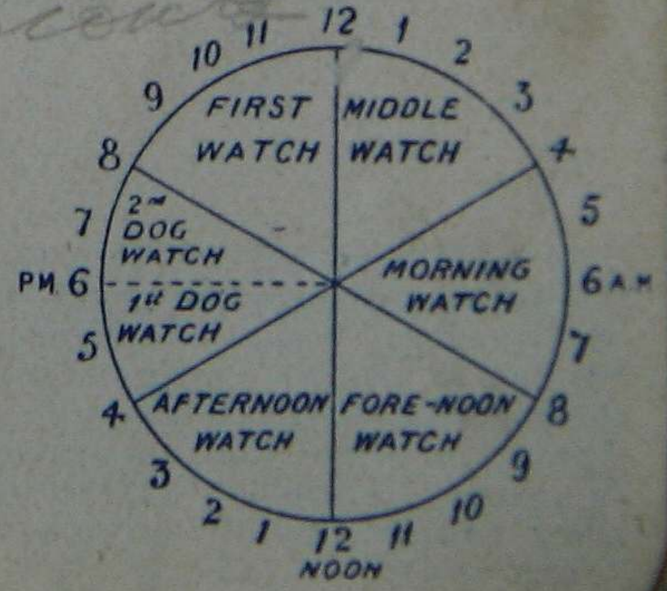
10 Wed

"WATCHES" ON BOARD SHIP. On board all ships a series of "watches" are established, so that work is shared equally among the sailors. The ship's crew is divided into two divisions, port and starboard. A ship's day commences at noon, and there are seven watches as shown in sketch. The watch which is on duty in the fore-noon one day has the afternoon next day, and the men who have 4 hours rest one night have 8 hours the next. This is the reason for having "Dog Watches," which are made by dividing the hours between 4 p.m. and 8 p.m. into two.

11 Th

12 Fri

13 Sat—S. R. 6.23, S. S. 5.58



14 Sun—4th in Lent

School Chapel

15 Mon—● New Moon, 7.42 p.m.

16 Tues

17 Wed—S. Patrick

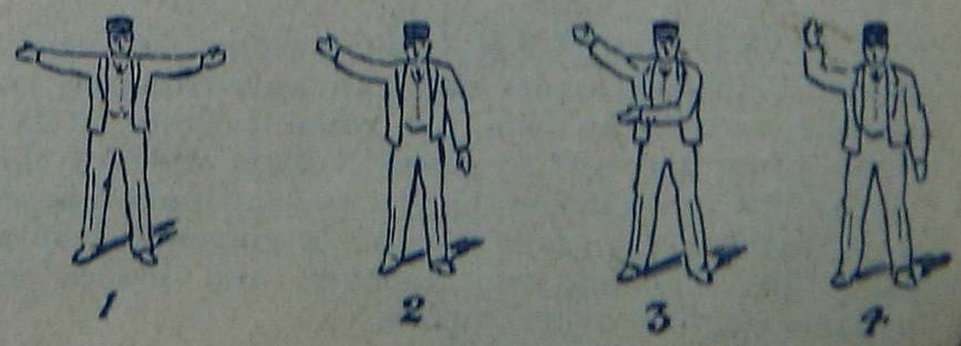
A SHUNTER'S SIGNALS. At all big railway station where there are goods trucks housed, shunting operations are performed. When moving the trucks from one line to another a man stands in the track and makes the following signals as shown in our sketches. No. 1 is "Stop;" 2 means that the driver is to come slowly and cautiously; 3 stands for "return to former position;" and 4 indicates that the driver can go ahead, for it means "right away."

18 Th

19 Fri

20 Sat—S. R. 6.7, S. S. 6.9

Rovers v Heyford Boys at Home
Won 9-0



21 **Sun**—Passion Sunday. Vernal Equinox

22 Mon

School & Junior Room

Scouts

23 Tues—☽ First Quarter, 10.48 p.m.

24 Wed

Half day holiday

A HANDY RULER. Some scouts are very good at guessing measurements and can approximately judge the measurement of an inch, but when it comes to six or more inches they are apt to guess a little wide of the mark. With a few pence in your pocket you can make a handy ruler, as a halfpenny equals 1 inch; a sixpence ¾ of an inch; 5 pennies touching one another, and placed in a row measure slightly over 6 inches.

25 Th—Annunciation B.V.M. Lady Day

26 Fri

27 Sat—S. R. 5.51, S. S. 6.21

Marble V Puddle to

Lost 3 away

28 Sun—Palm Sunday

29 Mon 8 10 5.09 6 2 4
0 5.13 6 9 12 4
7 9 0 5 1.30

30 Tues

31 Wed—○ Full Moon, 5.38 a.m.

Half Day Holiday
passed Semaphore

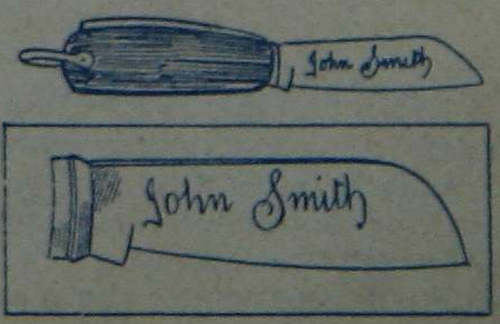
ENGRAVING YOUR KNIFE. Every scout treasures his knife therefore he should guard against losing it by engraving his name upon it. To do so you simply coat the blade all over with beeswax, and with some sharp pointed instrument—a needle or pen-nib will do—write your name upon it. Now apply some nitric acid to the writing only, then sprinkle some table salt upon the acid and allow it to remain on for ten minutes. Wash off the salt and wax and your name will appear as in sketch.

1 Th—Maundy Thursday

2 Fri—Good Friday Amateurs v Longton
Went to Biddulph Grange
with Scouts 7 DNC
Wilson's Scouts

3 Sat—Easter Eve. S. R. 5.35, S. S. 6.33

Amateurs v Longton
0 — 0
Went down to scout
Room



4 **Sun**—Easter Day

Went to school + Chapel

5 Mon—Easter Monday. Bank Holiday

Went to scout room and in Dale with Jack Hawkins scouts

6 Tues—Easter Tuesday. (Last Quarter, 8.12 p.m.

7 Wed

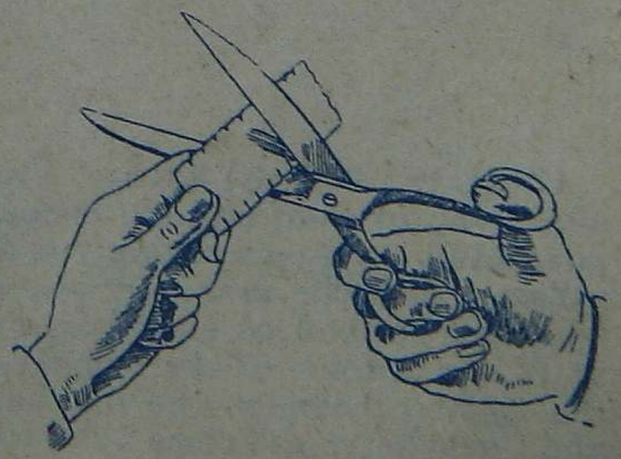
FIRST AID TIP. You will find the following hint very useful when putting sticking-plaster on a cut.

