

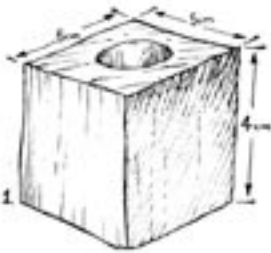
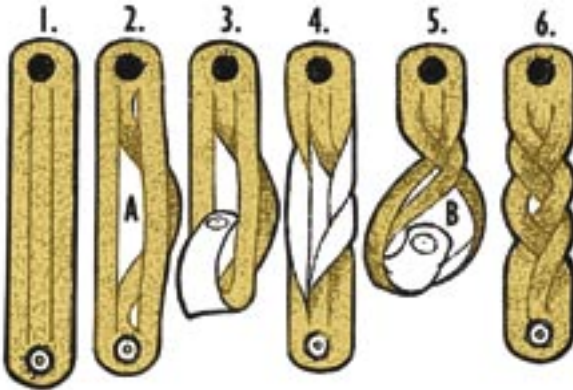
Scout Stuff



Woggles



The traditional woggle - plaited leather and press stud - can be easily made with a thin strip of leather and a press stud kit. The illustration below will show you how to plait the leather to create the woggle. It is more likely that the illustration will be used to re-plait an existing woggle that has been unraveled.



In each diagram the shaded area indicates the front of the woggle.

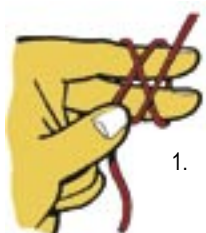
1. Lay flat
2. Fold the centre strip behind the right strip.
3. Pass the bottom portion of the woggle from the front through the gap marked 'A'.
4. You now have a weird looking plait as in diagram 4.
5. Make another plait as shown in diagram 5 and pass the bottom portion of the woggle from the front through the gap marked 'B'.



Woggles can be made from all types of material. Try carving a woggle from wood.

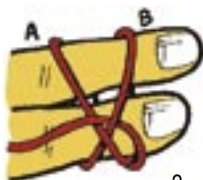
Turks Head Woggle

1. Holding one end of the cord with your thumb against your middle finger turn the cord loosely around your fingers twice, as shown.



1.

2. Turn your fingers over and pass the end of the cord under B as shown.

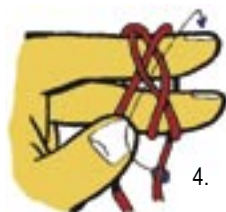


2.

3. Lift strand A over B and pass the cord up through the 'hole' created and under as shown by arrowed line. A plaited pattern should result.



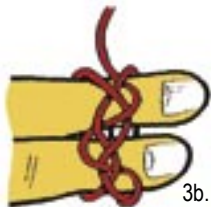
3a.



4.



5.



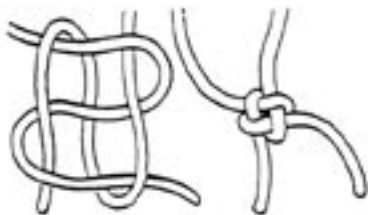
3b.

4. Turn your fingers over and bring cord up the gap as shown by arrowed line so that it lies beside the starting point. The first strand of the woggle has been created and you can remove it from your fingers if you wish.

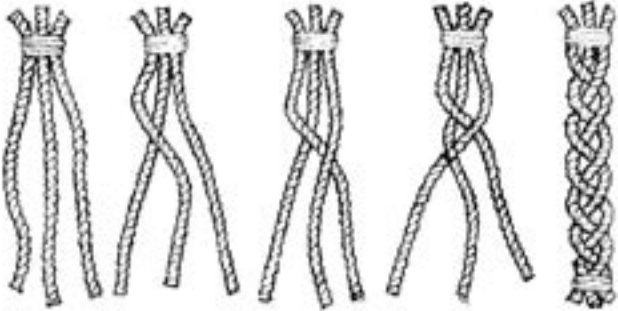
5. Continue following the line with your cord to create the second and the third strand. Tighten up and tidy up the ends and you have your woggle.

The Square Knot

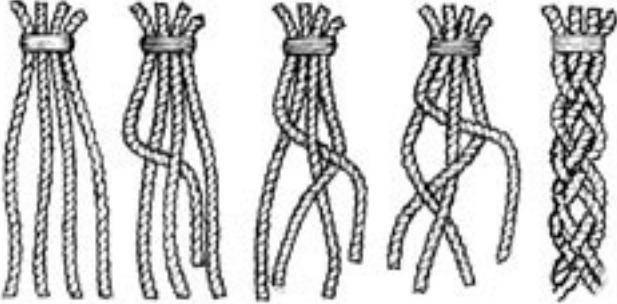
The square knot is a handy and decorative way of tying your neckerchief if you do not have a woggle. The knot is tied with the ends of the neckerchief and it is worn on the neck in an open fashion.



