

CAMP FIRE YARN NO. 9

CAMPING

**Comfort in Camp — Ground
— Camp Equipment**

**Camp Pitching — Fire
Building — Keeping Camp
Clean**

Some people talk of “roughing it” in camp. Well, a tenderfoot may find it rough and uncomfortable. But there is no “roughing it” for an old Scout; he knows how to look after himself and make himself comfortable. If he has no tent, he doesn’t sit down to shiver and grouse, but sets to work to rig up a shelter or hut for himself. He chooses a good spot for it where he is not likely to be flooded out if a storm of rain were to come on. Then he lights a camp fire, and makes himself a soft mattress of ferns or straw.

An old Scout is full of resource. He can find a way out of any difficulty or discomfort.

Ground

When you go camping, you must first decide where you will have your camp, and then what kind of camp it shall be.

The nearer it is to your homes, the less will be the expense of travelling.

To my mind, the best place for a camp is in or close by a wood where you have permission to cut firewood and to build huts. So if you know of an owner in your neighbourhood who may let you use a corner of his wood, there is your chance. Inside a wood the ground may be damp and the trees will continue dripping in wet weather. Be on the look-out for this. If you build good rain-proof huts, you need no tents.

The seaside also gives some good camp grounds if you find a place where boats are available and bathing possible. Sometimes you can get the use of a boathouse to live in. Don’t forget that you will want good water and some firewood.

Or you can go to mountains, moor, or river, and get permission to pitch your camp.

In choosing the camp site, always think what it would be if the weather became very rainy and windy. Choose the driest and most sheltered spot, not too far away from your water supply. Remember that a good water supply is of first importance. And make sure that your drinking water is pure.

Tramping Camps

Instead of a fixed or “standing camp”, many Scouts prefer a “tramping camp”.

Of course, it is much better fun to go over new country. But to make a tramping camp enjoyable you want good weather.

In arranging your tramp, your first point will be to select the line of country you want to visit, and mark out from the map where you will halt each night. You will find that about five miles a day is as much as you will want to do.

You might want to make a trek-cart for carrying your tents, blankets, waterproof sheets, and so on.

At the end of each day's march you would get permission from a farmer to pitch your camp in his field, or get the use of his barn to sleep in—especially if the weather be wet.

Tents

Before you know which type of tent you will want, you must decide whether it will be wanted for a standing or moving camp.

For a standing camp, from which you don't mean to move, I prefer the kind used by explorers called a ridge tent or wall tent. They are unequalled for comfort and for making the camp look neat. If they have fly-sheets, they will be quite waterproof, even if you touch the inside of the tent, and the fly-sheet will keep the tent cool in hot sunshine and warm in frosty weather.



The "ridge tent" or "wall tent" is one of the favorite tent models used by explorers in many parts of the world.

Smaller Scout tents also do very well for camp if you can have two or more for each Patrol. You can make your own tent during the winter

months—and this, perhaps, is the best way of all, as it comes cheapest in the end. And if, while you are about it, you make one or two extra ones, you may be able to sell them at a good profit.

Where the expense of tents prohibits buying them, remember that used tents may often be hired for a week or more at small cost.

Camp Equipment

Your next point is to look to the equipment—that is to say, what you will need in the way of cooking gear, buckets, tools and so on. Here is a rough list of things that are useful in a standing camp, but they will not all be necessary in a bivouac or tramping camp:

For Tent—Bucket, lantern and candles, matches, mallet, basin, spade, axe, hank of cord, Patrol flag, and strap for hanging things on the tent pole.

For Kitchen—Saucepan or stewpot, fry-pan, kettle, gridiron, matches, bucket, butcher's knife, ladle, cleaning rags, bags for potatoes, etc.

For Each Scout—Waterproof sheet, two blankets, cord or strap for tying them up, straw mattress (to be made in camp— twine and straw required), ration bags. It is important that enough sleeping bags or blankets be provided to enable each Scout to make up a separate bed.