Before using the plaster, cut it round the edges in a series of small cuts, as shown in the illustration. This will prevent it curling up at the edges, as frequently happens, and will also render the plaster less liable to come off.

8 Th

9 Fri

10 Sat—S. R. 5.20, S. S. 6.45



11 Sun—Low Sunday

12 Mon

Went to school
Went to woods
Wrote to Browns.

13 Tues

14 Wed—● New Moon, 11.36 a.m.

Got Pennies

HANDY TWEEZERS. Tweezers are handy things when you are unfortunate enough to run a splinter into your hand. When scouting you are liable to get thorns or splinters into the flesh. If you carry a pen-nib you will find it very useful as shown in the sketch. Press the nib at B, just in front of the splinter, when it will open. Get the splinter between the divisions and let them close up and the splinter will come out without any trouble.

15 Th

Wrote to Ernest

16 Fri

17 Sat—s. r. 5.4, s. s. 6.56

18 **Sun**—2nd after Easter

19 Mon—Primrose Day (1881)

20 Tues

21 Wed

A CAMP HINT. We noticed a novel waste-paper "basket" outside one of the tents at the big rally at Perry Hall Park, Birmingham.

As you will see from the illustration on the opposite page it consisted of several tent pegs driven into the ground in a circle, so that all pieces of rubbish and waste-paper could be thrown away without making an untidy litter.

22 Th—☽ First Quarter, 3.39 p.m.

23 Fri—S. George

24 Sat—S. R. 4.50, S. S. 7.8

25 **Sun**—3rd after Easter. S. Mark.

School Work Walkwell Mr Turner

26 Mon

Delivered bills round Hawk Green from 7 - 9 220 bills Delivered

27 Tues

Scouts

28 Wed

Half Day.

Scouts

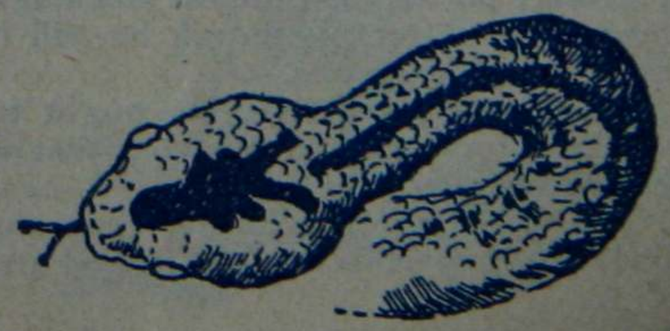
ADDER. The bite of this snake is fatal to small animals, but rarely to man or larger animals; it is the only poisonous British species. It is found throughout Europe, except in Ireland, dry heaths and sandy places being its favourite resorts. During the winter it sleeps with its tail intertwined with several of its own kind. Its food consists of mice, frogs, and young birds.

29 Th—○ Full Moon, 2.19 p.m.

Work to Finish Scouts 97 Parcels

30 Fri

1 **May** Sat—SS. Philip & James. S. R. 4.36, S. S. 7.19



2 **Sun**—4th after Easter W.J. Birthday (19)

3 Mon

Went to Scouts

4 Tues

Went to Scouts

5 Wed

A TENDERFOOT'S TENDER FEET. When a tenderfoot is going for a long march on a hot day, he will probably put on his thinnest stockings in order to keep his feet cool. After his march he will be a "tenderfoot" in more senses than one.

All scouts know that you ought to wear your *thickest* woollen stockings and rub your feet with soap or vaseline before starting out.

We work our feet harder than any other part of our body, so they deserve to be looked after a little better.

6 Th—Accession, 1910. (Last Quarter, 5.23 a.m.

7 Fri

8 Sat—S. R. 4.23, S. S. 7.31

9 **Sun**—Rogation Sunday. Half-Quarter Day

10 Mon—Rogation Day

11 Tues—Rogation Day

12 Wed—Rogation Day

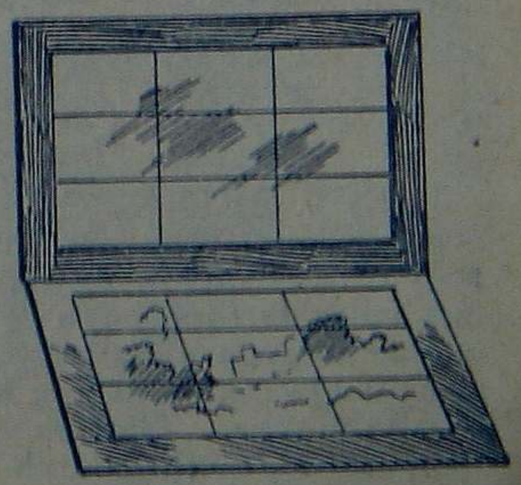
Tinfoil Boots 4 + 5

HOW TO SKETCH. The next time you are out field sketching, you will find this contrivance a great help. It consists of a frame, with your drawing-paper pinned on one side, with a glass at right angles to it, with equal spaces marked on it. You look through this at your landscape, and it is much easier to get the right proportion, because your paper is also divided in equal parts. A convenient size is ten inches by seven inch sight measure.

13 Th—Ascension Day

14 Fri—● New Moon, 3.31 a.m.

15 Sat—Scotch Quarter Day. S. R. 4.12, S. S. 7.42



16 Sun—Sunday after Ascension

Landed out in Bridgetown

17 Mon

18 Tues 101—

19 Wed

Half Day for me

DON'T DRINK. When you are out for a march with some fellows, they are always wanting to drink. First they stop to have a "swig" at their water-bottle, then a few miles further on a "stone ginger," next they are unable to pass an array of coloured fizzle-bubbles which some old woman is selling by the road side, and so they go on all the time. The less you drink the better. The best thing to do on the march is to chew a young and tender shoot of grass.

20 Th

21 Fri

22 Sat—☽ First Quarter, 4.50 a.m. S. R. 4.2, S. S. 7.52

23 **Sun**—Whitsun Day. Ember Week

24 Mon—Whit Monday. Bank Holiday. Empire Day

25 Tues—Whit Tuesday

Worked all day

26 Wed—Queen born, 1867. Ember Day

Holiday

UNION JACK. The composition of this flag represents the union of England, Scotland, and Ireland. In the Tudor period, the favourite banner was that of St. George. When James I. ascended the throne, he added to it the cross of St. Andrew. In 1801, when Great Britain and Ireland united, St. Patrick's cross was also included, thus completing the Union Jack, which is saluted by every loyal boy and girl on Empire Day.

