

**THE  
PATROL LEADERS'  
HANDBOOK**

*by*

*John Thurman*

THE BOY SCOUTS ASSOCIATION  
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**Editor's Note:**

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21<sup>st</sup> century. For reasons of historical accuracy they have been preserved in their original form.

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*The humorous drawings are by KEN SPRAGUE*

*This book is dedicated to all Patrol Leaders, past, present and yet to be; the Patrol Leaders of Brownsea Island, the Patrol Leaders of your Troop and the Patrol Leaders of my Troop, to all Patrol Leaders everywhere, the lucky fellows who have the best job in Scouting.*

## Chapter I

### This Patrol System – What is it?

**Y**OU can't be a successful captain of a football team if you don't know the rules of football; you can't drive a train if you don't know how to work the engine; you can't make a cake fit to eat unless you know how to choose what to put in it. Obviously, then, you cannot be a proper Patrol Leader unless you understand the Patrol System.

Of course, you can play at being a soccer captain; you can play at driving an engine; you can play at baking a cake (far too many cooks do), and you can play at being a Patrol Leader. Inevitably, though, if you haven't taken the trouble to learn how to do the job in hand, you'll make a mess of it, and perhaps everything will end in disaster for you and, more important, for other boys who are relying upon you.

That is one of the most important things about this Patrol Leader business – to remember first, last, and all the time that other Scouts are depending upon you and that your actions will affect them: for better or worse, and it is your job to see that it is for better. One of the apparently harmless sayings that has crept into use in recent years is 'I couldn't care less', which is just about the worst idea for a Patrol Leader that ever was, and any Patrol Leader who uses it and *means* it ought to hand in his stripes right away. A Patrol Leader needs the attitude of 'I couldn't care more' for himself, for the Scouts in his Patrol, and for everybody.

I expect you have often been told – I know I was until I was tired of hearing it – that 'It's the little things that matter!' Well; they do, you know. However tiresome or trivial or irksome they may seem, everything does matter and, in the main, the little things do matter most because they happen most often and affect more people. I expect you've heard also that 'Little things are sent to try us!' and if your experience is at all like mine I've no doubt you will agree that little things really do try us; in fact, they can be very trying.

The Patrol System is a system made up of 'a lot of littles'. This is why there are difficulties about it; why there are problems; why it is not too easy to understand, and why I hope that from this book you will get a real picture and a vision of all that the Patrol System can and should be, mean, and do.

I've always been glad it isn't too easy. If all we had to do was to write 'Patrol System' over the entrance to every Troop Headquarters and a sort of miracle resulted it would really be too simple to bother with, but fortunately, and I mean fortunately, it isn't as easy as that. It does not get any easier as the years go by, and perhaps in that lies its secret, its charm and its possibilities. It always needs and always will need two special qualities – the one common sense, the other effort. I hope you have the first (which is by no means as common as it should be) and will make the second, because upon those two things the rest will depend. I, and, indeed, many others, can explain a little, suggest a lot, advise perhaps and encourage always, but no one except you, the Patrol Leader, can really do anything about the Patrol System, because it really does all depend upon you; it is your show and it is always up to you.

When Scouting was started, over forty years ago, the idea of the Patrol System was really a very revolutionary thing; in fact, a lot of people criticised it and told B.-P., the Founder, that it was dangerous, that it would not work, that he was asking for trouble, and that the boys would let him down, but as the years have gone by the method of the Patrol System has more and more become an accepted practice in all kinds of boy activities, in school and out of school, in relation to work, to sports and to all sorts of things, and, of course, it has been carried far outside Scouting into service and civilian life: the bomber crews, the infantry patrol, the patrol of scientists engaged in a special project.

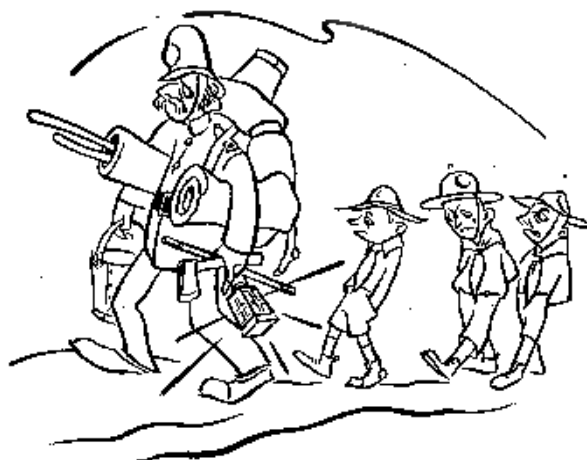
It might be as well, perhaps, to say a little about the first years of Scouting, because we are old enough as a Movement to have a history, and I hope wise enough to learn from our history. In the early days of Scouting boys from all over the country, and later from all over the world, bought the book *Scouting for Boys* and formed themselves into Patrols. I want to repeat 'formed themselves'. This means that someone, a leader, not appointed by anyone in particular, but chosen by other fellows because those same other fellows were willing to follow him, gathered round himself a crowd of chaps who wanted to be Scouts. They formed a Patrol and they started to train themselves, using the book *Scouting for Boys* as the only guide, but they found, as Patrols have always found, that there were many things they did not know, many things they could not find out and many things they could not do without the help of some adult, and so the practice grew of a number of Patrols getting together, forming a Troop, and usually finding their own Scoutmaster.

It was some time in the year 1908 that a gang of boys saved, up their pennies and managed to purchase two or three copies of the 4d. booklet *Scouting for Boys*. They met together in an old barn and tried many of the things that B.-P. suggested they should do. They had a lot of fun and learned a great deal and they got into quite a few scrapes. One day they came across the chapter on Camping, and as they had tried all the things suggested, they were not going to be defeated by one which seemed a little more difficult. Of course, none of them had ever been to camp and they didn't know the first thing about it, but they had what I hope your Patrol has – a real spirit of adventure. They were prepared to try anything, not only once, but until they got it right, and so they talked it all over and devised all manner of means to get the things they thought would be suitable. Bill, Jack, and Tom were to get the food – just how, nobody told them – Martin, the Leader, was going to get the tent, and Alec, the youngest, said he thought he could get a cart. The Leader also said he would look after the cooking-pots, and each boy was made responsible for getting his own bedding. So it happened that one Saturday afternoon in early June they duly assembled at their barn and started out on their travels. No questions were asked, although young Alec did indicate that it had been very difficult to get the toy cart away from his baby brother and Jack was not very complimentary about the very old tarpaulin that the Patrol Leader said was to be the tent, but they were all amazed and delighted at the quantity of food that had been produced, which, by present-day standards, would have been enough for a month.