Personal Equipment— Each Scout will need:

Complete Scout Uniform, including hat	
Pyjamas or change for night	
Sweater	Mending materials
Rain coat	Plates, cup or mug
Spare shoes	Knife, fork and spoon
Bathing suit	Matches
Towel	Haversack or pack
Handkerchiefs	Soap, comb, brush, toothbrush, in toilet bag

An old camper always has with him in camp three or four little linen bags for carrying his provisions. Of course, he makes these for himself before going out into camp.

The ration bag need not be bigger than 6 inches deep by 3 inches wide, and should have a tape run through the hem of the neck with which to draw it tight.

While you are about it, it is also useful to make yourself some bigger bags to keep odds and ends in, in camp—such as string, spare buttons, needle case, scissors, and so on.

I have linen bags, too, for putting my boots into when packing up. It prevents them from dirtying the clothes among which they are packed.

Food

If fresh meat is used, be sure that it is *fresh*, and remember that eggs, rice, and porridge keep better. Fruit is easy to stew and good to eat. Chocolate is very useful in camp and on the march.

A good kind of bread for camp is what the Boers and most South African hunters use, and that is “rusks”. Rusks are easily made. You buy a stale loaf at the baker’s at half-price, cut it up into thick slices or square junks, and then bake these in an oven or toast them before a hot fire till they are quite hard. They do very well instead of bread. Soft bread easily gets damp and sour and stale in camp.

Making Camp

In Scout camps the tents are not pitched in lines and streets as in military camps, but are dotted about in Patrol units, fifty or a hundred yards apart or more, in a big circle round the Scoutmaster’s tent, which, with the flag and camp fire, is generally in the centre.

Pitching Tents

When you have chosen the spot for your camp, pitch your tent with the door away from the wind.

If heavy rain comes on, dig a small trench about three inches deep all round the tent to prevent it from getting flooded.



You can smile at the rain if you have pitched your tent properly.

This trench should lead the water away downhill. Dig a small hole the size of a teacup alongside the foot of the pole into which to shift it if rain comes on. This enables you to slack up all ropes at once to allow for their shrinking when they get wet.

Water Supply

If there is a spring or stream, the best part of it must be kept strictly clear and clean for drinking water. Farther downstream, a place may be appointed for bathing, washing clothes, and so on.

The greatest care is always taken by Scouts to keep their drinking water supply very clean, otherwise they may get sickness among them.

All water has a large number of germs in it, too small to be seen without the help of a microscope. Some of them are dangerous, some are not. You can't tell whether the dangerous ones are there, so if you are in doubt about the water, it is safest to kill all the germs by boiling the water. Then let it cool again before drinking it. In boiling the water, don't let it merely come to a boil, and then take it off, but let it boil fully for a quarter of an hour, as germs are very tough customers, and take a lot of boiling before they get killed.

Kitchens

The cooking fire is made to leeward, or downwind of the camp, so that the smoke and sparks from the fire don't blow into the tents. Cooking fires are described on pages 124-127.

Old Scouts always take special care to keep the kitchen particularly clean, as, if scraps are left lying about, flies collect and are very likely to poison the food, and this may bring sickness to the Scouts.



TOMMY THE TENDERFOOT No. 4
TOMMY GOES CAMPING

Arriving in camp brimming over with hopes
He finds out that tents are supported by ropes.

Note to Parents

Camping is the great point in Scouting which appeals to the boy, and the opportunity for teaching him self-reliance and resourcefulness, besides giving him health.

Some parents who have never had experience of camp life themselves, look upon camping with misgivings as possibly likely to be too rough and risky for their boys. But when they see their lads return full of health and happiness outwardly, and morally improved in the points of practical manliness and comradeship, they cannot fail to appreciate the good which comes from such an outing.

I sincerely hope, therefore, that no obstacle may be placed in the way of the boys taking their holiday on the lines suggested.

So keep the camp kitchen and the ground around it very clean at all times.

To do this you will want a wet and a dry pit. These are holes about eighteen inches square and at least two feet deep. The top of the wet one is covered with a layer of straw or grass, and all greasy water is poured through this into the pit. The covering collects the grease in the water and prevents it from clogging up the ground. The straw or grass should be burnt every day and renewed.