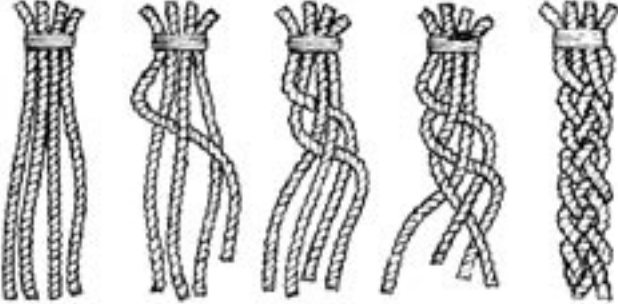
Decorative Knots



3 stranded plait



4 stranded plait - sennit





Ocean plait

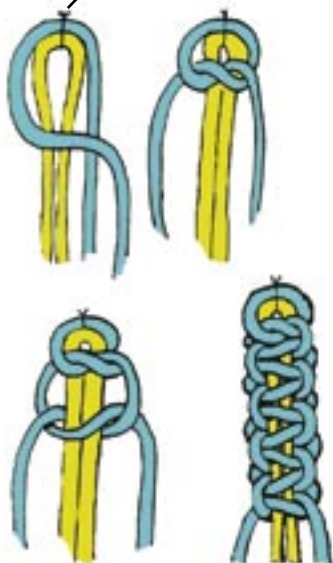
This plait creates a flat weaved mat. The design can be expanded easily so that a rope mat can be created using larger ropes. The design shown using light cord will allow you to learn the technique and make a 'scouty' key flop.



In line plait

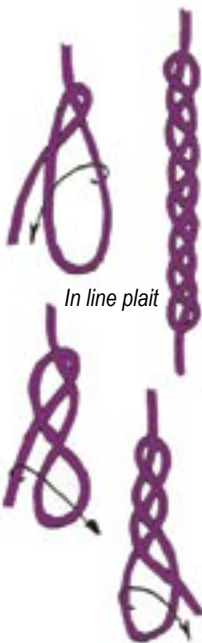
A simple plait which can be used to make bracelets or shortening ropes and cords.

Tie together with thread



Lanyard knot

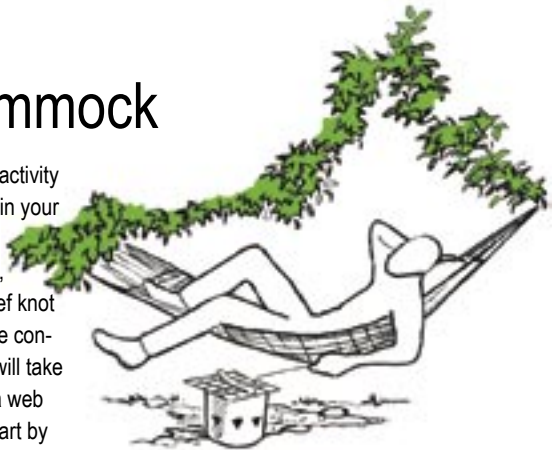
The lanyard knot is made using two pieces of cord. One piece of cord acts as the core of the knot (yellow) and the other (blue) is tied around the cord. The two pieces of cord are tied together with a small piece of thread to prevent the core slipping as you tie the knot. It is a good idea to hang the cords on a hook to make tying the knot easier and maintain tension in the lanyard.



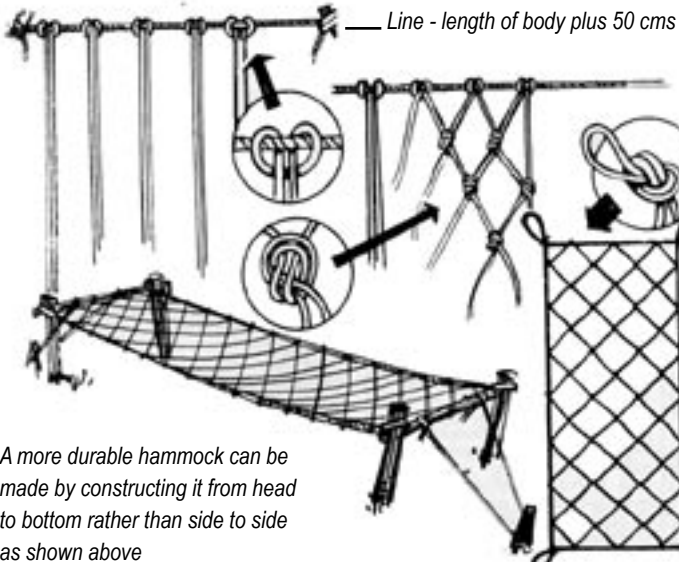
Camp Hammock

A camp hammock is a fun activity you can make on camp or in your back garden.

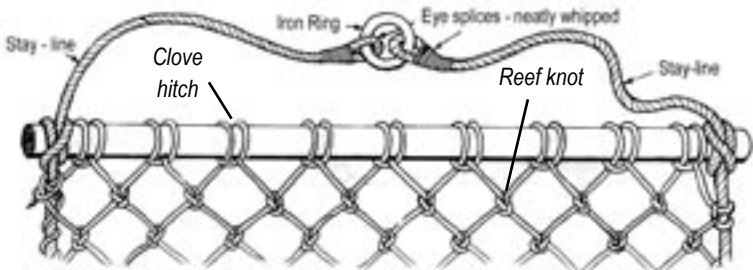
The knots used are simple, the larkshead knot, the reef knot and the overhand knot. The construction of the hammock will take time and care to produce a web structure of similar size. Start by creating a 'line' similar to a clothes line on which to create your web.