Well, they packed what they could into the cart, and after the food was in there was not really much room for anything else, so the rest was carried. They did not know where they were going; they had no map, and I doubt if they could have read one, in any case. They set off, literally into the blue, out of the village and over the hill and across country, because they were not the sort of fellows who walked on roads if they could avoid them, but all their preparations had taken a long time and it was quite late in the evening when they settled on a place to camp; a pleasant enough site between a by-road and a stream. They decided the stream would do for washing and water for cooking. It was all very unhygienic, but they did remain alive for many years to tell the tale. They lit a fire as they had already learned to do, although they used more than two matches, and it was a very large fire, as they had never heard the Red Indian saying – 'Red man he make little fire and keep close; White man he make big fire and have to keep away.' They then set to and cooked the food. They mixed some very queer concoctions and they burned quite a lot, but food had never tasted better to those particular boys. Then, rather late, they tried to put up the tent. The Leader had a knife and cut down two saplings, and somehow, with string and ingenuity, they rigged up the tarpaulin into some sort of tent and, as it became dark, very tired, but very happy, they crept into the tent and got into bed. Fortunately – as they didn't know anything about groundsheets – it was very dry. They did not know that cold rises from the ground, and, in fact, they didn't know very much at all, but they were learning by doing.



They talked in the tent, feeling very much like pioneers, and gradually, one by one, dropped off to sleep, all except the Leader, who felt a special responsibility and, although he had not told the others, he was going to try to keep awake. Suddenly, in what seemed to him to be the middle of the night, but was actually only about ten o'clock, he heard footsteps which stopped outside the tent. The Leader kept very quiet until the light of a torch shone, and he looked out to see a very large pair of boots. As his eye travelled upwards he saw a pair of dark blue trousers and from somewhere a very long way above a very deep voice said: 'And what are you supposed to be doing?' The others awoke, and there, to their dismay, was a policeman. The Leader said: 'We are Scouts and we are camping,' but in 1908 not many policemen had heard about Scouts and certainly this one hadn't, and his answer was: 'Well, you are coming home with me.' Very sorrowfully the Patrol packed up their gear and went with the policeman. They were very surprised to find that they had not far to go. Owing to their having no map and practically no sense of direction, they had almost travelled in a circle and were, in fact, camping quite near home. We will draw a veil over what happened when they got to their various homes, but they were not daunted, as they had arranged to meet at their barn the following night. The Sunday evening found them together again in the barn, and the Leader had not been wasting his time. He had re-read *Scouting for Boys*, and when they met the first thing he said was: 'Look here, chaps, I have been reading the book again and it talks about a Scoutmaster. I think that is what we want. He would have kept the policeman away!'



*Sorrowfully the Patrol went with the policeman*

Well, that is one of the jobs of the Scoutmaster and is one of the reasons why your Patrol or Troop needs one; somebody who will arrange for you to carry out Scouting without fear of being interrupted.

I do want you to remember that this Patrol started on its own. The boys really did venture out together, and they came to realise the kind of things that a Scoutmaster can do for the Patrol and they found a Scoutmaster for themselves. That Troop is still running – perhaps because it started in the right spirit.

I suppose today it is usual for the Scoutmaster to form the Patrol and then the Scouts get on with it. The important thing about the old method was that right from the start the Patrol Leader realised that he really was the key man in the whole business, and if he failed then his Patrol would

fail; he did not lean on the Scoutmaster except for those things where he was quite naturally lacking in knowledge or ability and had to go to an adult for help. What I am afraid happens so often is that it is not really a Patrol at all, but is only used as a convenient division of a Scout Troop. A Patrol must have a genuine life that is separate and independent of the Troop.

A Scout Troop ought to be a meeting together of Patrols. If a Patrol is only a convenient unit for collecting subs and playing games, it is not a Patrol at all. A Troop Meeting ought to be a place where Patrols meet together to compete against each other and to encourage each other, and, having met and learned all they can, should go away as Patrols to practise and get more experience. Unfortunately, what has happened in this country and in many parts of the world is that the Troop meets too often and the Patrol not enough. I hope your Patrol is going to be different; that it really is going to meet as a Patrol away from the Troop as well as with the Troop. I hope you are going to lead your Patrol without the Scouters, going back to the Scouters for advice and help. The wise Scoutmaster knows this is his job, but sometimes the Patrol Leader does not let the Scoutmaster do his proper job, but will insist on leaning on him for everything.

Earlier this evening, before I started to write this paragraph, I listened to an old favourite of mine on the wireless, and he gave me another catch-phrase which I believe every Patrol Leader ought to have – to say every time he meets the Scoutmaster: ‘Sir, I have an idea!’

Yes, you are the chap from whom the ideas ought to come. You are lucky enough to have a Patrol with which to try out your ideas.

I might perhaps mention that there is always a guide in Scouting as to whether an idea is a good one and worth trying out, and that guide is simply – does it fit into the spirit of the Scout Law? If it does, go ahead with it; but if it doesn’t, then try something else. Now, you have been chosen as a Patrol Leader for two reasons. The first reason is to help you personally. This is your great chance to learn the skills and the arts of leading your fellows; it is one of the special opportunities and privileges that Scouting offers you. No one at the moment expects you to be a fully-fledged leader, but we do expect you to become one through learning in practice how to lead your own Patrol. Before you were a Leader you were, I hope, an ordinary member of your Patrol; that is, you have already learned how to follow a leader. I hope you have learned this, because no one can lead until they have learned to follow, and no one ever follows a leader who has not himself shown his willingness to be led. The second reason you were chosen is because your Scouter and the rest of the Patrol Leaders believed your Patrol would follow you.