Into the dry pit is put everything else that will not burn. Tin cans should be burnt first and then hammered out flat before being put in the dry pit. Burn everything you can or your pit will very soon be full. The rubbish should be covered with a layer of earth every evening.

Latrines

Another very important point for the health of the Scouts is to dig a trench to serve as a latrine. On reaching the camping ground the latrine is the very first thing to attend to—and all Scouts bear this in mind.

Before pitching tents or lighting the fire the latrine is dug and screens erected around it. The trench should be two feet deep, three feet long, and one foot wide, so that the user can squat astride of it, one foot on each side. A thick sprinkling of earth should be thrown in after use, and the whole trench carefully filled in with earth after a few days' use.

There should also be a wet latrine made by digging a hole and half-filling it with stones for drainage.

Even in a one-night camp, Scouts should dig a latrine trench. And when rearing away from camp a Scout will always dig a small pit a few inches deep, which he will fill in again after use. Neglect of this not only makes a place unhealthy, but also makes farmers and landowners disinclined to give the use of their ground for Scouts to camp on. So don't forget it, Scouts!

Camp Routine

Here are two suggested time-tables for the day:

7:00 a.m. Turn out, air bed, wash, etc.

8:00 a.m. Hoist the flag; prayers: (It may be found better to have this directly after inspection.)

8:15 a.m. Breakfast.

9:45 a.m. Inspection

10:00 a.m. Scouting practice. Swimming

1:00 p.m. Lunch

1:30-2:30 p.m. Rest (compulsory)

2:30-5:30 p.m. Scouting games in neighbourhood. Swimming

6:30 p.m. Dinner, followed by free time

8:30-9:30 p.m. Camp fire
(Or 9:00-11:00 p.m. Night practices.)

9:30 p.m. Turn in

10:00 p.m. Lights out. Silence in camp

7:00 a.m. Turn out, air bed, wash, etc.

8:00 a.m. Flag break; prayers

8:15 a.m. Breakfast

10:00 a.m. Inspection

10:15 a.m. -12 noon. Scouting activities

1:00 p.m. Dinner.

1:30-2:30 p.m. Quiet hour

2:30-5:00 p.m. Wide games

5:00 p.m. Tea and biscuits

5:30-8:00 p.m. Recreation and camp games

8:00 p.m. Cocoa

8:30-9:30 p.m. Camp fire

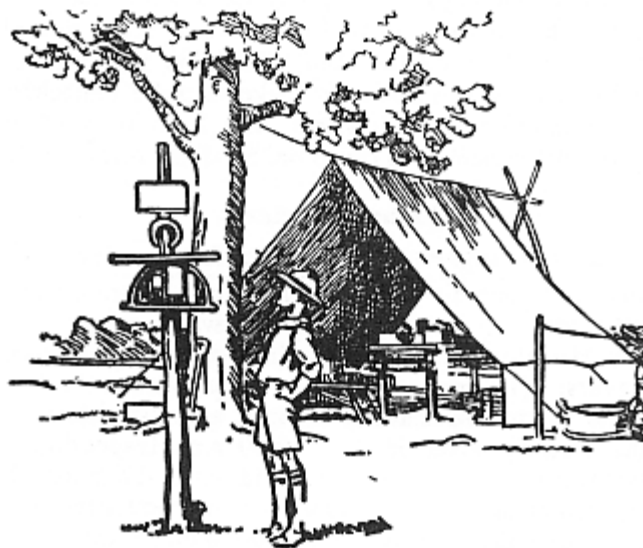
10:00 p.m. Lights out

Bathing and Swimming

When in camp, bathing will be one of your joys and one of your duties—a joy because it is such fun, a duty because no Scout can consider himself a full-blown Scout until he is able to swim and to save life in the water. But there are dangers about bathing for which every sensible Scout will be prepared.

