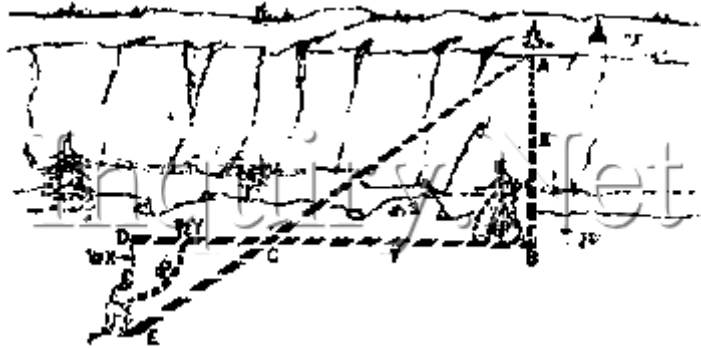


Scout Craft

□ ESTIMATION

Estimating the Width of a River

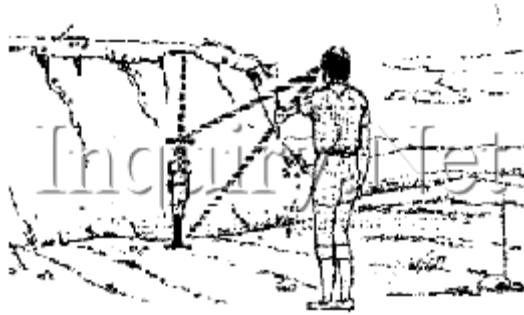
Here is a handy estimating method for Golfers and for groups setting out to erect pioneering structures.



- 1) Pick out a point across the river, such as a tree (A).
- 2) Drive a stake (B) into the ground on your side of the river, in line with the tree.
- 3) Walking parallel to the river bank, make a baseline of any convenient length, say 40 m.
- 4) Drive a stake (C) into the ground.
- 5) Continue along the bank in the same direction for half the first distance you measured (20 m).
- 6) Mark the spot D.
- 7) Make a 90° turn (your back to the river) and walk inland until you can sight your first stake C in a line with the tree across the river.
- 8) Mark the spot E.
- 9) Measure the distance between the stakes D and E.
- 10) Double this distance and you will come close to the actual width providing, of course, the sighting, measurements and angles are correct.

Pencil Method

Have a friend whose height you know stand against the object for which you want to find the height. Now follow these steps:



- 1) Hold a pencil or short stick at arm's length, and sight across top of it to the top of your friend's head.
- 2) Move your thumb down on the pencil until you sight across it to your friend's feet.
- 3) Raise your arm until your line of sight over your thumb hits the top of your friend's head.
- 4) Note where your line of vision across the top of the pencil cuts object to be measured.
- 5) Move your arm up again and repeat step 4.
- 6) Keep repeating steps 4 and 5, counting as you go up, until you reach the top of the object.

How many sightings did you take, including the first one friend? That is the number of times higher the cliff is than the height your friend. Multiply that number by your friend's height to find the height of the object.

□ **SIGNALLING**

Inquiry.Net LL	ALL WELL
Inquiry.Net N	NO
Inquiry.Net Y	YES
Inquiry.Net LL	NOT UNDERSTOOD
Inquiry.Net →	AM PROCEEDING IN THIS DIRECTION
Inquiry.Net K	INDICATE DIRECTION TO PROCEED
Inquiry.Net □	REQUIRE MAP AND COMPASS
Inquiry.Net F	REQUIRE FOOD AND WATER
Inquiry.Net X	UNABLE TO PROCEED
Inquiry.Net II	REQUIRE MEDICAL SUPPLIES
Inquiry.Net I	REQUIRE DOCTOR - SERIOUS INJURY

DISTRESS SIGNALS: S.O.S. by letter, flag, Morse, semaphore, etc., i.e. 1---1.

RADIO: if linked to base or another party by radio, whether on land, water or in the air, you should repeatedly state; "May Day, May Day," and give your location.

WHISTLE: on mountains or fells, use whistle in 3 long blasts (6 in the UK) in quick succession, repeated at 1 minute intervals. The acknowledgement is 3 blasts followed by a minutes silence, and then repeated.