Always ensure your hammock is safely secure before you use it.



A more durable hammock can be made by constructing it from head to bottom rather than side to side as shown above



Scout Stave

A stave is a basic tool for the outdoor traveller. For thousands of years, the walking stick has been a symbol, weapon, record, and support for the tired feet and legs of the wanderer. Even today, on the trail or in camp, it has a hundred uses. For centuries, labourers used the stave to support loads and defend themselves against man and beast. The ancient Druids, who believed each wood copse had its own living spirit, apologised to a tree before cutting it to make a stave.

In B - P's day, the stave was considered an important part of a Scout's outdoor equipment. Today, a stylised figure with a stave marks trails in many modern parks and is often used to indicate the availability of hiking trails in recreation and wilderness areas.

On the Trail

A hiking stick helps make the miles glide by. It swings comfortably in your hand, offering balance and a rhythm to your gait. In dense overgrowth, use the stave to push aside brush and cobwebs, and to prevent branches from whipping into your face. You can lift up underbrush to search for berries or pry up logs and rocks to satisfy your curiosity about what's underneath. On more adventurous terrain, the walking stick is even more useful. It is a handy balancing aid when crossing log bridges. Used as a brace to lean on, it can be a life-and-sprained-ankle-saver on hills, rocky ground, and slippery-bottomed streams. Marked with a measuring scale (zero at the bottom), it is useful for measuring water depth.

A stave is handy in many emergency

situations as well. Two staves make a quick litter or stretcher. It can be a reaching aid for a friend struggling in the water. Whenever it saves you the time of having to find and cut a pole, you will appreciate having it handy. When camping, especially in open countryside, the stave can become a makeshift ridgepole or tentpole. It is instantly available for lifting hot pots off the fire or for propping up a billy of tea.

Making a Stave

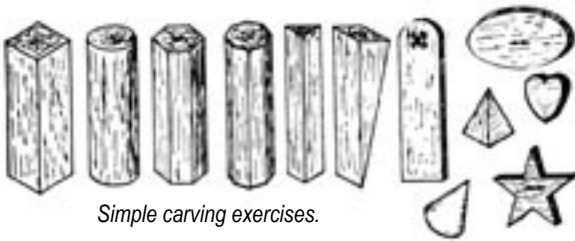
You can make a stave or walking stick from almost any type of wood. Hardwoods such as ash, oak, and maple are good. Hazel is a good choice and conifer saplings are usually straight, light, and strong. Use whatever you can find in your area. Choose standing deadwood that is straight and free from checks (splits) with the bark firmly attached. When you are ready to strip off the dried bark, a draw stroke works best. It isn't necessary to take off all the bark: simply smooth the stick at the handgrip. Those who are not into rough and rustic looking staves can sand or plane the stave and add a finish of any outdoor varnish or occasionally apply a coat of stain or oil. Raw wood takes on a beautiful sheen from perspiration, and you may achieve the finish you want just by handling your stave. Kilometre after Kilometre.

If your choice of stave is not straight it can be straightened by heating over a fire or with a hot air blower, like those used for stripping paint. As the stick heats up bend it a little at a time to the desired shape and hold in that position until it cools down. Do this a little at a time to prevent it splitting. Every member of a Patrol should have a stave. A Patrol with access to eight staves will be able to overcome most problems,

Carving and Whittling

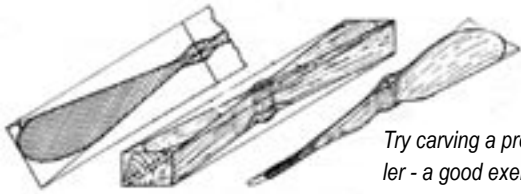


As you sit around the fire with evening approaching there is no better activity than to be able to carve or whittle a design or logo onto a stave or piece of wood. All that is required is a sharp knife - penknife. Start first with simple cutting and carving exercises to get used to the feel of the knife and the many ways you can cut and carve a piece of wood to create your



Simple carving exercises.

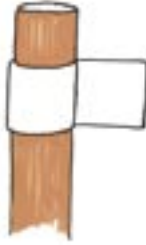
SCOUT STUFF



Try carving a propeller - a good exercise in understanding the grain

The Scout sign is a nice carving project, once the basic cuts are created in your carving wood. Use your own hand for reference as you work. Work slowly to avoid mistakes.





1. Start by wrapping a strip of paper around the stick to determine its size.

When carving it is best to sit down so that your arms rest on your legs. Always cut away from your body. Cut small pieces rather than large strips. Keep your knife sharp, as a blunt knife can be more dangerous than a sharp one.

Carve a rope effect



3. Wrap the strip around the stick again and mark lines on stick as shown. There will be three marks roughly 120 degrees apart.



2. Stretch out the strip of paper and divide in three using pencil marks.



5. Cut into the spiral cuts from top and bottom to create a smooth rope effect. Use a small wood file or sandpaper to finish.



4. Create further marks by placing the strip of paper down the length of the stick, at least twice so giving 6 marks. Join the marks by pencil lines so as to create a grid diagonally around the pole. Cut into the diagonal lines lightly with a knife or small saw to make spiral lines around your stick.