First, there is the danger of cramp. If you bathe within an hour and a half after taking a meal, that is, before your food is digested, you are very likely to get cramp. Cramp doubles you up in extreme pain so that you cannot move your arms or legs—and down you go. You may drown—and it will be your own fault.

There should always be a bathing guard posted, while bathing is going on, of two good swimmers,



A bulletin board may be put up for “Standing Orders” and “Camp Routine”. Notice the Patrol dining room in the background.

who will not bathe themselves but will be ready, undressed, prepared to jump in at any moment and help a bather if he is in difficulties. The guards should not bathe until the others have left the water, and a life line must be available.

Many lives are lost every summer through foolishness on the part of boys bathing, because they don't think of these things. Bathing must only be permitted in safe places and under strict supervision.

Trespassing

Be careful to get permission from the owners of land before you go on to it. You have no right to go anywhere off the roads without leave, but most owners will give you this if you go and tell them who you are and what you want to do.

When going over their land remember above all things:

1. Leave all gates as you found them.
2. Disturb animals and game as little as you possibly can.
3. Do no damage to fences, crops, or trees.

Any firewood that you require you must ask for before taking it. And be careful not to take out of hedges dead wood which is being used to fill up a gap.

Loafers in Camp

A camp is a roomy place. But there is no room in it for one chap, and that is the fellow who does not want to take his share in the many little odd jobs that have to be done. There is no room for the shirker or the grouser—well, there is no room for them in the Boy Scouts at all, but least of all in camp.

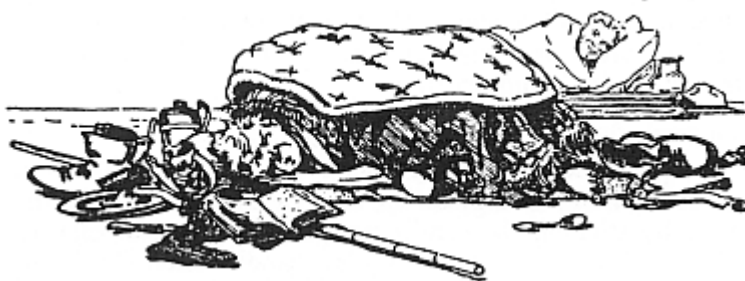
Every fellow must help, and help cheerily in making it comfortable for all. In this way comradeship grows.

Camp Beds

There are many ways of making a comfortable bed in camp, but always have a waterproof sheet over the ground between your body and the earth. Cut grass or straw or bracken is good to lay down thickly where you are going to lie.

I think you never find out how full of corners you are till you have to sleep on a hard bit of ground where you cannot get straw or grass.

Of course, every Scout knows that the worst corner in him is his hip-bone, and if you have to sleep on hard ground the secret of comfort is to scoop out a little hole, about the size of a tea-cup, where your hip-bone will rest. It makes all the difference to your sleeping.



TOMMY THE TENDERFOOT No. 5
TOMMY SLEEPS OUT

Plenty of blankets below—he'd been told.
But Tommy knew better—and so he got cold.

Your night's rest is an important thing; a fellow who does not get a good sleep at night soon knocks up, and cannot get through a day's work like the one who sleeps in comfort. So my best advice is: Make a good thick straw mattress for yourself.

Making a Mattress

To make a mattress, set up a camp loom and weave it out of bracken, ferns, heather, straw, or grass, six feet long, and two feet nine inches across. With this same loom you can make straw mats, with which to form tents, or shelters, or walls (page 133).

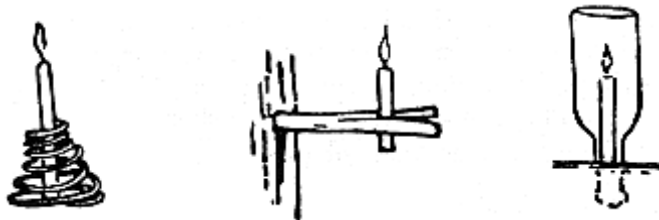
Another good way of giving yourself a comfortable bed is to make a big bag of canvas or stout linen, 6 ft. long and 3 ft. wide. This will do to roll up your kit in for travelling. When you are in camp you can stuff it with straw, or leaves, or bracken etc., and use it as a nice soft mattress.