Before we go any further I want to remind you that you, as Patrol Leader, have to see that your Scouts are practising their Scouting, or at any rate the most important part of Scouting – the keeping of the Law and Promise – in all that they do, at home, at work, and at school, and that they are not just being a good or a bad Patrol when they are in uniform. There is really only one way in which a Patrol Leader can lead satisfactorily and that is by his own personal actions and example. I expect you have heard this said so often that you are a bit tired of it, but it is one of those things that have to be said often, because they are very true and because, being human, we are so very likely to forget them. If you are a Patrol Leader you are not just a Patrol Leader on Tuesday evenings or in camp; you are a Patrol Leader every minute of every day and every single action and, indeed, every single thought of yours matters and is part of your leadership. Your Patrol is expected to follow your lead, not just when you are with them, but all the time, and when you accepted two stripes from the Scoutmaster this is the responsibility you agreed to take. Some Troops have a ceremonial presentation – there is nothing official about it – where the prospective Patrol Leader reaffirms his Scout Promise and makes a small additional promise. The sort of words I like are: ‘I promise to put my Patrol before myself and the Troop before my Patrol.’ ‘I promise to put my Patrol before myself!’ Yes, leadership is a very unselfish thing, and all the great examples of leadership in the history of the world have shown that very clearly. The leadership of Scott and Oates giving their lives at the South Pole are obvious examples, and the leadership of the young Patrol Leader camping at Gilwell Park who late one night came into the Warden’s Hut covered in blood from

having fallen into a bramble bush, and when asked ‘What is the matter, son?’ said, ‘It’s not me, it’s my Second; he’s scalded himself’, and then fainted. Those things are leadership, and leadership always requires courage. Few of us are called upon to make that kind of sacrifice. You may be required to do no more than, shall we say, sacrifice your wicket and spoil your average at cricket, to refrain from taking the largest or last piece of cake at the Patrol Camp. The principle is the same, and if you learn to do the one, then, if the call comes, it is possible to do the other, and probable that you will do it.

There are two sorts of bad leaders I want to mention here. The first is the braggart type of leader, the Patrol Leader who tries to take all the credit for success to himself, and he is usually the fellow who tries to avoid taking the blame for anything; the fellow who ‘knows it all’. No, the ‘know it all – look at me’ type of leader is no use at all. The second bad egg is even worse – he’s the bully. Now, almost always a Patrol Leader is older and, because of his age, probably bigger than the other Scouts in his Patrol, and the easy way for him to keep the Patrol in order is to bully them, especially the new recruits. Now, don’t get this wrong. A Patrol must have discipline if it is to be any good at all, but it must be a discipline that grows out of ‘Do as I do; be as I am,’ and not one that grows out of ‘Do as I say or else. ..’ There is one simple reason why both the braggart and the bully cannot be successful leaders, and that is because their example is bad and therefore their leadership only works at all when they are present – and that is the lowest form of leadership in any language.

Before I leave this opening chapter I want to remind you of one of the things that B.P. said about the Patrol. He said: ‘Expect a great deal of your Patrol Leaders and nine times out of ten they will play up to your expectations, but if you are going always to nurse them and not to trust them to do things well, you will never get them to do things on their own initiative.’ That last sentence is addressed to the Scoutmaster, but I want to turn it round and address it to you. Your Scouts will expect a great deal from you, and I hope you are the kind of fellow who will not allow yourself to be nursed; that you will accept the trust and the responsibility that goes with being a Patrol Leader and that you will use your initiative to produce your own ideas; that you will train your own Patrol and ask the Scoutmaster to help you.

## Chapter II

### The Patrol as a Gang

**W**HEN B.P. wrote *Scouting for Boys* he very rightly referred to the Patrol as ‘a gang’, but that, of course, was over forty years ago. Since then a gang has all too often come to mean something unpleasant – a collection of toughs, hooligans or gangsters. Now, obviously the Patrol as a gang must be a good gang, but even with a bad gang it has something in common. Any gang to be worthy of the name must do a great many things together; it must follow its leader, and each member of a gang must be prepared to trust the others in it. It is very obvious, but nonetheless necessary, to say that one of the qualities you must have in your Patrol is a ‘good gang spirit’, that is, a crowd of chaps who are first and foremost firm friends one with the other, who share common interests, who like to do things together and to do the same sort of things. To be a member of a gang is a privilege; to be a member of a Patrol is an even greater privilege, but every privilege carries with it a responsibility. It does not much matter whether you are Patrol Leader or the newest recruit, you are still responsible for the honour and, I hope, the glory of the Patrol.

Just what does this doing things together mean? One of the important things is that the members of the Patrol ought to live within reasonable reach of each other. There are exceptions to



this, of course, in a school Troop, perhaps, or in a very rural area, but, generally speaking, the Patrol ought to be so placed that they can and do meet each other fairly frequently. In the narrow sense, they will not always be Scouting together. By the narrow sense I mean they will not always be pursuing the activities of Scoutcraft, but will also do other things as a gang; going to the pictures, perhaps, playing football, or finding themselves together at somebody's Christmas Party.



I remember the first time I joined a gang; I think I was about six years old. I did not really know what it was all about, and I still don't, but I do know I was very proud to be a member of the gang. As a matter of fact, I don't think it was me they were electing so much as the air rifle that one of my uncles had unwisely given to me! Anyway, the leader of the gang soon decided I was too dangerous to have the rifle and took charge of it for me. (I wonder what happened to it? I never saw it again.) The main thing, though, about this is that I was proud to become a member of a gang; I was willing to follow a leader, and, in fact, I was prepared to do some rather extraordinary things. One of the ceremonies of this particular gang was that a new member should eat a wood louse. I do not advocate that you should introduce this into your Patrol – in fact, you must certainly not – but a Scout must prove to the Leader of his Patrol that he is willing to obey orders. Of course, it is up to the Leader, unlike the one I had, to issue intelligent orders and not unpleasant ones.

So your Patrol, I hope, is going to be a gang in the sense that it is going to keep together; physically by doing all sorts of things as a gang and in other ways by helping each other out of difficulties – in short, by acting as a team.

I think I might here say a little more about the whole question of leadership. There are really three ways of leading, two of them bad ways and one very good. One of the bad ways is to have no leadership at all, that is a sort of perpetual muddling through. Nobody ever makes a suggestion, nobody ever makes a decision, and nobody, in fact, does any leading at all. This method is quite hopeless. The Patrol Leader is showing himself quite unwilling and unfit to have any responsibility. It sometimes grows up out of a desire to try to be nice to everybody and every Leader who is worth his salt must realise that it is not possible to please all of the people all of the time. So long as you can please some of the people most of the time that will be all right.

The second bad way is the dictatorship method of leadership, where the Leader never consults anybody, never asks for ideas, makes all the decisions himself, and even when it is obvious that he is wrong persists all the way through, saying in effect: 'I am the Leader and you must do what I tell you, right or wrong.' This is what I call the 'Into the valley of death' method. It is not a very effective method, because no Patrol or gang is going to follow for very long a leader who never consults anybody. No Patrol is going to last very long if it is constantly led into trouble, and usually, of course, the dictator Leader is himself not a very nice chap and not the kind of person they want to follow.

The third and best, and I think the only way of leading in Scouting and, indeed, in life as a whole, is to lead by consent; that is, you, the Patrol Leader, are leading because your gang accepts you, respects you, and wants to be led by you.