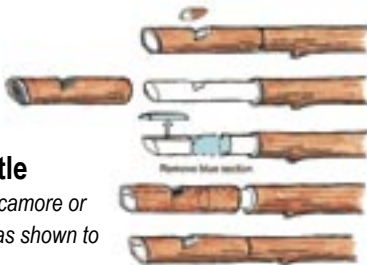
Thumb Stick



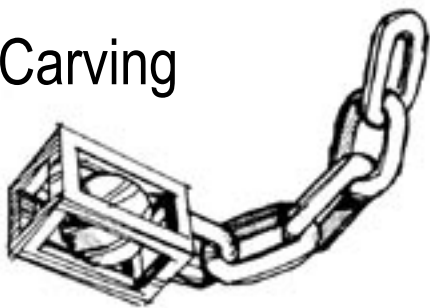
Decorate your stick with fancy ropework or branding.

Make a whistle

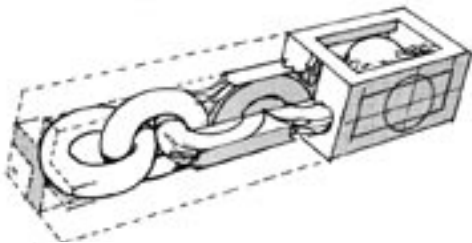
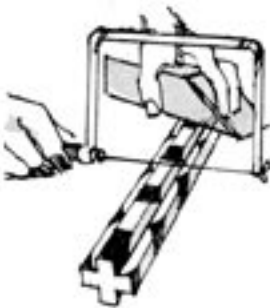
Cut a length of sycamore or chestnut and cut as shown to create a whistle.



Carving



Making a chain is a slightly more difficult project and involves a bit of careful picking and poking with the tip of your knife to prise the links of the chain apart. If you have done some woodwork in school or at home then prepare your carving wood before you start, to save on time. Use a soft wood as it is easier



If you want to create a crook on your stave, look out for sticks which come off the main branch, as shown in photo. Hawthorn branches are good for this type of stave.



Once you master the basic carving skills, be a bit more adventurous and try animal heads and faces. Draw a design on your stick so you can plan your carving.

Burn in fine details with heated wire, nail or metal tent peg.

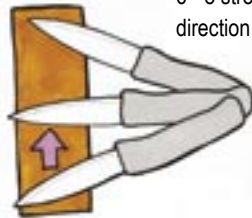


Sharpening a knife

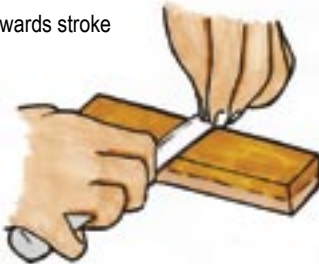
Forward stroke



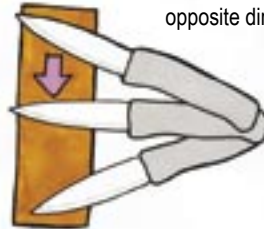
6 - 8 strokes in one direction



Backwards stroke



6 - 8 strokes in the opposite direction



Use a carborundum or other sharpening stone. It is best used dry without the use of oil. Lay knife on its back flat to the stone. This will give a fine edge for carving. You can obtain a more durable edge by raising the back of the blade to about 15 to 20



Finish off your edge on a small piece of fine grade wet and dry



In order to retain your edge it needs to be stropped using a piece of leather strapping - the back of a scout belt. You can also make a stropping board as shown with a piece of leather glued to a suitable board.

Homemade stoves

All of these burners should be tested carefully in an outdoor setting before permanent use.

Alcohol Stove 1



1. You need two empty drinks tins. Cut off the bottom of each tin as shown.



2. Punch small holes with a map pin around the edge and centre of the tin bottom as shown.



3. Half fill the other half with 'Perlite', a granular substance which is mixed into compost for pot plants. This is obtainable from garden centres.

4. Join the two halves together and crimp edges so that they stay together.



5. Half fill the burner with methylated spirits and light. Test the burner before permanent use.



You can make a pot stand by folding a coat hanger to shape.



Saw dust stove

Start by punching a number of large holes in the bottom of a tin can. Place a broom handle or round stick in the tin and pack it with sawdust. Carefully remove the handle or stick to create a tunnel. Bend a number of metal tent pegs into shape and place along the side of the tin. Start the burner by placing a burning paper into

Alcohol Burner 2



For this stove you need a drinks tin, fibre - glass, some fine mesh and a small fruit tin.

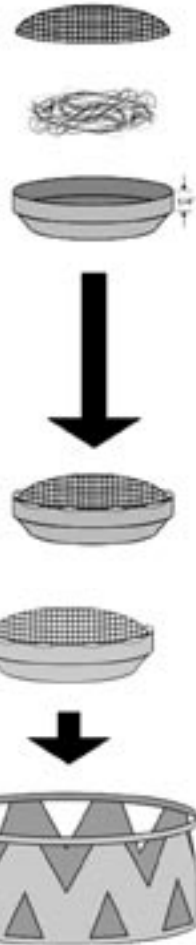
Constructing the burner is easy. Cut off the bottom of a drinks tin and leave a lip of about 10mm above the edge. Place fibre glass, firmly, but not compacted, into the tin and cover with fine mesh. Crimp tin edge to hold the mesh in place.