A pillow is also a useful thing for comfort in camp. For this you only need a strong pillow-case about two feet long by one foot wide. This you can also make for yourself. It will serve as your clothes-bag by day and your pillow by night with your clothes, neatly rolled and packed in it, serving as the stuffing.

I have often used my boots as a pillow, rolled up in a coat so that they don't slip apart.

Camp Dodges

Camp candlesticks can be made by bending a bit of wire into a small spiral spring; or by using a cleft stick stuck in the wall; or by sticking the candle upright in a lump of clay or in a hole bored in a big potato. A glass candle shade can be made by cutting the bottom off a bottle and sticking



You can make a camp candlestick in a number of different ways.

it upside down in the ground with a candle in the neck. The bottom of the bottle may be cut off by putting about an inch or an inch and a half of water into the bottle, and then standing it in the embers of the fire till it gets hot and cracks at the water-level. Or it can be done by passing a piece of string round the body of the bottle, and drawing it rapidly to and fro till it makes a hot line round the bottle, which then breaks neatly off with a blow, or on being immersed in cold water. But remember that cut glass is a dangerous thing in camp.

How to Squat

It is something to know how to sit down in a wet camp. You "squat" instead of sitting. Natives in India squat on their heels, but this is a tiring way if you have not done it as a child. It comes easy if you put a sloping stone or chock of wood under your heels.

South African Boers and other camp men squat on one heel. It is a little tiring at first.



The old camper has his own way of squatting, to keep off the ground.

Fire Building

Indians were always clever with their fires. Four kinds of fires were used. The Council Fire inside the teepee was a formal kind of thing. The Friendly Fire—somewhat larger than the Council Fire—was to warm everybody in the village. The Signal Fire, was built for sending up smoke signals. The Cooking Fire was a very small fire of glowing red-hot embers.

Scouts use the same kinds of fires.

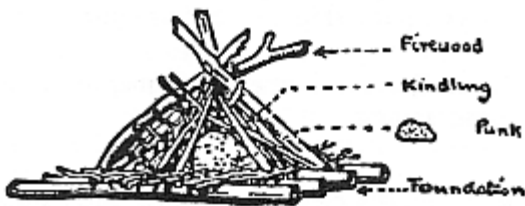
Clearing the Ground

Before lighting your fire, remember always to do as every backwoodsman does, and that is to remove all grass, dry leaves, bracken, heather, round the spot, to prevent the fire from spreading to the surrounding grass or bush. Many bad bush fires have been caused by young tenderfoots fooling about with blazes which they imagined to be camp fires. Where there is danger of a grass fire, have branches or old sacks ready with which you can beat it out.

Scouts should always be on the look-out to beat out a bush fire that had been accidentally started at any time, as a Good Turn to the owner of the land or to people who may have herds and crops in danger.

Laying the Fire

It is no use to learn how to light a fire by hearsay. The only way is to pay attention to the instructions given you, and then practise laying and lighting a fire yourself.



With a fire built this way, one match may be all you will need.

In the book called *Two Little Savages*, instructions for laying a fire are given in the following rhyme:—

*“First a curl of birch bark as dry as it can be,
Then some twigs of soft wood dead from off a tree,
Last of all some pine knots to make a kettle foam,
And there’s a fire to make you think you’re sitting
right at home.”*

Remember the usual fault of a beginner is to try to make too big a fire. You will never see a backwoodsman do that— he uses the smallest possible amount of wood for his fire.

First collect your firewood. Green, fresh-cut wood is no good, nor is dead wood that has lain long on the ground. Get permission to break dead branches off trees for it.

To make your fire, you put a few sticks flat on the ground, especially if the ground be damp. On this flooring lay your “punk”—that is, shavings, splinters, or any other material that will easily catch fire from your match.

On this you pile, in pyramid fashion, thin twigs, splinters, and slithers of dry wood, leaning on the “punk” and against each other. These are called kindling.