To return for a moment to the matter of consulting other people. In a Patrol of about eight chaps it must always be remembered that you have eight different human beings, some of whom will be very good at some things and not very good at others, and even with quite young Scouts you will find that some, for example, show particular ability in cooking, or pioneering, or sailing, or

woodcraft. Some will be more observant than others, some will have other senses more acutely developed. Your job as a Leader is to use the talents of your individual Scouts to help the gang as a whole. Nobody expects you to be perfect, nobody necessarily expects you to be the best Scout in the Patrol in a practical sense. It often happens rightly that No.2 or No.3 or No.4 is better at some particular activity of Scouting than the Patrol Leader. In other words, you do not just lead by being better at the things in which you are leading. Some of the finest Patrol Leaders – and, indeed, leaders in other spheres – have not themselves been, particularly brilliant on the activity side, but they have known how to lead; that is, they have known how to inspire and how to encourage confidence and thereby get the best out of other fellows, and to use the talents, the skills of the individuals to help the whole Patrol.

Some of you, I expect, will know the story of the Three Musketeers. They were, in a way, a kind of Patrol. Some of the things they did, perhaps, were not exactly models of what we should copy, but I think their motto of ‘One for all and all for one’ is the kind of idea that a Patrol might well adopt. Strangely enough, the story I best remember about the strength of being united is a story I read when I was very young; in fact, it was in one of the first books I ever had after I had learned to read. Probably I remember it because it was a bit of a bother to read it at all, and it took me a very long time, although it is quite a short story. You may have heard it, but in any case I think it is worth putting down here.

An old man, who had worked hard all his life and had built up a very fine business as a farmer, fell ill and realised that he would not live very long. He had three fine, sturdy sons who had worked with him and in the main had followed his leadership and example very loyally, but they did not get on very well together, and the old man realised that after he was dead they would probably quarrel and the farm might be broken up and all the strength they had built up would be lost. This naturally worried the old man a great deal, because no one likes to feel that the thing he has worked hard to build is going to be lost. So one morning the old man sent for his three sons and they gathered round his bed. He took up from the floor a large bundle of thin sticks tightly tied together, sticks about four feet long and a quarter of an inch to half an inch thick. Now, the sons were very strong men indeed and, in fact, the two oldest were noted in the neighbourhood for their feats of strength. The old man handed the bundle of sticks to the youngest son and said: ‘I know you are not so strong as your brothers, but try to break these sticks.’ The youngest son took the sticks and tried very hard to break them, but without any success at all. The father handed the sticks to the second son, saying: ‘You are stronger; you try.’ The second son struggled and perspired very freely, but the sticks resisted all his efforts. And so to the eldest son, a very strong man indeed and very confident. He took the sticks and put them across his knee; he brought the full weight of his body to bear, but still the sticks resisted. The father then took the bundle of sticks and cut the cord which bound the sticks together. He gave a handful to each son and said: ‘Now break them,’ and with no bother at all each son broke his sticks. Then said the old man: ‘You see, my sons, whilst the sticks remained united even your great strength could not break them, but as soon as I cut the cords which bound them together they could no longer resist. I shall not be with you very much longer; make sure that when I am gone the cords of brotherhood remain intact around you. United you will remain strong and will prosper; divided you are no stronger than one of these sticks and will fall.’

In Scouting we have a rather unique cord that ought to bind all of us together, and especially the members of a Patrol. This is simply the Scout Law and Promise carried into action. I shall say more about this later, but I would like you to think of it as a cord which will strengthen all of us, a cord that we must accept gladly and unselfishly. Whatever the failings or successes of our Patrol we shall always be able to say: ‘They were due to *us*,’ and never: ‘They were due to *me*.’

Chapter III

**The Patrol and the Court of Honour**

**I**N *Scouting for Boys*, under the heading of ‘The Patrol System’, B.P. wrote the following:

A Court of Honour is formed of the Scoutmaster and the Patrol Leaders or, in the case of a small Troop, of the Patrol Leaders and Seconds. In many Courts the Scoutmaster attends the meetings, but does not vote.



Court of Honour

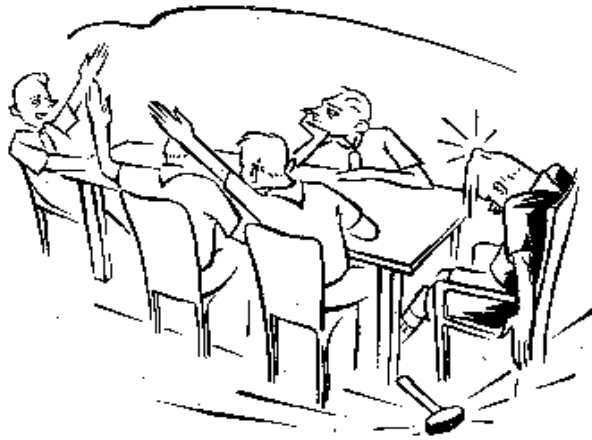
Photo: Paul O'Shea

‘The Court of Honour decides rewards, punishments, programmes of work, camps and other questions affecting Troop Management. The members of the Court of Honour are pledged to secrecy; only those decisions which affect the whole Troop, e.g. appointments, competitions, etc., would be made public.’

I expect you have read this many times before, but go back and read it again. I have an uneasy feeling that this is one of the parts of *Scouting for Boys* most Scouts and, I am afraid, most Scouters have read too quickly or have not read at all, and yet it is really one of the most important things that appears in *Scouting for Boys*. It is fair to say that the Patrol System cannot begin to work unless the Court of Honour is functioning.

Suppose we examine the wording of *Scouting for Boys* and see what it is that you as a Patrol Leader can be doing and ought to be doing about the respective parts of the quotation.

First of all – ‘The Court of Honour is formed of the Scoutmaster and his Patrol Leaders.’ Now, it does not say ‘may be formed’ or ‘can be formed’; it says quite simply ‘is formed’. In other words, it is as much an essential part of Scouting that we should have a Court of Honour in every Troop as it is that we must have a Scout Promise or go to camp. We must face up to this fact and be determined that in our Troop at any rate, there is going to be a Court of Honour and that it really is going to work.



*The Scoutmaster does not vote*

The next sentence to the one I quoted above reads: ‘In many Courts the Scoutmaster attends the meetings, but does not vote.’ I very much hope that in your Troop the Scoutmaster will be one of those who does not vote. You, as a Patrol Leader, ought to regard him as an adviser, one who will suggest to you and the other Patrol Leaders things which you might like to consider, someone

who will keep you on the rails when you seem liable to go off them, and someone, in fact, who will keep the Court of Honour doing its proper job, but not interfere unless it is really imperative that he should do so.