Cut the fruit tin as shown to make a burner frame.

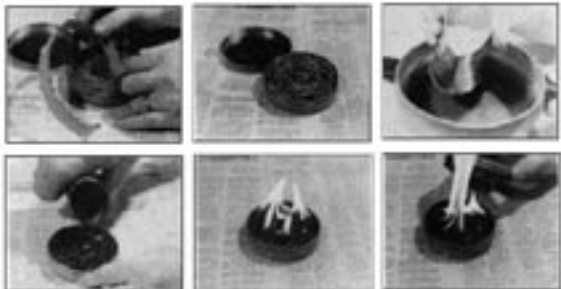
Place the burner into the frame.

Half fill the burner with methylated spirits and test burner before permanent use.

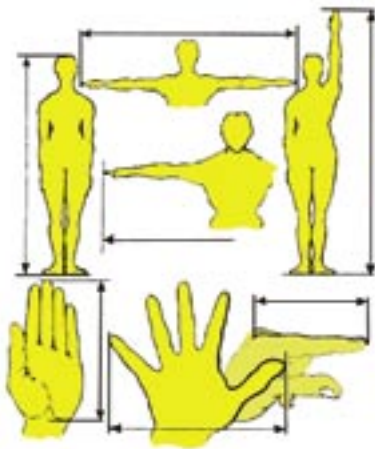


Cardboard and wax stove

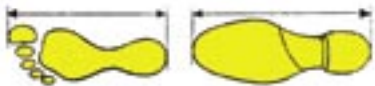
Start by cutting small strips of cardboard and place these loosely into the tin shoe polish or hard bolded sweet tin. Melt some wax - (old candles), and pour into the tin. Allow some cardboard to show through the wax. Light the cardboard and allow it to char. Quench fire and it is now ready for use.



Estimation

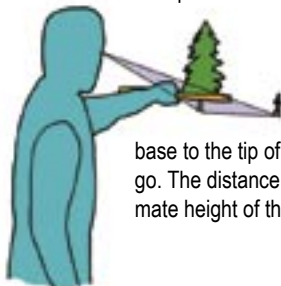


The ability to estimate is a useful skill for any Scout to have and can be used in many activities from pioneering to map reading. Knowledge of your own personal measurements will enable you to approximate many distances and sizes. Using these measurements will allow you to approximately work out measurements of many different objects. By far the most important personal measurement will be your pace. Get to know it by measuring it a number of times in normal walking - not a stretched or exaggerated pace. Find out how many paces you make in a 100 metres. Practice this on level ground and rough ground.



Estimating height Lumberman method

Hold a stick out in front of you and place the tip in line with the top of the tree. Move

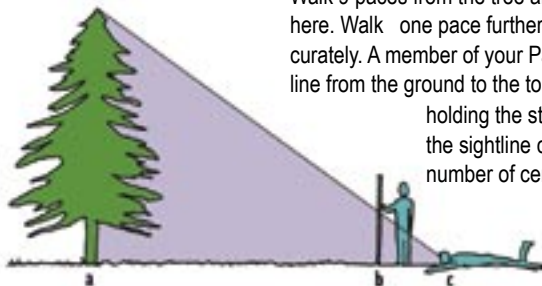


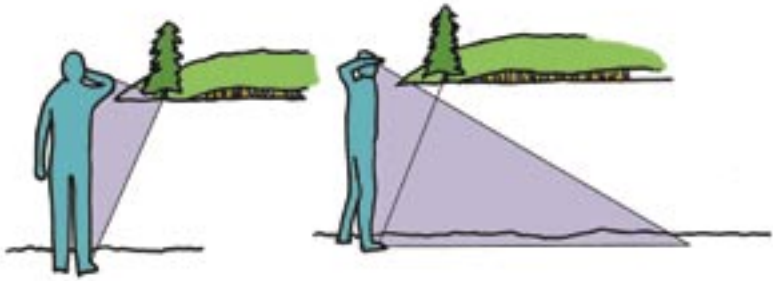
your thumb until it is in line with the bottom. Turn the stick 90 degrees and have a friend walk from the

base to the tip of the stick counting as they go. The distance travelled is the approximate height of the tree.

Centimetre to Metre method

Walk 9 paces from the tree and place the stave upright here. Walk one pace further and mark this place accurately. A member of your Patrol sights an imaginary line from the ground to the top of the tree line. The Scout holding the stave marks the point where the sightline crosses the stave. The number of centimetres from the ground to this point divided by 10 will give you the approximate



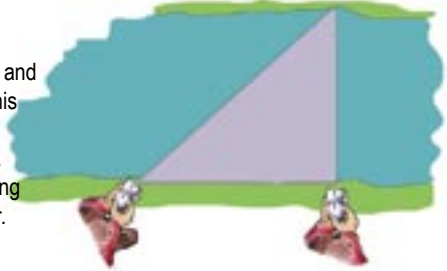


Napoleonic method

Stand on one bank and hold your hand against your eyebrows, with the palm facing downwards. Slant your hand until it appears to touch the opposite bank. Turn 90 degrees and note the point where the edge of your palm appears to touch the ground. The distance from where you stand to this point is the width of the river.