A good kind of kindling can easily be made by slitting a stick into several slices or shavings, as shown. This is called a firestick. If stood up, with the shavings downwards towards the ground, it quickly catches light and flares up.

A few stouter sticks are added over the kindling to make the fire.

Lighting the Fire

Set light to all this, putting your match under the bottom of the “punk”.



TOMMY THE TENDERFOOT No. 6 TOMMY BUILDS A FIRE

On lighting of fires he sets everyone right,
But his own little bonfire refused to ignite.

When the wood has really got on fire, add more and larger sticks, and finally logs.



“Firesticks” whittled from dry wood
make good fire starters.

A Tenderfoot after lighting his fire will blow out his match and throw it on the ground. A backwoodsman will break the match in half before throwing it away. Why? Because if the match is not really out and is still smouldering it will tell him so—by burning his hand.

Several Kinds of Fires

A great thing for a cooking fire is to get a good pile of red-hot wood embers, and if you use three large logs, they should be placed on the ground, star-shaped, like the spokes of a wheel, with their ends centred in the fire. A fire made in this way need never go out, for as the logs burn away you keep pushing them towards the centre of the fire, always making fresh red-hot embers there. This makes a fire which gives very little flame or smoke.



The “star fire” consists of logs placed like the spokes of a wheel.

If you want to keep a fire *flaming* during the night for light or to warm you, use the star fire with one long log reaching to your hand, so that you can push it in from time to time to the centre without trouble of getting up to stoke the fire.

To keep your fire *smouldering* overnight, cover it over with a heap of ashes. It will then be ready for early use in the morning, when you can easily blow it into a glow.

Here is a way they use in North America for making a fire for heating your tent:

Drive two stout stakes into the ground about four feet apart, both leaning a bit backwards. Cut down a young tree with a trunk some six inches thick; chop it into four-foot lengths. Lay three or more logs, one on top of another, leaning against the upright stakes. This “reflector” forms the back of your fireplace. Two short logs are then laid as fire-dogs, with a log across them as front bar of the fire. Inside this “grate” you build a pyramid-shaped fire, which then gives out great heat. The “grate” must, of course, be built so that it faces the wind.

Putting Out the Fire

A Scout is very careful about fires. When he uses one he sees that it is well out before he leaves the place. The fire should be doused with water and earth, and stamped down well, so that there is not a spark left that might later start a fire. Finally the original turf—which was put on one side before you made the fire—is put back so that hardly a trace is left.



The “reflector fire” is used in North America for heating your tent, especially when you go camping in the winter time.

Tongs are useful about a camp fire. They can be made from a rod of beech or other tough wood, about four feet long and one inch thick. Shave it away in the middle to about half its proper thickness; put this part into the hot embers of the fire for a few moments, and bend the stick over till the two ends come together. Then flatten away the inside edges of the ends so that they have a better grip—and there are your tongs.



Notch the middle of the stick before bending it into fire tongs.

Making Fire without Matches

What would you do if you needed a fire and had no matches?



The Zulu boys light a fire by twirling a stick in softer wood.

A Zulu boy's way of getting over the difficulty is to find a piece of hard stick and drill a hole with it in a piece of soft wood. By twirling it rapidly between his hands he manages to make embers which then set light to dry grass or the lining of the bark of trees, and from this he makes his fire.

It is a long way from South Africa to Australia—across thousands of miles of ocean. Yet, when you get to Australia, you find that the natives there had many of the same customs and many of the same dodges that were practised by the savages of South Africa.

The Red Indians of North America also have their method of fire-lighting, which is very much used by the Boy Scouts there.

In this case, the boy takes the spindle of hard wood and holding it upright with one hand, the palm of which is protected by a wood or stone hand piece, he twists it rapidly round by means of a bow whose string is twisted round the spindle.

The point of the spindle then works its way into a board of soft wood, which the boy holds in place with his foot.



The Red Indian and Scout method of fire-lighting uses bow and drill.