27 Th

28 Fri—Ember Day. ○ Full Moon, 9.33 p.m.

Went to Snake Inn
Train to Hayfield
from Miss Mills Lfs

29 Sat—Ember Day. S. R. 3.54, S. S. 8.1.

Photos

30 **Sun**—Trinity Sunday

School

31 Mon

X

1 **June** Tues

Goods decided to give up room

2 Wed

Worked all day.

A WIND SCREEN IN CAMP. If there is a strong wind blowing, cooking in camp becomes rather a difficult job, for the fire is either scattered by the gale or else the food is hopelessly smoked and spoilt.

The picture on opposite page shows a wind screen which is easily made, and which you should find useful when next the wind renders your camp cooking operations difficult.

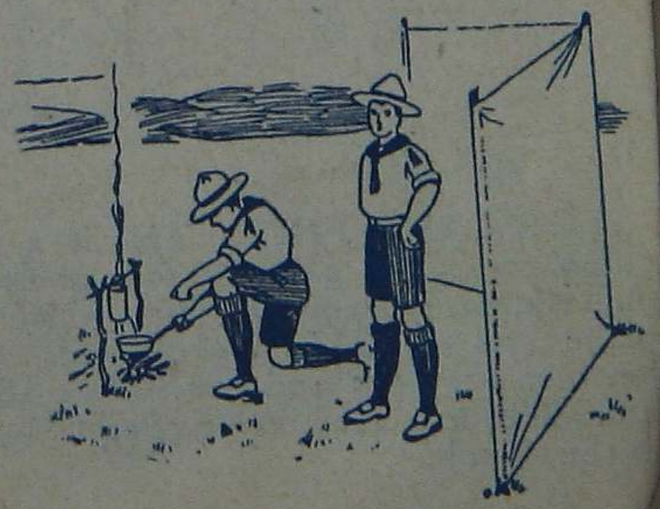
As you will see, the screen is a sheet of canvas or tarpaulin stretched round three staves or posts, stuck in the ground in triangular fashion.

3 Th—King born, 1865. Corpus Christi

Incline of aloes 'D

4 Fri—(Last Quarter, 4.32 p.m.

5 Sat—S. R. 3.49, S. S. 8.8



6 **Sun**—1st after Trinity

7 Mon

8 Tues

9 Wed

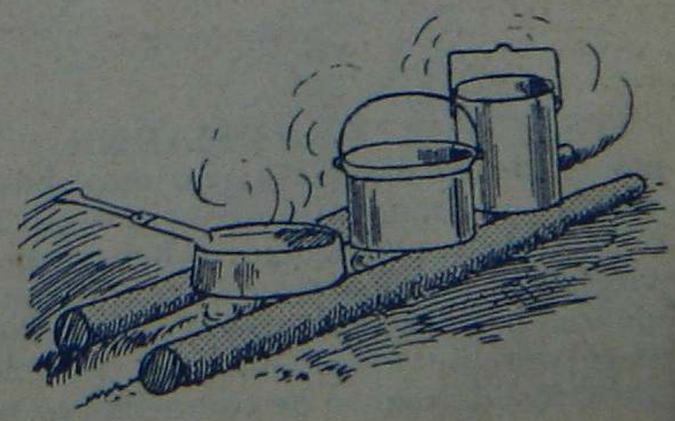
Mail started 6.30 on Wed (Bels)

THE CAMP FIRE. This is a good way to build a camp fire. Dig a trench four or five feet long and a few inches deep. Take two logs, which are not very dry, and place one on each side of your trench. Lay the fire between the logs and you will be able to heat your dixies and billies in a very little while, if you place them as shown in the sketch.

10 Th

11 Fri—S. Barnabas

12 Sat—● New Moon, 6.57 p.m. S. R. 3.45, S. S. 8.14



13 **Sun**—2nd after Trinity

School

14 Mon

15 Tues

Scouts

16 Wed

Rec

WELCOME LANDMARKS. While roaming over moors and open heaths you may have noticed a long line of posts or stone piles seven or eight feet apart, stretching right across the moor. These are placed there for the purpose of guiding travellers in winter when the ground is covered in snow, the ground cannot be seen. If the guide posts were not there, many a traveller would be liable to lose himself, and so be compelled to roam for miles.

17 Th

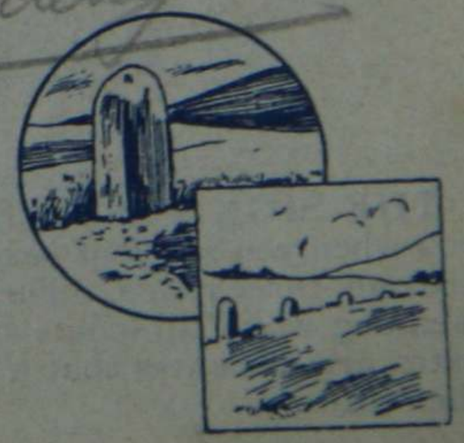
Rec

18 Fri

Scouts

19 Sat—S. R. 3.44, S. S. 8.18

Went fishing to Rowarth caught!



20 Sun—3rd after Trinity
Gregs Chapel morning
☽ First Quarter, 2.24 p.m.

21 Mon

22 Tues—Longest Day

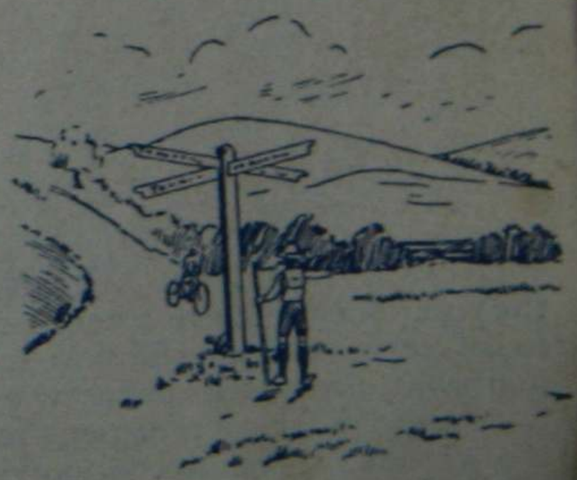
23 Wed—Prince of Wales born, 1894.

THE SIGN POST'S EXTRA ARM. It may puzzle you when you see four arms on the sign post when there are only three roads. The extra arm, however, carries a meaning which all scouts should be acquainted with. This extra arm indicates that a road branches off further along the route.

24 Th—S. John Baptist. Midsummer Day

25 Fri

26 Sat—S. R. 3.46, S. S. 8.19



27 **Sun**—4th after Trinity. ○ Full Moon, 4.27 a.m.

28 Mon

29 Tues—S. Peter

30 Wed

Why not this Butler Before
" O " have told us on
a decent way about
going up stairs
& he did you say

HOW TO DRIVE A TENT PEG. How many know the right way to drive a tent peg? It looks a simple matter to do, yet it is wonderful how many fellows do it wrongly, and what dire results occur when wind and rainstorms come upon a camp where tent-pegs have been badly driven into the ground. The accompanying diagram shows how it should not be driven and how it should be driven.