Compass method

Locate a point on the opposite river bank and take a bearing on it. Add 45 degrees to this bearing. Then walk along the bank until the compass pointer points at the object. The distance from this point to your starting point is the approximate width of the river.



Some other methods

Pencil method

Have a Scout whose height you know stand in against the object. Take a piece of stick or a pencil and hold at arms length and sight the top and foot of the Scout, on the pencil. You now have a representation of a certain height on the pencil. Estimate how many times this height goes into the height of the object. Multiply this figure by the height of the Scout and you have the approximate height of the object.

Indian method

Move away from the object to be measured and turn your back to it. Bend over and look between your legs and move slowly forwards and backwards until you can see the top of the object. From this spot to the base equals the approximate

height.

Comparison

This is the skill of comparing a distance or size with something you know- the length of a football pitch or a distance on a racing track. Practice makes perfect.

Half and half

Divide the distance to be estimated by half and then by half again until you have a short distance that you can measure. Multiply this distance by the number of

times you halved it.

Sound

Sound travels at 331 metres per second, so by counting the seconds from the time you see an action to the time you hear it, you can estimate the distance by the

Codes and ciphers

During your time in Scouting you will be confronted with games, challenges and activities that will involve the use of codes and ciphers. The traditional codes, Semaphore and Morse Code are no longer used professionally.

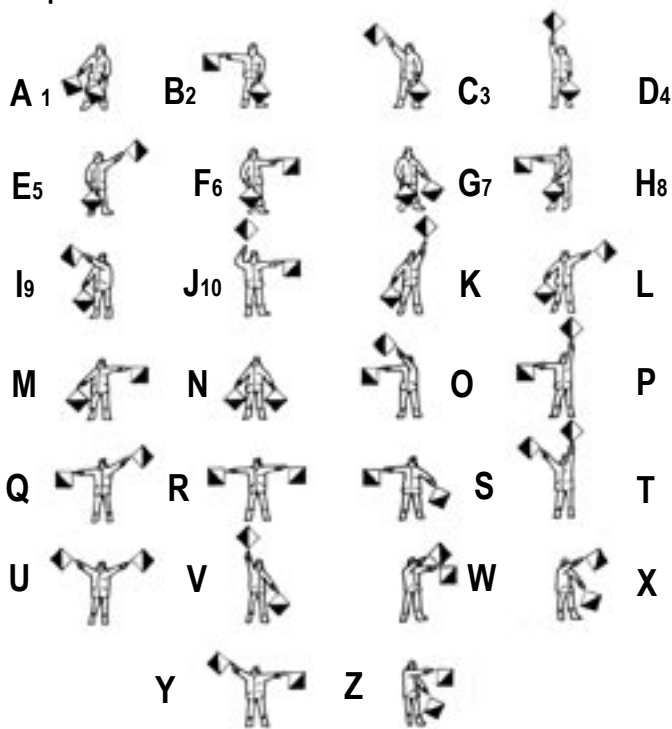
Semaphore was used by the navies and armies for communications during the last century. Morse was the primary code used in radio transmission and is now used as a back up for radio ham operators. Their use in Scouting is for

fun.

Frame codes have always been popular for games and activities as they are graphically different and appeal to Scouts. Once you know how they are constructed they are easy to remember.

During games and activities it is always possible that Morse or Semaphore will be used. Signalling by torch or tapping in the case of Morse; signalling by flags in the case of Semaphore from hill top to hill top. Usually a simpler method using a grid can be used for Semaphore. Using the grid

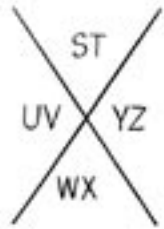
Semaphore (as seen by receiver)



Frame Code

The frame code uses a grid system to determine the position of letters. The message is then written graphically as shown. The dot indicates the second letter in the frame.

AB	CD	EF
GH	IJ	KL
MN	OP	QR



you only have to remember the first five signals.

Being able to crack a code is a necessary skill. Being familiar with the common codes will make this simpler to do. The easiest way to crack a code is to figure out what the small words are first - the, and, to, for, of, etc.

Another useful aid is to be aware of the frequency of letters. The most commonly letters used, in rank, are E, T, R, I, N, O, A, S and the least commonly letters used, in rank, are Z, J, Q, K, X, B, V, W. Using this information you can make reasonable

Semaphore grid

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I	JZ
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y

Example the letter N = 4, 3.

Morse Code

A	● —	N	— ●
B	— ● ● ●	O	— — —
C	— ● — ●	P	● — — ●
D	— ● ●	Q	— — ● —
E	●	R	● — ●
F	● ● — ●	S	● ● ●
G	— — ●	T	—
H	● ● ● ●	U	● ● —
I	● ●	V	● ● ● —
J	● — — —	W	● — —
K	— ● —	X	— ● ● —
L	● — ● ●	Y	— ● — —
M	— —	Z	— — ● ●

1	● — — — —	6	— ● ● ● ●
2	● ● — — —	7	— — ● ● ●
3	● ● ● — —	8	— — — ● ●
4	● ● ● ● —	9	— — — — ●
5	● ● ● ● ●	0	— — — — —

Orienteering



Orienteering is a sport set around the skills of map and compass reading. Normally the route is set on open countryside over a variety of terrain. The skill of the orienteer is to get around all the control points in the shortest time.