A little slit at the side of the board leads to the hole made by the spindle, and the hot ember which comes away from the wood falls into this small opening and sets fire to the tinder which the boy has placed under it.

So a fellow who has once learnt this way of making fire, and knows which kind of wood to use (for not all kinds are suitable), can go out into the backwoods, without having to carry a match-box with him and can keep himself warm or cook his grub at any time he would wish by lighting his fire in *the backwoods way*.



The Borneo natives make fire by sawing a log with a whippy cane.

Drying Clothes

You sometimes get wet in camp, and you will see tenderfoots remaining in their wet clothes until they get dry again. No old Scout would do so, as that is the way to catch cold.

When you are wet, take the first opportunity of getting your wet clothes off and drying them, even though you may not have other clothes to put on, as happened to me many a time. I have sat naked under a waggon while my one suit of clothes was drying over a fire.

The way to dry clothes is to make a fire of hot embers, and then build a small beehive-shaped cage of sticks over it. Hang your clothes all over this cage, and they will very quickly dry.

In hot weather it is dangerous to sit in your clothes when they have become wet from your perspiration. On the West Coast of Africa I always carried a spare shirt hanging down my back, with the sleeves tied round my neck. As soon as I halted I would take off the wet shirt I was wearing, and put on the dry, which had been hanging out in the sun on my back. By this means I never got sick when almost everyone else did.

Tidiness

The camp ground should at all times be kept clean and tidy, not only (as I have pointed out) to keep flies away, but also because Scouts are always tidy, whether in camp or not, as a matter of habit. If you are not tidy at home, you won't be tidy in camp; and if you're not tidy in camp, you will be only a tenderfoot and no Scout.'

A broom is useful for keeping the camp clean, and can easily be made with a few sprigs of birch bound tightly round a stake.

A Scout is tidy also in his tent, bunk, or room, because he may be suddenly called upon to go off on an alarm, or something unexpected. If he does not know exactly where to lay his hand on his things, he will be a long time in turning out, especially if called up in the middle of the night.

So on going to bed, even when at home, practise the habit of folding up your clothes and putting them where you can find them at once in the dark and get into them quickly.

Camp Fires

Songs, recitations and small plays can be performed round the camp fire, and every Scout should be made to contribute something to the programme, whether he thinks he is a performer or not.

A different Patrol may be responsible for each night of the week to provide for the performance. The Patrols can then prepare beforehand for the camp fire.

Cleaning Camp Ground

Never forget that the state of an old camp ground, after the camp has finished, tells exactly whether the Patrol or Troop which has used it was a smart one or not. No Scouts who are any good ever leave a camp ground dirty.



Camp fire is one of the happiest hours of camp. Songs, recitations and small plays follow each other on the programme.

They sweep up and bury or burn every scrap of rubbish. Farmers then don't have the trouble of having to clean their ground after you leave, and they are, therefore, all the more willing to let you use it again.

It is a big disgrace for any Troop or Patrol or lone camper to leave the camp ground dirty and untidy.

Remember the only two things you leave behind you on breaking up camp:

1. **Nothing.**
2. **Your thanks to the owner of the ground.**

Payment

Another point to remember is that when you use a farmer's ground you ought to repay him for the use of it. If you do not do this with money you can do it in other ways. You can—and ought to—do jobs that are useful for him. You can mend his fences or gates, or dig up weeds, and so on.

You should always be doing good turns both to the farmer and to the people living near your camp, so that they will be glad to have you there.

PATROL PRACTICES IN CAMPING

The best practice in camping is camping whenever possible—single nights, weekends, and longer camps.

In going to camp with the Troop it is essential to have a few "Standing Orders", which can be added to from time to time, if necessary. The Patrol Leaders are held *fully* responsible that their Scouts carry them out exactly.

Such orders will contain the camp routine and might point out that each Patrol will camp separately from the others, and that there will be a comparison between the respective cleanliness and good order of tents and surrounding ground.

Each Patrol usually has its tents grouped together, well away from the other Patrol, but within call of the Scoutmaster's tent which generally is in the *center*.