1 Th

I suppose your class will be going to have a lesson when the others

2 Fri

are going to have swings why not run the class as a junior Jonny Morris

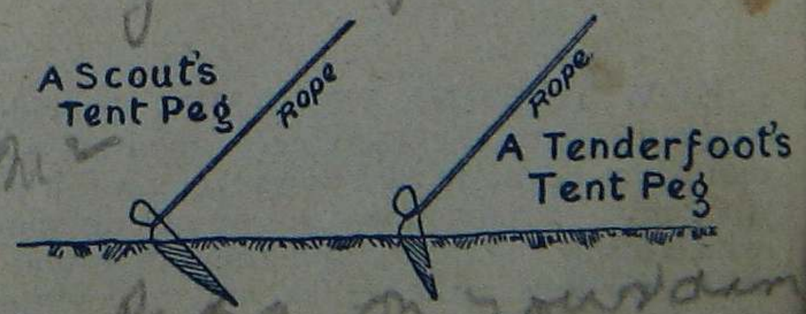
3 Sat—S. R. 3.50, S. S. 8.18

Class,

If you are such a good Sup. why did you not

Deal with me

Stones Rolg. on your dun



4 **Sun**—5th after Trinity. (Last Quarter, 5.54 a.m.

5 Mon

6 Tues

7 Wed

HOW TO DINE IN CAMP. Provided the soil is dry and not lose or uneven, a very good mess table for use in camp can be made as follows: Dig a fair sized oval trench, about two feet deep, leaving an oblong space in the centre, which forms the table, and then sit round on the ground, with your legs in the trench, and your plate of food in front of you, as shown in the illustration.

8 Th

9 Fri

10 Sat—s. r. 3.56, s. s. 8.14

11 **Sun**—6th after Trinity

12 Mon—● New Moon, 9.31 a.m.

13 Tues—Ramadân begins

14 Wed

FOR SECURING ROPES. To secure a rope's end to the ground so that it will stand considerable strain, it is necessary to drive in at least three stakes and connect them in such a way that all bear an equal part of the strain. Fig. 1 shows the method. Drive your stakes in secure and lash the first to the second and the second to the third. Fig. 2 shows 3, 2, and 1 stakes driven and fig. 3 is another method.

15 Th—S. Swithin

16 Fri

17 Sat—S. R. 4.3, S. S. 8.8

18 **Sun**—7th after Trinity

19 Mon—☽ First Quarter, 9.9 p.m.

20 Tues

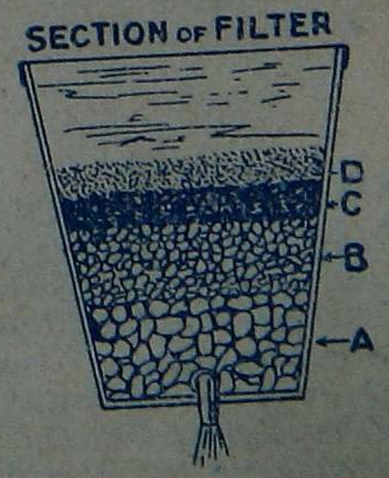
21 Wed

A FIELD FILTER. A very handy field filter is made with a bucket, a little sand, and a few stones, as shown in our sketch. First drill a hole in the bottom of the bucket, and into it is inserted a piece of tubing of fairly large bore. Then place in the bucket large stones, A; small stones, B; coarse sand, C; and fine sand, D. Fill the rest of the bucket with the muddy water, and after a time it will filter through in a clear state ready for boiling and drinking.

22 Th

23 Fri

24 Sat—S. R. 4.12, S. S. 8.0



Sun—8th after Trinity. S. James

26 Mon—○ Full Moon, 0.11 p.m.

went to school High Theatre
Page 58
8-23
Lesses
Went to High Lane first time

27 Tues

28 Wed
Went to High Lane

CLEANING YOUR BILLY. It is very awkward for scouts to have to carry about with them a dirty billy-can, and if carried in the haversack it will very soon make the latter unfit to hold other things one uses it for. The most effective of many ways suggested by scouts for cleaning the soot off the "can" is that shown in the sketch. Fine ashes are used on the piece of rag, and with a little elbow-grease the "can" will look almost as good as new.

29 Th
Major Poisoned
Passed cyclist test at
Davenport

30 Fri
Came to Manchester again on
6-40 train for parcels

31 Sat—Ann. & Nov. to July Game Certificates and Gun Licences expire. S. R. 4.22, S. S. 7.49
Went to High Lane
Went through 31st Heats
garden for Malaria to
badge
Went walked night

...n—9th after Trinity. Lammas Day

Went to Sunday School

2 Mon—Bank Holiday. ☾ Last Quarter, 9.27 p.m.

Holiday
Cleaned Bath finished Cabbage Snake
Went fishing caught one
Went walk up Mellor onto Coast Fellers

3 Tues

Uncle Jane Died 6-am

H L

4 Wed

H L

A SCOUTING RUSE. Most scouts know of the method which the Red Indian adopts when he wishes to hear sounds of man or beast that may be some distance away. He lies flat on the ground and applies his ear to the earth. You haven't got the keen hearing of the redskin, but if you open both blades of your knife, stick the larger blade into the ground, and place the ear against the short one you will be able to hear splendidly.

5 Th

6 Fri

Cooking test

H. L

7 Sat—S. R. 4.33, S. S. 7.38

Rained nearly all day

H L

8 **Sun**—10th after Trinity

School

9 Mon

Cooking test

H. C.

10 Tues—● New Moon, 10.52 p.m.

11 Wed—Half Quarter Day

High Jane

Signalling. S

REPRODUCING PICTURES. Perhaps some scouts of an artistic turn of mind would like to reproduce some of the pictures with which their favourite stories are illustrated. To do so take a soft lead pencil and scribble diagonally then straight across the back of the picture, fig. 1. Place the scribbled side on a piece of clean paper and with a pencil go over the outlines as in figure 2.

12 Th—Grouse Shooting begins

Took bic to pieces

13 Fri

Put Bic together

14 Sat—S. R. 4.43, S. S. 7.25

High Jane

Went on Track

Decided to go on coastguard duty

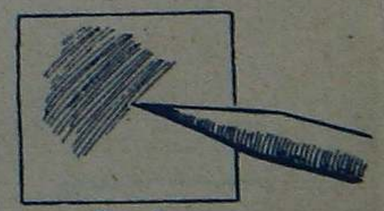


FIG 1

FIG 2

15 **Sun**—11th after Trinity

16 Mon

School Saw Miss Warner
Got permission to go to
coast from work
Telegramed to Highlane

17 Tues

Went to Heigh Lane

18 Wed—☽ First Quarter, 2.17 a.m.

Went to Heigh Lane

SIGNAL FLAGS. There seems to be some doubt as to the correct flags to use when signalling. There are only two kinds of flags, blue for use against light backgrounds, and white, with blue stripe, for use against dark backgrounds. They are used for both Semaphore and Morse and are of two sizes, 2 feet square and 3 feet square for long distances.