Now, I want to stress the sentence that reads: 'The members of the Court of Honour are pledged to secrecy.' I hope you realise the importance of this and that you are prepared to accept your part in the Court of Honour seriously. You see, if after a Court of Honour Meeting the Patrol Leaders merely go and gossip with anybody about what is discussed, the Court of Honour cannot hope to do its job properly. There are a number of reasons, but I think two are sufficient to show that this is so.

The first reason is that the Court of Honour is concerned above all with the honour of the Troop, which means it is concerned with the individual behaviour of the Scouts in the Troop, and there must be occasions when you have to discuss individual Scouts who perhaps in some way, large or small, have let the Troop down – have failed to turn up at a competition or some other important occasion or have disgraced themselves in one way or another. Obviously, it is necessary to have a Court of Honour the governing body of the Troop, to discuss this and decide what action should be taken. It is really quite unthinkable that the discussion of the Court of Honour should become the common property of the youngest Tenderfoot and people quite unconnected with the Troop.

The second reason is a very different one, and that is that the Court of Honour will always be thinking ahead; it will be discussing where the next summer camp is to be, when the Group Concert is to take place, when some special event in the life of the Troop is to be and how it is to be dealt with. In other words, some of the business of the Court of Honour will not be complete at any particular meeting, and there is nothing so bewildering to a Troop as to get inaccurate and incomplete information. At some stage, of course, the Court of Honour will make a decision, and then the Patrol Leaders will tell their Patrols and the Scoutmaster will tell the Troop as a whole. This is really what has come to be known in modern jargon as 'the right time to release information', and it is very important that a Troop as a whole gets its information at the right time and in the same way.

Individual Patrol Leaders, therefore, should respect the secrecy of the Court of Honour, in the first place because they have pledged themselves to do so, and in the second place because it is quite impossible to run a Troop in an orderly and dignified fashion unless they do respect that pledge.

Now, let us go back a little. B.-P. said; 'The Court of Honour decides rewards, punishments, programmes of work, camps and other questions affecting the Troop management.' It is not very clear, perhaps, what B.-P. means by rewards, because Scouting has never offered prizes in the sense of cups and medals, etc., but what I believe he meant, and what I interpreted this sentence to mean in my own Troop, was that B.-P. wanted the Court of Honour to decide whether or not from a Scout point of view – the Law, the Promise and the Scout Spirit – the Scout was ready to be awarded a First or Second Class Badge or a Proficiency Badge. The Court of Honour is in no way concerned with the testing of these badges – that is a matter for the Scoutmaster or the Local Association Badge Examiner, who will conduct the test, satisfying themselves that a boy has made the effort and has the knowledge and skill necessary – but, you see, a boy may be perfectly proficient at Signalling, or First Aid, or Hiking, and can still be a thoroughly bad Scout. Now, no examiner can be expected to know that, but the Court of Honour not only can know it, but must know it. One of the jobs, therefore, of the Court of Honour is always to be satisfied, before a badge of any sort is awarded, that the Scout concerned is making an intelligent effort to live up to his Promise, an effort, incidentally, that must become progressively greater as he grows older.

So we come to this – on the Agenda of most Court of Honour Meetings there will appear the items 'Tests and Badges'. The Scoutmaster will no doubt report that 'Bill Buggins has satisfied the

Local Association Examiner in regard to the First Aider Badge' and his Patrol Leader will then give to the Court of Honour his account of the Scout as a Scout, and the Court of Honour will decide whether or not they think that particular Scout should be awarded the badge, accepting fully the technical examination, but adding to it what I would call the spiritual examination and making sure that on both counts the boy is worthy of the badge.

It is only in this way that you can hope to have a reasonable standard of Scouting. If we are concerned only with the material things, then we are not a Scout Troop at all; we are just a sort of uniformed club that has lost sight of the real aim of Scouting.

So much for rewards; now punishments. There was a time in Scouting when Scoutmasters gave fatigues as punishments: digging lats, peeling potatoes or washing up. I hope we all realise that this idea is very stupid and that such jobs should be regarded as privileges and not as punishments. Only a few days ago I was recollecting one of the early camps I ran with my Troop when we never had a Duty Patrol, but only a Privilege Patrol, and it was regarded as a privilege for one Patrol to work for the rest of the Troop. I hope your Patrol will regard any job they do as a privilege and not as a punishment. Well, if we cannot use fatigues as a punishment, what do we use? I believe that the punishment to use is the forbidding of the Scout to take part in something – it may be a week-end camp or a hike or some expedition, and it may be that we, that is, the Court of Honour, do not allow a boy to take part because he is letting the Troop down. Now, we need to be a little careful here. The Troop might have played a cricket match in which somebody got bowled for a duck, somebody we expected to make thirty, and we might be foolish enough to think that this is letting the Troop down, but of course it would not be. What would be letting the Troop down would be if the chap had not turned up at all; in fact, many of the sins of Scouts that I believe require punishment by the Court of Honour will probably turn out to be what are called sins of omission – failing to turn up or failing to do something that had been undertaken.

There is another sin, though, that ought to be punished by the Court of Honour, and that is direct contravention of one of the Scout Laws. Here again we have to be, a little careful. If somebody drives a trek cart over a Scout's foot it is natural, although it is wrong, to use the odd word or two that perhaps do not appear in *Scouting for Boys*. Bad language usually shows lack of intelligence and an inability to find the right adjective to use at the right time, but in the stress of the moment sometimes a small transgression is understandable and excusable. What is never excusable in Scouting is the deliberate use of bad language in any form whatever. We used to have in Scouting a grand old custom; whenever a Scout swore his Patrol Leader poured a mug of water down his sleeve. Personally, I think it was an excellent idea and I am sorry it has been dropped. A cold douche under the armpit is a thing no Scout ever forgets, and it made him very careful of his language next time he was tempted to fall from grace.

In the main I suppose such punishments as the Court of Honour will have to administer will be such as deprive a Scout from taking part in some activity. Sometimes the decisions are very hard to make, but you must face up to the fact that you must be honest and do your job properly. You may, for example, have to stop your best bowler taking part in the cricket match because he let the Troop down the previous week by failing to turn up for a camping competition when he was expected. Were I a Patrol Leader today I would take the risk of losing the cricket match and would never let a Scout feel that he was indispensable. I should make quite sure that he realised it was a privilege to be a member of the Troop and of his Patrol and that it was a privilege that had to be re-earned every day.