Bathing in camp is under strict supervision to prevent non-swimmers getting into dangerous water.

The following rules should be strictly followed:

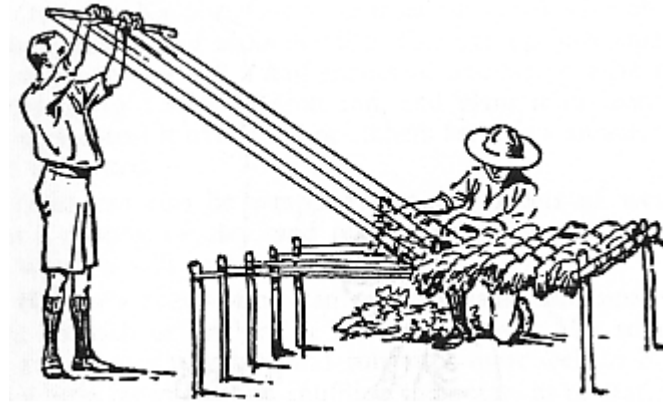
(1) No Scout shall be allowed to bathe except under the personal supervision of the Scouter in charge of the party or some responsible adult appointed by him for the purpose. The safety of the place must have been previously ascertained and all reasonable precautions must be taken, including the provision of a life line.

(2) A picket of two good swimmers, preferably trained swimmers and life savers, must be on duty, undressed, in a boat or on shore as the circumstances may demand, ready to help any boy in distress. The picket itself may not bathe until the others have left the water.

In the Boy Scouts of America, a so-called "buddy-system" is used. In this system, the Scouts are divided into pairs, or buddies. The two boys of the buddy team are of about equal swimming ability. When in the

water, each buddy is responsible for the safety of the other, under the general supervision of the Scouter in charge of the whole party.

Making a Camp Loom—Plant a row (No. 1 row) of five stakes, 2 ft. 6 in., firmly in the ground. Opposite to them, at a distance of 6 to 7 ft., drive in a row (No. 2 row) of two stakes and a crossbar (or of



On a camp loom it is easy to weave a comfortable mattress out of bracken, ferns, heather, straw or grass.

five stakes). Fasten a cord or twine to the head of each stake in No. 1 row and stretch it to the corresponding stake in No. 2 row and make it fast here. Then carry the continuation of the cord back over No. 1 row for some 5 ft. extra, and fasten it to a loose crossbar or "beam". Fasten other cords from the other stakes in No. 1 row to the stakes of No. 2 row, and then to the beam, tying them here the same distance apart that the stakes are apart.

The beam is now moved up and down at slow intervals by one Scout, while another Scout lays bundles of fern or straw in layers alternately under and over the stretched strings. The bundles are thus bound in by the rising or lowering of the cords attached to the beam.

If you move the beam first slightly to the right and then to the left so that the strings fall first on one side and then on the other side of the stretched strings it will twist the cords and make the binding much more secure.

HINTS TO INSTRUCTORS

Camp Orders

In going into camp it is essential to have a few "Standing Orders" published, which can be added to from time to time, if necessary. These should be carefully explained to Patrol Leaders, who should then be held fully responsible that their Scouts carry them out exactly.

Such orders might point out that each Patrol will camp separately from the others, and there will be a comparison between the respective cleanliness and good order of tents and surrounding ground.

Each Patrol usually has a tent to itself, well away from any others, but within call of the Scoutmaster's tent.

Patrol Leaders to report on the good work or otherwise of their Scouts, which will be recorded in the Scoutmaster's book.

Rest time for one hour in middle of day.

Bathing under strict supervision to prevent non-swimmers getting into dangerous water.

"Life Guards will be on duty while swimming is going on, and ready to help any boy in distress. These guards will be on shore or in a boat (undressed). They may only swim when the general

*swimming is over, and the last of the swimmers has left the water. A life-line must be available.”
The observance of this rule has saved the life of more than one Scout already.*

Orders as to what is to be done in case of fire alarm.

Orders as to boundaries of grounds to be worked over, damages to fences, property, good drinking-water, etc.