19 Th

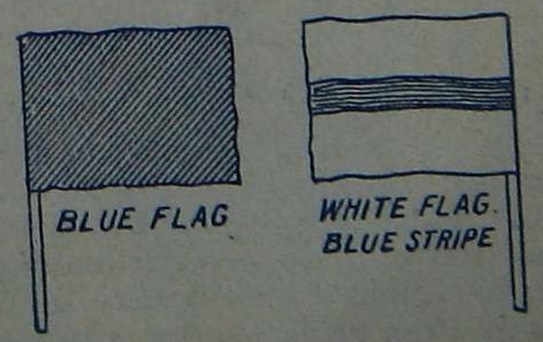
Went to Highlane

20 Fri—Black Game Shooting begins

Went to Heigh Lane

21 Sat—S. R. 4.55, S. S. 7.11

Went to Heigh Lane



22 Sun—12th after Trinity
Last Sunday at school for 3 mths.

23 Mon

High Lane

24 Tues—S. Bartholomew (Massacre 1572)
○ Full Moon, 9.41 p.m.
Made Patrol leader of Sea scout Patrol

25 Wed
Inspected by Commissioner Wells at High Lane

LIGHTING A WET MATCH. If your only match falls into a puddle just as you are preparing to light your camp fire you need not despair of striking it—even though it may have been in the water for quite a minute. Take and dry it roughly on your handkerchief or coat and then stick it in your hair. Leave it there for a minute and it will come out perfectly dry again.

26 Th
Went to High Lane

Passed signallers Badge

27 Fri
Finished work at 1-0 p.m.
went home and packed up
went to Stock for timber
caught 12-25 to Gurnear Rd

28 Sat—S. R. 5.6, S. S. 6.56
Passed through Bristol
Plymouth arrived at
Gurnear Rd 3-30
arrived at
Helston 4-p.m.
Had tea & had a look
round went on lake
arrived at Lizard
at 6 p.m had tea & bed

Took message

29 **Sun**—13th after Trinity
Went to church twice had a look round

30 Mon
(25) Started on duty went on west beat saw destroyers went fishing caught none

31 Tues Played soldiers won 1-0
Went on telephone duty till 2-30 went out for a bathe
~~inspected~~ by M. T. Dick
Said we were fit for the work

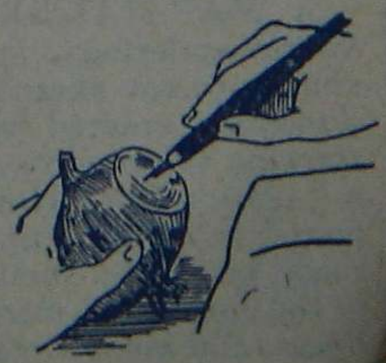
1 Sept Wed—Partridge Shooting begins.
(Last Quarter, 2.57 p.m.
Went on E Beat in afternoon

INK FOR SECRET DESPATCHES. Your message will be invisible to all not acquainted with the secret if the following instructions are carried out: Dip a pen in an onion and press till the juice comes, then, with plenty of juice on the pen, write your message. If the dispatch gets into the hands of the enemy it appears to be a blank sheet, but directly it is with your friends, they, being in the secret, warm it over the fire, when the writing stands out clearly.

2 Th

3 Fri

4 Sat—S. R. 5.17, S. S. 6.41



5 **Sun**—14th after Trinity
Steered twice on & beat-aft

6 Mon

7 Tues
On night duty 6-12

8 Wed
~~Night Duty 6-12~~
Telephone

A MAP-MAKER'S SIGN. Perhaps in the course of your wanderings, you have noticed a curious sign-post, similar to our sketch, placed in a field or like spot. These posts are erected by the surveyors who make the maps showing the conditions of the various localities. They mark a "station" or point in the mapmaker's survey. Severe fines are inflicted upon anyone who damages or removes these posts, for should their position be altered the whole of the surveyor's measurements and calculations would be upset, and much time and work wasted.

9 Th—Jewish Year 5676 begins.
● New Moon, 10.53 a.m.
~~On telephone~~
On afternoon duty had a bathe in morning

10 Fri all wreckage washed up
Saw 2 read no light + 4 two Destroyers went + set rabbit shores

11 Sat—S. R. 5.28, S. S. 6.25

12 Sun—15th after Trinity. Ember Week.

13 Mon

14 Tues

15 Wed—Ember Day

SECRET CODE. In sending despatches from one party of Scouts to another it is well to provide against the message falling into the hands of the enemy. To make a Secret Code, draw a square and divide it into 36 and fill in the alphabet and numerals as in the sketch. Each letter is represented by two numbers so that the word GLASGOW would appear as 2213113422432 5.

16 Th—☽ First Quarter, 7.21 a.m.

17 Fri—Ember Day

18 Sat—Ember Day. S. R. 5.39, S. S. 6.9

1	2	3	4	5	6
a	b	c	d	e	1
f	g	h	i	k	2
l	m	n	o	p	3
q	r	s	t	u	4
v	w	x	y	z	5

19 Sun—16th after Trinity

20 Mon

21 Tues—S. Matthew

22 Wed

FOR STAMPING PAPER. For heading patrol writing-paper, order forms, or posters announcing sports, etc., a good serviceable stamp can be easily and cheaply made by a handy scout. As our illustration shows, all that is required is a piece of wood made into the shape of a stamp, with a piece of rubber or ordinary flannel, the shape of the bird or animal which forms the patrol sign, glued on to it. Ink the stamp well, and a good impression will be left if it is firmly pressed on to the paper a couple of moments.

23 Th—☉ Full Moon, 9.35 a.m.

24 Fri—Autumnal Equinox

25 Sat—S. R. 5.50, S. S. 5.53

9th
...ıth—17th after Trinity

27 Mon

30 Th

28 Tues

1 Oct Fri—Pheasant Shooting begins.
(Last Quarter, 9.44 a.m.

29 Wed—S. Michael & All Angels. Michaelmas Day

Mother card

2 Sat—S. R. 6.2, S. S. 5.37

USEFUL TO PHOTOGRAPHERS. If you dabble in photography the sketch here shown will specially appeal to you. Whenever you see a card similar to that represented by our illustration in a chemist's window you may know that a dark-room is provided by the chemist for the use of tourist photographers. It can be used free of charge by a special arrangement with a certain photographic journal. These dark-rooms are much appreciated by photographing tourists, who would otherwise be unable to develop their plates.

3 **Sun**—18th after Trinity

4 Mon—*Charles Letts's Diaries for 1916 published*

Started to book for Massey

5 Tues

6 Wed

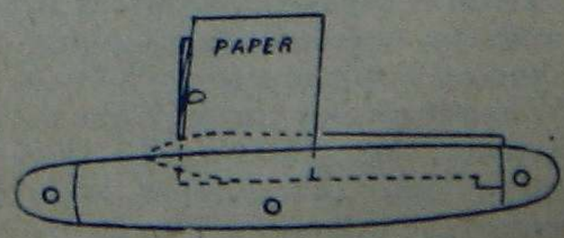
Want to Pen[illegible]

OPENING A KNIFE. A stiff penknife blade is often a severe trial to the temper. Try as you will, the usual method of opening it can only be effected with disastrous results to the finger or thumb nails. The following ingenious method will save both time and nails:—Fold a small piece of ordinary paper and slip it under the blade in the manner shown in the sketch. On pulling the paper the blade will open quite easily and the sharpest-edged knife will not cut through.