Control flag

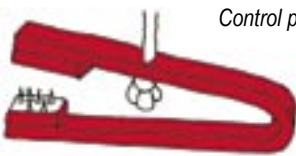


Section of an orienteering map showing controls and course sequence.

An orienteering map is more detailed than, and coloured differently to, the standard Ordnance Survey map.

The map is marked with control points, before you start, and the best route around the course is decided before the competition begins.

Control points are marked by red and white flags, or by a letter painted on a board, and with a control punch. A control card, with your name and start time, is punched by you at each control. This card is used to verify your arrival at each control. The card is submitted to the organisers at the end of the circuit and your total

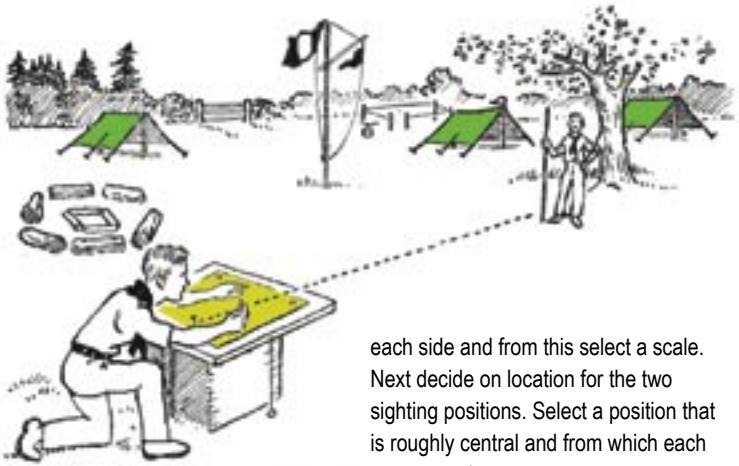


Control punch

Orienteering map of Larch Hill



Plane table surveying



Plane table surveying is a method of making a simple map. You will require graph paper, pencil, ruler and a drawing board or base.

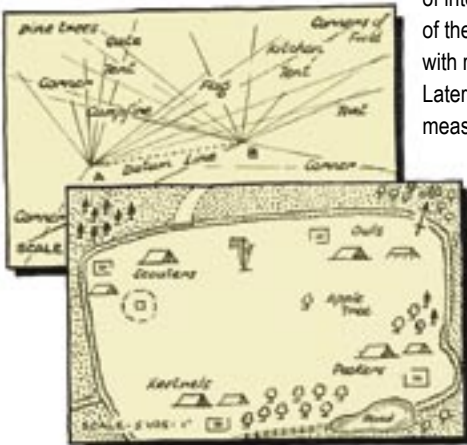
Before you start you need to determine the basic size of the area so that a scale can be struck for the survey. Walk the field and work out the number of paces along

each side and from this select a scale. Next decide on location for the two sighting positions. Select a position that is roughly central and from which each corner can be seen.

Place a pin in your drawing board and draw a line. Sight along this in the direction of your second point and mark its location exactly according to the scale decided. Place a second pin in this spot.

Now working from the two pin points sight features and key points of your camping field on the map and measure distances. Use your ruler to scale their positions on the drawing board. This will create a series of interconnecting lines. The intersection of the two lines is the location of the point with reference to your baseline.

Later draw a clearer map using these base measurements as your reference, adding



This basic method of map making is called triangulation, which is the basis for mapmaking (known also as cartography)

Tracking



Turn right



Follow this trail



Turn left



Follow this trail



Message hidden 12 paces from here



Message hidden four paces from here



Follow this trail



Do not follow this trail



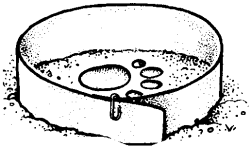
Group has split up four have taken this trail and two the other one



Gone home



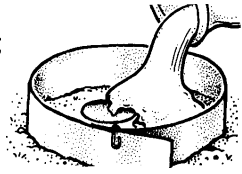
Plaster cast of an animal track



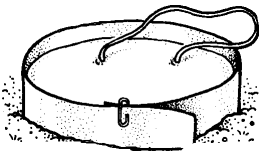
Grease some card with Vaseline and place around the track.



Mix up Plaster of Paris per instructions.



Pour the plaster into the mould and allow to set.



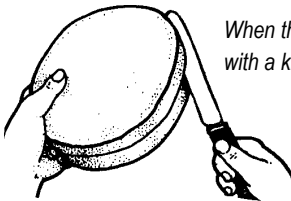
Place a piece of string, for hanging later, in the plaster before, it sets.



Lift up the cast and turn over. This is a negative image and you'll need to make another casting to make a positive one



Grease the top of the casting and place new card around the cast to create a mould.



When the cast is set, work around edges with a knife and prise apart with care

Stalking

If you want to observe animals at close range you will need to stalk up (creep up) on them slowly and quietly. There are a number of techniques, from a stoop to a flat crawl - see diagrams. Always approach the animals from downwind and wear clothing with subdued colouring. Use whatever cover is available and peep out from the side rather than the top. Avoid using the skyline where an outline would



Campfires

Seated around a glowing campfire, a person feels at peace with the world. As sparks drift upward, the magical night sounds and moonlight stir thoughts that link the present and distant past.