One other thing about this business of punishment: this is one of the occasions when it is quite right for the Scoutmaster with his experience and, I hope, with his wisdom, to overrule the suggestions of the Court of Honour. It is very easy for a Court of Honour to be angry, and they may in their anger decide on a punishment that is really unjust and unreasonable. The Scoutmaster will, I hope, be able to keep anger out of his thoughts and may decide to overrule what the Court of

Honour is recommending. You, as a Patrol Leader, when dealing with these matters of punishment, must do your job as well as you can, but must always accept the guidance of the Scouter.

I want you to look back to the sentence from *Scouting for Boys* and realise that the order in which the things are put is important. Rewards and punishments are at the start, that is, the things which affect the Honour of the Troop. That is why you are called a Court of Honour; you are the guardians of the Honour of the Troop. In the third place B.-P. puts programmes of work – a long way behind Honour – and I hope you will keep things in that order in your thoughts and in your actions.

Concerning programmes, I only want to tell you that the job of the Court of Honour in this respect is first of all as individuals to have consulted their Patrols; you, as a Patrol Leader, are the representative of your Patrol. You will have asked what they want to do and the Patrol in Council will have talked over all sorts of ideas for programmes and games, etc., and they have charged you to go to the Court of Honour with their suggestions. You may have to make a suggestion that you yourself are not very keen about, and here is one of the great lessons that Scouting offers you – to learn how to represent those you are leading even when you do not fully agree with what they want. The bad Patrol Leader at the Court of Honour thinks only of himself, whereas a good Patrol Leader thinks always of his Scouts. I hope for the most part you will go to the Court of Honour armed with a whole string of ideas that you and the Patrol have worked out together and hope to see put into action through the Troop programmes. Here you face Lesson No.2. The other Patrol Leaders may wish to throw out all your ideas, and if this happens you have two jobs to do: firstly, accept your defeat gracefully and, secondly, when you go back to your Patrol ensure that they will loyally abide by the decision of the Court of Honour. It is quite unthinkable for a Patrol to say: ‘We are not going to do this, because we did not suggest it’; ‘We are not going to camp, because we wanted to play football.’ This is one of the times that really tests your ability to lead your Patrol; in fact, one of the great tests of leadership is to lead your Patrol enthusiastically along a trail that is not of their own choosing.

The Court of Honour will not go into too great detail about programmes: that is not your job, it is the job of the Scouter. Your job is to indicate the kind of things you want to do, and the programme is designed to deal with the weaknesses of the Troop. If, for instance, the Troop was bottom in the District camping competition the Patrol Leaders will suggest that more attention is given to campcraft – not just going to camp, but training in campcraft. It may be that First Class Signalling has held up too many in the Troop on the road to First Class and the Court of Honour recommends that there should be more signalling in the programme. The Court of Honour must suggest in general terms the sort of thing that will help Scouts in their Patrols; they must not attempt to lay down a programme that says: ‘Flag Break 7.30 a.m., Inspection 7.35 a.m., Games 7.40 a.m.’, etc. All this sort of thing is the job of the Scoutmaster, and it is, necessary for you to realise that, whatever you decide, the Scoutmaster has the right to introduce into every programme something about which he has not told you. It will be a horrible day when everybody in the Scout Troop knows exactly what is going to happen at 7.45 on Tuesday evening! The whole joy will have gone, and one of the Scoutmaster’s jobs is to see that the joy is kept in. Try to make your programme suggestions on broad lines and not on detailed ones.

The last part of B.-P.’s sentence says: ‘...other questions affecting Troop management’. That can cover almost anything, but I think what it really means is first of all recommendations in regard to the Troop money, that is, the subscriptions that the Scouts themselves have paid and which the Court of Honour, and the Court of Honour alone, have the right to spend. Money raised for the Troop, or the Group as a whole, by outside means is the concern of the Group Committee, but money paid as subscriptions by the Scouts themselves is the property of the Court of Honour and must be spent by them in consultation with the Scoutmaster. I am not going to suggest how the money ought to be spent, but I do suggest that you try to use some of the money to make Scouting

available to more boys and to try to do the occasional good turn to those who are less fortunate than yourselves.

As to other matters affecting Troop management, there are appointments of Seconds and Patrol Leaders which ought to be thrashed out, the appointment of a Troop Leader and the appointment of Scouts for special duties in relation to special camps, etc., as well as suggestions about the progress or lack of progress of the Troop. All these things come under the heading of Troop Management, and if you do all this, the Court of Honour, as you will see, really does become the hub of the whole Scout wheel. Ideas come into the Court of Honour, are sifted, moulded into an intelligent form, and off they go again along the spoke of the wheel to serve all the Scouts in the Troop.

I hope your Court of Honour will be a businesslike affair and that you will keep records, although being careful that you do not mistake it for a Committee. You are concerned all the time with the Honour of the Troop, the progress of the Troop, and the advancement of each individual Scout in the Troop.

Finally, perhaps your Court of Honour hasn't met for a long time, perhaps it isn't doing any of the jobs the Old Chief suggested it should do – well, now's the time for a fresh start and a new resolution. Go to it, Patrol Leaders.

## Chapter IV

### The Patrol in its Corner

**A**T some time during most Troop Meetings the Scoutmaster will say: 'Patrol Corners', for ten, fifteen or twenty minutes as the case may be. I cannot remember how many Troops I have visited, but it must be many hundreds and always I have heard that call: 'Patrol Corners.' Sometimes, I must confess, I have had the feeling that the Scoutmaster has said these words because there has been a kind of gap in the programme, or perhaps he has been tired, or wanted a rest, or did not quite know what to do next. When the call came the Patrol Leader has taken his Patrol off to sit in their Corner. Sometimes, but all too seldom, something really worth while has happened in the



Corners, but generally, I am afraid, it has all been a little 'Tenderfoot' or sometimes very early 'Second Class'. In the vast majority of Patrol Corners I have visited there has been one of four things happening – Knotting, First Aid, Signalling, or Nothing! Now, the first three are all right so far as they go, but if we only choose from these three things what a tremendous opportunity we are missing of doing something about the other three thousand things that we could have been doing.

You, as Patrol Leader, ought to know just what you are going to do with your Patrol if and when that call 'Patrol Corners' comes in the Troop Meeting. It needs to be something special, it may even be something urgent. For example, suppose just before Patrol Corners the Troop has had a relay game – it may have been a knotting relay or a physical relay or a relay embracing woodcraft knowledge – and your Patrol has come in last. Every Patrol loses sometimes, and it is very good that it should, provided that the

Patrol learns from the mistakes it made. There are three reasons for losing a relay race. Firstly, the Patrol were not good enough; secondly, their knowledge was inadequate; thirdly, they were not really a team.