Manual Alphabet for the Deaf

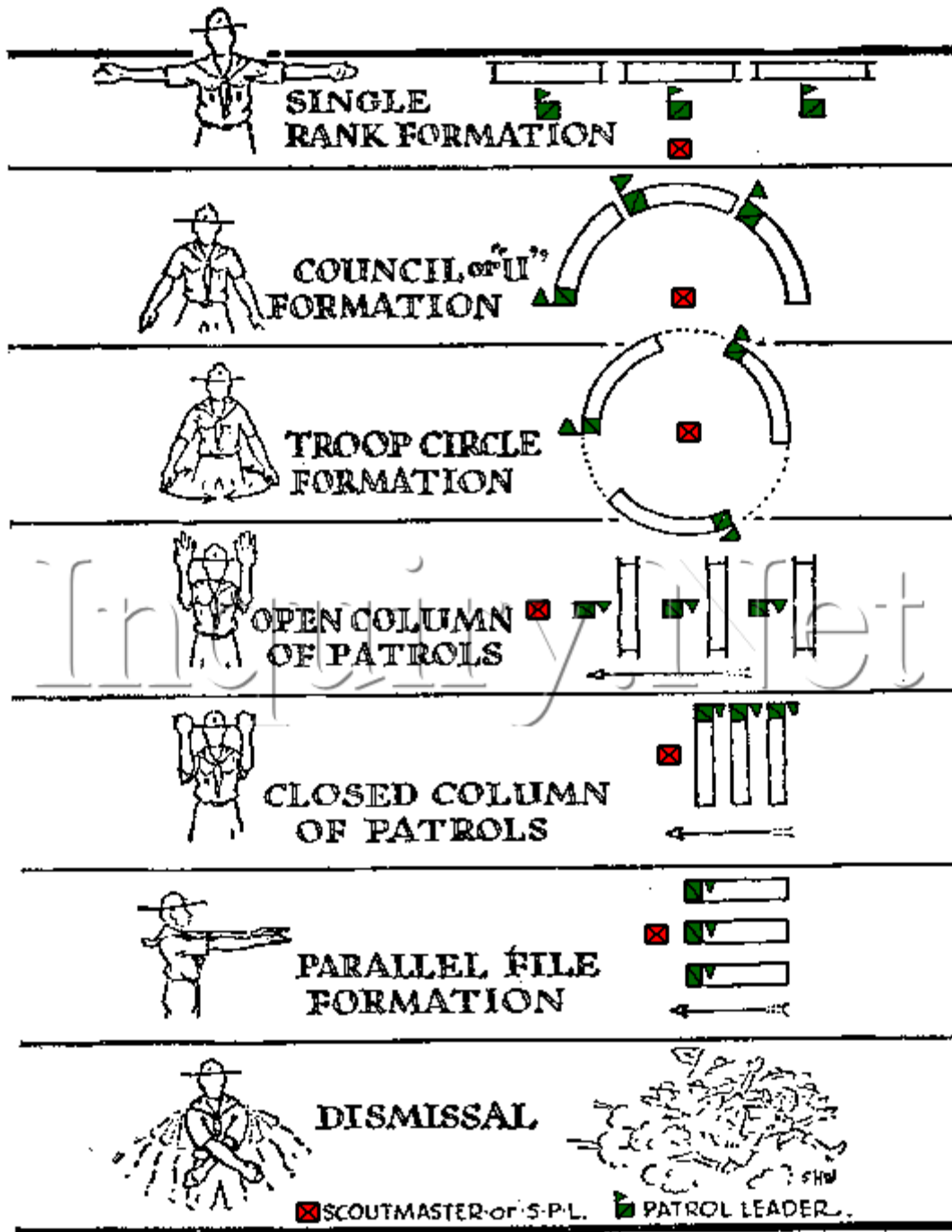


The Manual Alphabet for the Deaf is used to spell out names and places for which there are no signs. Most words are not spelled out, however, but are communicated with a sign that represents the whole word or idea.