7 Th

8 Fri—● New Moon, 9.42 p.m.

9 Sat—S. R. 6.13, S. S. 5.21



10 Sun—19th after Trinity

11 Mon

12 Tues

13 Wed

WHY AN ELECTRIC BELL RINGS. When the button is pressed, the wires A and B are brought together and the current passes along to D, through E to F and then on into the two coils G G, and thence to the wire B. When it passes through the coils they become magnets and attract the armature E, thus striking the bell. At the same time the current is broken at screw D, and the armature falls back into its place to repeat the operation.

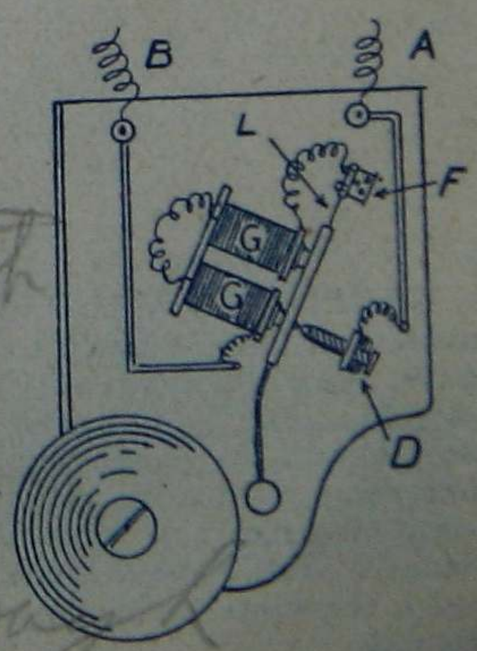
14 Th

Mother returned

15 Fri—☽ First Quarter, 1.52 p.m.

16 Sat—s. r. 6.25, s. s. 5.5

Played against Coadgwilth at 11 lost 0-2 Let-2 thro



17 Sun—20th after Trinity

18 Mon—S. Luke

19 Tues

20 Wed

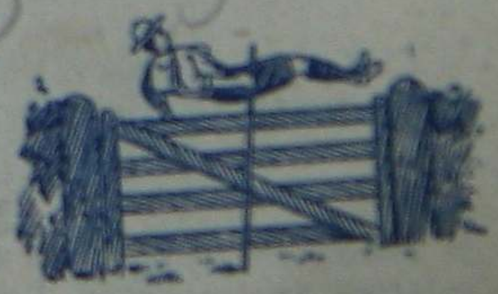
USEFUL IN VAULTING.—There is nothing the real athlete dislikes so much as to see a fellow straddle over a gate. It is ungainly, and jars with all his ideas of graceful motion. The Scout's staff proves a handy article at night, and there is no reason why it should not serve a very useful purpose by day also. It is not everybody who can vault or jump a gate in a clean, graceful fashion, and here the Scout's staff should come in handy. It can be used in much the same fashion as the American pole-jumper uses his pole.

21 Th

22 Fri

23 Sat—○ Full Moon, 0.16 a.m. S. R. 6.37, S. S. 4.51

Played Cadgwith at ○
Lost 5–3
Let 2 Unsee



24 **Sun**—21st after Trinity

25 Mon

26 Tues

27 Wed

THIS WAY TO TOWN. While taking a ramble in the country through the narrow winding lanes and by-paths, you are puzzled on emerging into the main road, to know whether to turn to the right or to the left in order to go towards town. Our illustration will solve the difficulty. It shows the arms of a telegraph pole to which the insulators are attached, and as on the main roads these arms are always on the side of the pole facing towards Town.

28 Th—SS. Simon & Jude

29 Fri

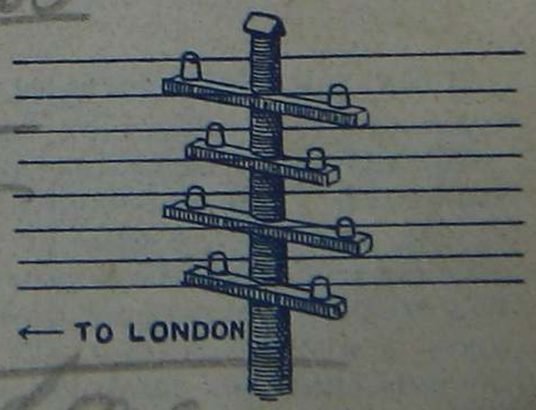
30 Sat—Aug. to Oct. Game Certificates expire

S. R. 6.50, S. S. 4.37

Played against Coldgwdth

Won 3-1

Lost one



31 **Sun**—22nd after Trinity. (Last Quarter, 4.40 a.m.

1 **Nov** Mon—All Saints

2 Tues—All Souls

3 Wed

THE DEAD MAN'S HANDLE. Should an electric train or tram motorman be suddenly attacked by illness while driving, the train would automatically come to a standstill. This is brought about by an ingenious safety device bearing the title at the head of the paragraph. The controller handle is provided with a spring top, which has to be kept pressed down all the time. Directly the knob is allowed to rise, the current is interrupted. It is obvious that any faintness would cause the motorman to release his pressure, thus stopping the train.

4 Th

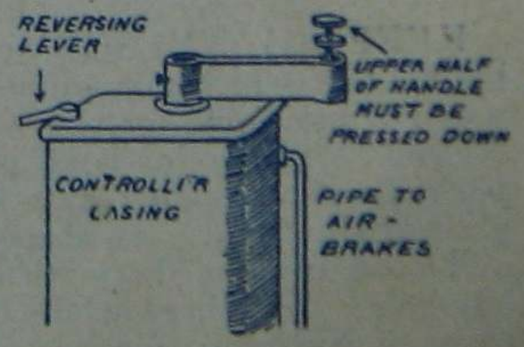
5 Fri

Band of Hope

6 Sat—S. R. 7.2, S. S. 4.25

Played Badgworth at Ivy and lost 3-1

Sat 2 through



7 **Sun**—23rd after Trinity. ● New Moon, 7.52 a.m.

8 Mon

9 Tues—Mohammendan Year 1334 begins

10 Wed

KEEPING NELSON'S MEMORY GREEN. The black scarf which our sailors wear under their collar is a token of mourning for the world's greatest admiral, Lord Nelson. The collar itself is a relic of the time when our Jack Tars wore their hair long and twisted in a greasy plait at the back. In these days the jackets were white, and soon became dirty with the constant rubbing of the oily hair. The three white lines edging the collar signify three of Nelson's great victories.