Let us assume, then, that you have lost your relay race and have come in last and now you are in your Patrol Corner. You will quickly have 'Patrol in Council': you must decide why you did badly. What was it that happened? Why was it No.3 had forgotten how to tie a bowline? Why was No.5 looking out of the window, or in at the window if the game was outdoors, when he ought to have been ready to take over? Why did the Second's shoe come off at the crucial moment and make him stumble? It may be just that he had used the wrong knot to tie it. Why was the Patrol Leader the last away when the signal was given? Was he daydreaming, thinking about his school or the pictures? These, you see, are some of the most likely reasons. These are the kind of reasons of which a Leader should be ashamed. It is never any disgrace to be beaten by a Patrol better than you are, provided you are satisfied that you were at your best, but it is a disgrace to be beaten by yourselves; that is, by your own lack of preparedness, lack of knowledge, and lack of attention to details.

All this, of course, is just supposition, but always the first thing to do in a Patrol Corner is to have a very quick Patrol in Council and to talk over how you are doing, what you are going to do next, what is the Scoutmaster likely to have up his sleeve, etc. For example, did any of you notice that fellow the Scoutmaster was talking to before he came in? Perhaps he is part of a stunt and perhaps we ought to keep particularly awake this evening in case he wants a description of the man. Perhaps there will be an accident staged and in that case ought we not to check up on bandaging? We might, perhaps, have heard a rumour that the District Commissioner is going to visit the Troop and we ought to smarten up a bit. Remember the District Commissioner is sure to ask us when we are next going to camp and perhaps now, in the Patrol Corner, we can get on with the arrangements.

You see, all this kind of thing makes the actual work you will do in the Patrol Corner so much more sensible; not just working for the sake of working or for the sake of learning, but working and learning for a purpose; to make your Patrol better, your Scouting better and yourself better.

This period in Patrol Corners ought to be a lively period. Sometimes, I hope, the Scoutmaster will have given you something to do, but more often he will leave it to you, and so, as a Patrol Leader, you must have, first, the ability to use your Patrol Corner period wisely to help the Patrol through the Troop Meeting and, second, you must have a whole fund of ideas tucked away that you can bring out if there is time and if there is no occasion to do the other sort of things which I have mentioned. I do not pretend this is easy; this is part of the difficulty of being Patrol Leader. You must never be caught without an idea. As I have said already, you must always ask the Patrol for ideas and you must never try to force your ideas upon them, but you must have ideas because you are their Leader and they will expect ideas from you. If you have no ideas you are letting the Patrol down and you are letting yourself down in the eyes of the Patrol.

Now, supposing we look at the Patrol Corner from quite a different angle – what one might call the physical angle. I hope that yours is a Troop with its own Headquarters in which you have your own Patrol Corner. I will deal with this kind of situation first, because it is the easiest. You will have permission from the Scoutmaster to decorate the Corner as you think best. A good Corner ought to have its Totem; that is, an effigy of the Patrol bird or animal. This could be a stuffed one, a model, a wood carving or merely a photograph, and it should be in the place of honour. Then you need some sort of progress chart so that every Scout in the Patrol can see at a glance where he is and where he is aiming. I hope you will have something to do with the tradition of the Patrol; news about ex-members who perhaps have grown up out of the Troop into the Senior Scout Troop or the Rover Crew or gone out into the world. You also need a notice-board where you can display local, national or international Scout news, so that the Patrol is really part of the world-wide brotherhood and knows what is going on in Scouting. For the rest, you need some sort of first-aid equipment – a



quite simple cabinet – and a cupboard for the books owned by the Patrol, amongst which will be a copy of *Scouting for Boys*. Possibly you will have a rack for staffs and a locker for camping and other equipment, a Patrol box which is portable and which will contain all the odds and ends that you need – pieces of chalk, tennis balls and suchlike, and something to sit on. You will possibly have (and this depends very much on the building) some form of screening so that you really can create in your Corner a Patrol Den. The decorations should be as the Patrol decide, but here you must co-operate with the other Patrols and try to keep the whole Headquarters looking smart. A Patrol can have an individualistic Patrol Corner without it being an eyesore to anyone who enters the Headquarters.

I well remember a Patrol in my Troop who decided they would tar the walls of their Corner, and when it got hot the tar started to melt and run. Everyone stuck to it, and altogether it was very unpleasant and not a very good idea, but my fault for letting them do it.

Of course, in your own Headquarters it only needs a little ingenuity and a little hard work to have a really good Patrol Corner, but where you have to meet in a borrowed room, a schoolroom or church hall, etc., it is not quite so easy, but still it is not impossible. You will not be able to have quite so much, but you can have something.

For a long time my Troop had to meet in a schoolroom. It was a nice large room, but not very picturesque from a Scout point of view. However, the Scouts made it quite attractive, because at home and in their dens they made portable Patrol Corners; things that could very quickly be stood on the floor and hung on the wall, which immediately transformed the schoolroom into a real Scout room, and when the Patrol Corners were in place, even without any Scouts there, you only had to walk in to know there was going to be a Scout Meeting. It did not look a mess, but it did look individual, ingenious, and was obviously the work of the Scouts themselves. Part of the fun of being a Patrol is working together and creating something together. Two large plyboards decorated and embellished by your own efforts really are worth while.

So whether or not you have your own Headquarters there will be Patrol Corners, and it is up to you to see that you give the lead, that you have ideas ready, and that you encourage the Scouts in your Patrol to lend a hand.

We cannot quite leave the matter here, though, because even the most ingeniously decorated Patrol Corner needs to be kept fresh and alive. Never be satisfied. Have a frequent look at the Patrol Corner and see if you cannot improve it. Isn't that bookshelf, on which Lofty bangs his head, too low? Why does the third staff always fall out of the rack? Isn't it time we got the moth out of the Totem, and what about a new Flag? Whenever is Shorty going to complete his Second Class? Isn't it time we took down the notice about the Coronation? June is a funny time of the year to have a football-team list on the notice-board. This is all part of being observant. You can, you know, look at things so often that you just do not notice them and hardly realise whether or not they are there. When that time comes they cease to be any use, and we want everything we have to be of use, to make it serve us, to keep us on our toes and to enjoy the fun of working with it and for it. So let us have a fresh Patrol Corner now and then; new notices, new photographs, new decorations; keep it alive, keep it moving, keep it yours, an expression of the personality of the Patrol and not just a sort of backcloth that never varies.