Sign Languages such as American Sign Language (ASL) and Indian Sign Language have many advantages. In his chapter on [Sign Language](#) in the *Birch Bark Roll*, Ernest Seton lists some of these:

- In this code you can talk to any other Woodcrafter without an outsider knowing or understanding.
- It makes conversation easy in places when you must not speak aloud, as in school, during music, or by the bedside of the sick.
- It is a means of far-signaling much quicker than semaphore or other spelling codes, for this gives one or more words in one sign.
- It will enable you to talk when there is too much noise to be heard, as across the noisy streets.
- It makes it possible to talk to a deaf person.
- It is a wonderful developer of observation.
- It is a simple means of talking to an Indian or a Woodcrafter of another nationality whose language you do not understand. This indeed is its great merit. It is universal. It deals not with words but with ideas that are common to all mankind. It is therefore a kind of Esperanto already established.

□ SCOUT FORMATIONS



SINGLE RANK FORMATION (TROOP LINE):

Signal: Leader extends both arms horizontally, parallel to the line he wishes Troop to take (with his palm turned front if he wants Patrols in front of him; with palm turned back if he wants Patrols behind him).

Execution: PL's take up position in front of the center of their Patrols. Patrols fall in line two paces behind their leaders, with a two-pace interval between Patrols. APL is on right of Patrol, the other members on his left in order of sequence established by the Patrol. The line dresses right without command.

Uses: For general line-up. For inspection in meeting room.

COUNCIL OR "U" FORMATION (HORSESHOE):

Signal: Leader raises arms from the sides, sideways about 45 degrees, palms toward the body.

Execution: Scouts fall in, in a single line semi-circle around leader. Patrols observe same order of sequence as in Troop Line, though PL's fall in on the right of their Patrols.

Uses: For demonstrations, announcements or special ceremonies.

TROOP CIRCLE FORMATION:

Signal: Leader raises arms sideways 45 degrees, then swings them from front to rear and back several times.

Execution: Patrols form a complete circle around the leader in same order as in Troop line.

Uses: For ceremonies and circle games.

OPEN COLUMN OF PATROLS:

Signal: Leader extends arms forward, but bent at right angles at elbows, with fingers toward the sky.

Execution: Patrols fall in, one behind the other, dressing immediately on the front Patrol and on the right. A distance equal to the length of each Patrol should be left between it and the Patrol in front of it. PL two paces in front of the center of his Patrol.

Uses: For inspection and parade formation.

CLOSE COLUMN OF PATROLS:

Signal: Same as for Open Column of Patrols, except that *clenched lists* are extended toward the sky.

Execution: Similar to Open Column of Patrols, except that each Patrol falls in two paces *behind* the one in front of it, with the PL on the right of his Patrol.

Uses: For assembly in small room and crowded parade formation.

PARALLEL FILE FORMATION (PATROL FILES):

Signal: Arms extended forward at shoulder height, palms together.

Execution: PL's take positions two paces apart, their Scouts fall in behind them.

Uses: For relays and other games.

DISMISSAL:

Signal: Swinging arms from a crossed-front position, repeated several times.

□ **SURVIVAL KIT**

You should always carry a knife, matches in a waterproof container, a compass, and a few band-aids. These items are normally enough under normal circumstances. However, in order to live up to our motto: "Be Prepared", you should carry a personal survival kit every time you go into the wilderness.

Here are some ideas that you might consider having in your personal kit:

- Waterproofed matches
- 50 yards or meters of 25 lb test fishing line
- 10 fish hooks of various sizes
- 2 small fishing lures
- Pencil and small notebook
- 5 yards or meters of snare wire.
- Water purifying tablets
- 2 folded 10 yard or meter strips of tinfoil
- Whistle
- 50 feet or meters of parachute cord
- Roll of surgical adhesive tape.
- 10 band-aids
- Roll of dental floss (to be used for making shelters)
- Compass
- 25 extra strength Tylenol (with permission of you parents)
- 4 bouillon cubes
- 10 hard glucose candies
- 10 Teabags
- Small penknife

These items should be packed into a small tin can (which can be used as a pot to boil water), and sealed with duct tape. The emergency kit should then be placed in the bottom of your backpack and left there.

An alternative method is to carry these items in a backpacking or "fishing" vest so that they are always with you in case you are separated from your backpack.