11 Th—Half Quarter Day. Martinmas.

12 Fri

13 Sat—☽ First Quarter, 11.3 p.m. S. R. 7.15, S. S. 4.13

14 Sun—24th after Trinity

15 Mon

16 Tues

D. M

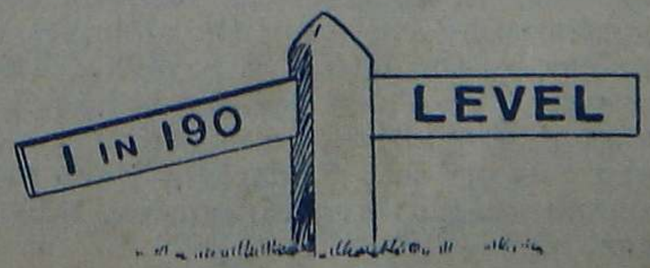
17 Wed

THE LEVEL OF THE LINE. You have no doubt often seen the sign shown on the opposite page when travelling by the train. Railways are always run on the level, but naturally it often happens that the ground is hilly in certain places. One arm of sign indicates the level and the other the incline, the arm shown indicates that there is a drop of one foot in 190 in the direction of the arm. If the level is rising, the arm points upwards.

18 Th

19 Fri

20 Sat—S. R. 7.27, S. S. 4.4



21 Sun—25th after Trinity (last)

○ Full Moon, 5.36 p.m.

22 Mon

Lantern Lecture
Did not expect to E.S.

23 Tues

24 Wed

E.S

SIGNALLING CODE TIME. This method is considered to be more expeditious than spelling out or sending the time in figures. As you will see, each hour is represented by a letter of the alphabet, and the intermediate spaces by the letters R.S.W.X. The time given is EKS or 5.52. Five past one, would be AA; 6.32, FFS; KLX, 10.59. The letters "a.m." and "p.m." are always given, and "noon" and "midnight" are always coded as one minute later to avoid confusion, thus MR a.m., and MR p.m.

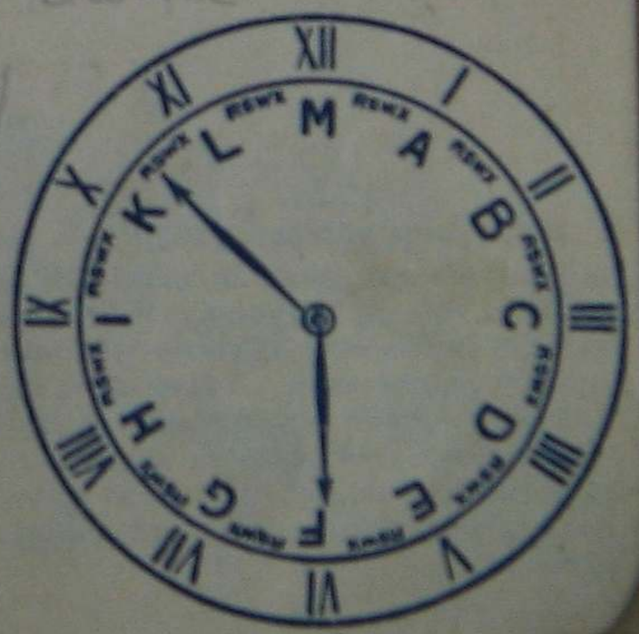
25 Th

E. S
Commenced road Syd

26 Fri

27 Sat—s. r. 7.38, s. s. 3.56

Commander came
asked for 7
days leave



28 **Sun**—Advent Sunday

29 Mon—(Last Quarter, 10.11 p.m.

30 Tues—S. Andrew

1 **Dec** Wed—Queen Alexandra born, 1844

RIFLE RANGE RULES. When at the range you should always bear in mind the following rules:—Never point a rifle at anyone. When waiting for your turn do not get in the way of those who are shooting, sit or stand quietly on one side. Never cross in front of those shooting. Do not *pull* the trigger with a jerk, *press* it. When you shoot hold your breath in; your hand will then be far steadier, but do not shut your eyes. If you are marking, take great care not to get shot. Never leave a rifle loaded.

2 Th

3 Fri

4 Sat—S. R. 7.48, S. S. 3.52

5 Sun—2nd in Advent

6 Mon—● New Moon, 6.4 p.m.

7 Tues

8 Wed

TO ROLL YOUR CAPE. Scouts who wear capes, should see that they are neatly rolled when not in use.

First spread the cape out flat, with the collar, B, folded over. *Next* fold it in half at E D, so that the edges A C are together. *Now* fold the corners C C to point F, and again fold the cape in half lengthwise, as seen in *Fig.* 2. *Finish* by rolling up from D. *Fig.* 5 shows the operation completed, and the cape strapped ready for conveying.

9 Th

10 Fri—Grouse Shooting ends

11 Sat—S. R. 7.56, S. S. 3.49

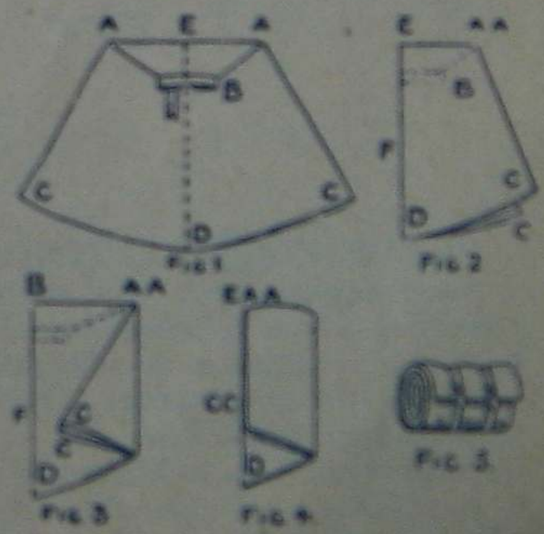


Fig 1 Fig 2 Fig 3 Fig 4 Fig 5

12 Sun—3rd in Advent. Ember Week

X

13 Mon—☽ First Quarter, 11.38 a.m.

X

14 Tues

X

15 Wed—Ember Day

X

PREVENTS SPLITTING. Sharp-pointed nails have a tendency to split the wood when driven in near extremities unless a hole is bored for them. If, however, the following treatment is administered to the nails they will not give this annoyance. Hold the nail point upwards on some hard surface as at A, and give it a tap with a hammer sufficient to blunt the point. Then the nail, like B in the picture, though still capable of being driven into the wood, is not likely to split it.