The campfire circle is a place for creating memories and dreams. It is a place to recall past camps, old friends and good times. The most memorable part of a camping experience is often the campfire at the end of the day.

Creating Atmosphere

Good campfires don't just happen. You need to plan all the elements that come together to create an atmosphere for friendship and camaraderie. Let's look at some of the elements in more details.

Campfire Rules

Enter the campfire circle silently.

Sit in a circle around the fire. Standing, running around or horseplay are not permitted.

Do not poke sticks or throw rubbish into the fire.

Be polite to others; do not talk during a song or sketch.

Cheer all contributors for doing their best.

Keep flashlights turned off after entering the campfire circle.

Leave the campfire circle in silence.

You should wear your campfire blankets decorated with badges which you have collected.

The Fire

The focal point of the campfire now becomes the fire. Many well-planned programmes have gone awry because the fire was a failure. You need a fire that lights quickly, burns brightly and lasts only as long as the campfire programme. Never leave a fire unattended and never leave it to burn out by itself.

You can use several types of fire styles for a campfire –

The Pyramid fire – pairs of logs resting on each other and narrowing to a point – the centre of the pyramid packed with kindling

The Log Cabin fire – similar to above but box shaped and not narrowing to a point – 2 heavy logs, six mediums, three heavy, six mediums, three heavy etc.

The Tepee fire – stack the wood on end with the tops meeting like a tepee

Campfire Leadership

The most important quality of a good campfire leader is enthusiasm. You don't need to be able to sing on key but you do need enough interest and spirit to help motivate others to join the fun. A campfire leader prepares the programme, lists participants, their activities, roles, and timing. Smutty songs or ethnic jokes turned into sketches are not appropriate or welcome at a Scouting event.

Flags

As a Scout you may be called upon to carry the Troop or Patrol Colours. A flag is the symbol of the honour, tradition and sometimes the history of the country or body it represents. It should therefore be treated with great respect. When not in use it should be put away carefully. Never let a flag touch the ground.

Always stand at the alert when the colours march past. If in uniform and not under Parade orders, salute National and Scout colours. When the Flag has become so worn or frayed that it is no longer fit for display, it should be destroyed by burning.

Flying

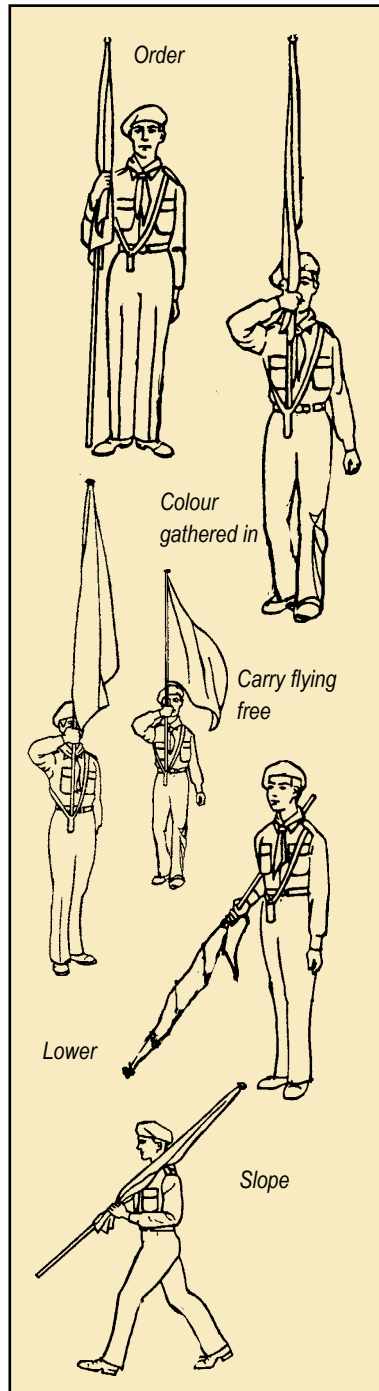
No flag or pennant should be flown above the National Flag. When the National Flag is carried with another flag or flags, it should be carried in the place of honour. When the National Flag is flown from a group of flag poles of equal height, it should be the first on the right of the line. This is the observer's left as he faces the flags. If the flag poles are of different heights the National Flag flies from the highest flag pole.

Escorting Flags

A flag when carried on parade should be escorted by two Scouts who should march on either side of the flag bearer and slightly to the rear.

Flag Carrier

The flag carrier belt should be worn over the left shoulder and should be so





Rope problem



The challenge

You need to place a rope on a branch on the opposite side of a ravine or river - how do you get the rope around the branch?

Start by using a lighter rope or line than the rope you intend using for your bridge or swing. Create a loop in the end of the rope and place a small stick across the loop using the lay of the rope to hold the stick in place.

Next you need some light line or string to which you attach a hooked stick. (see illustration). The heavy line is thrown the branch - or you can use a light line (with a weight on it) first, and then draw the heavy line over the branch.



Use the hooked stick attached to the light line and try to pass it through the loop. Once you snag the loop pull the heavy line to you. You now have your line attached to the opposite bank and it will be easy to