16 Th

X

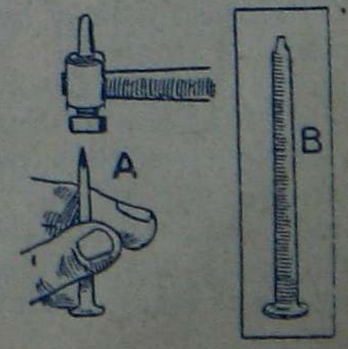
17 Fri—Ember Day

X X

18 Sat—Ember Day. S. R. 8.3, S. S. 3.50

X X

Went out in lifeboat had fine time with E.S. had tea there



19 Sun—4th in Advent

20 Mon

Go Home

21 Tues—S. Thomas. ○ Full Moon, 0.52 p.m.

went to Pictures

22 Wed—Shortest Day

Went to New Mills

HOW TO MAKE BUTTONS and LACES. When you lose a button it is easy to make one from a piece of leather. Usually the piece of an old strap is used. Cut it the right size, make two holes in it and sew on in the ordinary way or you may make one hole and tie on with a piece of leather lace. Leather laces can be cut in the way shown in the large diagram. Pull and roll the lace until it is small and even and without kinks. A leather button will be on your coat when the coat's all worn away from behind it.

23 Th

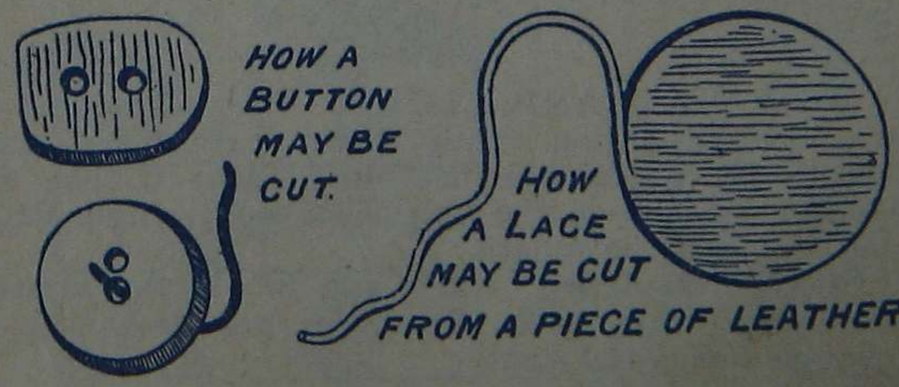
go home
Went to
High Lane

24 Fri

N/C went to
N/C

25 Sat—Christmas Day. S. R. 8.7, S. S. 3.53

Played football



26 **Sun**—1st after Christmas. S. Stephen
Went to school 6.M.

27 Mon—Bank Holiday. S. John

Went to Hippodrome
went to Pictures

28 Tues—Holy Innocents

Went to Pictures
with Walter Bane
Returned to Leyland

29 Wed—(Last Quarter, 0.59 p.m.

Return
arr Leyland
6-45

HOW TO CARICATURE. By the method shown in our illustration many funny caricatures may be obtained. Divide the head into squares, then draw a triangle and fill in the section of the triangle similar to the section of the square.

Should you desire to give the face a fat appearance draw the triangle the horizontal way, with the top of triangle facing the right.

30 Th

Saw P.S.

31 Fri—S. R. 8.8, S. S. 3.58

1 **Jan** Sat—Circumcision

Went to Bazaar
at
School
Room

ATTENDANCES AT TROOP PARADES.

	Instruction	Recreation
JAN. ...		
FEB. ...		
MAR. ...		
APRIL ...		
MAY ...		
JUNE ...		
JULY ...		
AUG. ...		
SEPT. ...		
OCT. ...		
NOV. ...		
DEC. ...		

NATURE-STUDY CHRONICLE.

WHEN YOU FIRST:

Saw the Hazel Catkins.....

Heard the Cuckoo..... .....

Saw the Swallow ....

Found the first nest .....

Saw the first Bee .....

Saw the first Butterfly .....

....

.....

.....

.....

.....

Harvest commenced ....

Harvest ended .....

First fall of snow ....

Fill in above particulars and any others that may strike you as important and compare with next year's chronicle.

CASH ACCOUNT.

Date		Received	Paid
Jan 9	1 Sword Bayonet Knife		1 6
1-0	1 List Shoes		1 3
7-2	Penknife		1 —
	Lunge		9
8-2	1 Bits	3 —	
1-4	2 Guns	5 —	
6	6-10	5-0	
6	1 Waistcoat	1-6	1 9
6	7 6 3 +6 =	6-9	8
	6 7		
July 14	1	16 —	

CASH ACCOUNT.

Date		Received	Paid
1	1 Sea Coat Hat	Aug 17	
2	" " Covers	" 17/18	
1	" Jersey	" 17	
1 Pr.	Stockings		

CASH ACCOUNT.

Date	1 Suit	Received	Paid
	Bootlaces		
	Tooth Brush		
	" Case		
	Boracic Cream		
	Hair Brush		
2 Pr	Boots —		
1	Shoes		
	Boot Polish		
	knife		
	fork		
	Spoon		
	Turkey R		
	Flannels	7 C	

CASH ACCOUNT.

Date	Pencils	Received	Paid
1	Raincoat		
1	Overcoat		
1	Rug	—	
2	Blankets		
2	Shirts		
1	Scarf shirt		
2	Prs Socks		
1	Box of Writing Paper + Env		
	Boot Brushes		
	Leggards	—	
	Bathing Costume		—
2	Night Shirts		

MY FRIENDS.

Name	Address	Troop
~~E Bowden~~ ~~Powells~~	~~81~~	Given to F. Trick on July 24th 1913
~~H Hayward~~ ~~Powells~~	~~316~~	
~~E Grayson~~	~~29~~	
Pack of cards		
Book to Read		
Scout Tests		
First aid		

MY FRIENDS.

Name	Address	Troop
3 Towells		
Hair Brush		
2 Nightshirts		

MY FRIENDS.

Name	Address	Troop
D. Hind	Sheffield House Blythe Notts	
E. Squibb	"Park house" The Fyjard Cornwall	

MY FRIENDS.

Name	Address	Troop
Fine bandages on leg	Bath	1
		5
E. Leg	Lighthouse Lizard	

EMERGENCY ADDRESSES.

Tel. No.

NEAREST DOCTORS .....

.....

.....

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

NEAREST HOSPITAL .....

.....

NEAREST CHEMIST .....

.....

.....

NEAREST AMBULANCE STATION .....

.....

NEAREST POLICE STATION.....

... .

NEAREST FIRE ALARM.....

.....

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

LETTER REGISTER.

Date	Name and Address
	Black O in record of ~~of~~ on first Page Black cross at Cadgon Page 19
	large arm sling & small arm sling Left for ing and side. St. John Ambulance Left for ing and side St. Pls for flashing in Helm & Rue Edmonton for and Stretcher Case

Mr Hartill

Old Stafford

Mr Holoran

Dear Ernest,

Wallis

~~said~~ said you had
a tent for sale
last year.
I fear still have it
I should be pleased
if you would let

book book
DR the left hand side
contains receipts &
CR right hand side
payments

Debit the receiver
& credit the giver

me know how much
you want for it
and if it is in good order
Please answer to me
to Molly Abbey
Wexford

MEMO. OF THINGS LENT.

Date	Article	Lent to	Returned
	Book	E. Blood	R
	"	S. Bagshaw	R
	"	W Lane	R
~~Apl~~ June 13	Stirgaree	S Bagshaw	

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