Have a Patrol Corner then, and the obvious places are the Troop Room and the Den, but I hope we have already agreed that we are going to be a gang and keep together and do things together, and this means that the Patrol will need a home wherever it stops, even if for a few moments only. On a hike find a corner, perhaps between a couple of fallen trees, which will accommodate your Scouts and yourself, where you can light a fire and cook your meal. That is, make a Patrol Corner. On a Wide Game make your base in such a place that every Scout in your Patrol will recognise it and other Scouts find it difficult to do so. In fact, it is always a good thing to establish a Corner wherever you go. Perhaps your Troop is entering for some big sporting event or

Scout Rally, and your Patrol Corner then becomes a rendezvous, so that if the Patrol becomes separated everyone knows where to meet. That is what the Patrol Corner should be – a home and a meeting-place; somewhere to start from and somewhere to come back to; somewhere to go for help if you need it.



*One of the portable variety*

Here is one final story on this subject. I remember so well a Patrol I had in a Troop where I was Scoutmaster. The Patrol Leader in great secrecy worked and worked to produce a Patrol Corner; one of the portable variety. He did not let anyone know about it or see it. It was a work of art, very well done and very well worked out, but the trouble was that the Patrol were not in the least interested in it. The Patrol Leader, of course, was very disappointed, but the Patrol were right. He had let them down. He had broken the gang. He had not given them a chance or let them have a share; in fact, he had been selfish and done everything himself, and so no one was interested. Well, that Patrol Leader learnt a lesson and one which I hope will not be lost on you. Rather a thing not so good that we have done together than a perfect thing that we have done alone.

### Chapter V

## The Patrol at Troop Meetings

**I** **PROMISE** to put my Patrol before myself and the Troop before my Patrol. This is the Promise that the Patrol Leaders in my own Troop used to make when they were presented with their stripes and Patrol Flag. It is a very simple promise, but one that is on the right lines. In any case whether you make a special promise or not as a Patrol Leader, that is the kind of way in which you ought to regard the acceptance of the job you are going to try to do. All too many Patrol Leaders, I am afraid, use their Patrol to glorify themselves; they are not really Patrol Leaders, but just chaps who delight in being a 'King of the Kids', chaps who fail to realise that the job of being a Patrol Leader is, firstly, to set an example and, secondly, to lead the Scouts in a Patrol so that they really do follow the worthwhile example being set. All this really means that before we can consider the Patrol as part of the Troop we must have the right attitude of mind ourselves; otherwise we cannot hope to get the relationship between self, Patrol and Troop anything like right.

One of the things that any Patrol has to do is to make sure that its activities never interfere with the traditions of the Troop. It is quite wrong for you as a Scout to think of your Troop just as it is today and to give up thought to the past or the future. The vast majority of you who read this will be Patrol Leaders in Troops that have been running some years, maybe thirty or forty years, and that means that through your Troop dozens and dozens of Scouts have made their way and, whilst some

of them may have moved to far parts of the world and some of them may not appear very interested in the Troop, many, perhaps most, in a quiet, undemonstrative sort of way, are certainly very conscious of their old Troop, and many of them will be watching to see that the traditions that they set out to build are not being thrown aside by the present generation of Scouts. Tradition can be a very wonderful thing. It means really that we are taking all the best of the past and using it in the present, but we must add to it so that when the time comes for us as individuals to pass on our stripes to the next chap the tradition will be untarnished and a little more worthwhile than it was when we first went into the Troop.

In this country there are some ten thousand Scout Troops. I know something about a great many of them, and whilst most of them are good Scout Troops, I am prepared to say that they are all different, and that, I believe, is a very good thing. They are the same, of course, in that they are all based on the Founder's original ideas in *Scouting for Boys*, but they are different, too, because of the way in which they play the game of Scouting. It is these little differences that are such precious things. It is these little differences that build up the tradition of a Troop. It is these little differences that ought to make your own Troop always recognisable to the old Scouts from it, far more than does the name on the shoulder tape or the colour of the scarf.



As a Patrol Leader, then, one of your first jobs in relation to the Troop is to maintain the traditions of the Troop, to maintain the Honour of the Troop, and this may well mean making on occasion a stupendous effort to maintain the standards of the Troop in regard to some particular activity, which may be swimming, first aid, camping or almost anything. It is not quite the same to be equally good at something totally different. If you become good at different things you can add to the tradition of the Troop, but do not overlook the need to maintain the old as well as to build up the new.

Your Scoutmaster, if he is a good one, and I hope he is, will be looking at the Troop from a rather different point of view from the one you ought to be using. You, as a Patrol Leader, ought to feel that your Patrol is an integral part of the Troop Meeting, but your Scoutmaster will see in the Troop Meeting a gathering together of individual Patrols. The way in which you come together in this is that he must so devise the programme that the unity of the Patrol is disrupted and interfered with as little as possible, and you must see that the Patrol is a unit and not merely an odd-looking collection of Scouts with one wearing two pieces of tape on his left breast. You can tell a real Patrol at a glance; I know I can. I can go to a Troop Meeting and I know instinctively which is the Patrol and which is just a collection of Scouts. How do I know? Well, simply because they look like a team, they work like a team, and whenever something has to be done the Patrol Leader takes charge, sums up the situation, consults his Patrol and issues his orders, which are carried out quickly, willingly and cheerfully, with no argument, no waste of time and no messing about. The collection I can recognise, too. The Patrol Leader shouts and yells, some of the chaps have obviously forgotten they are Wolves or Otters – perhaps they have never been told, or perhaps last week they were Swifts or Rattlesnakes. The Patrol on the collective basis is just a farce; it is only used for playing games and doesn't mean a thing. It has no life and is really just pretending.

Now, we have talked about tradition in the Troop, but what about tradition in the Patrol? In my old Troop the Wolves somehow were always the best Patrol at camping. Looking back, I don't think they were much good at anything else, and they were terrible at games. It was quite an event if the Wolves won a game – in fact, on those rare occasions when they did win something the other

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## THE PATROL LEADERS HANDBOOK

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Patrol Leaders took a lot of convincing that all was above-board – but at camping they were superb. The other Patrols in the Troop were a good average, but the Wolves (and this was because of the tradition of the past) were just on top every time. The Patrol Leader knew his job and was a good camper himself, but he had managed to convince all his Scouts that they were good campers, too. They had confidence in camp; they never had confidence in games. Because they had confidence and because the Leader had knowledge, that confidence was well founded and it served them well. Of course, the old Scouts who visited the Troop now and then would come across to the Wolves and the first question would always be: ‘How’s camping?’ They knew the tradition of the Patrol and, perhaps without them realising, that simple question was helping to keep the tradition alive and worthwhile.

Let’s look at an ordinary Troop Meeting and your Patrol in it. A good Troop Meeting will start with a game that anyone can join in as they come, a game which takes place before the actual meeting time arrives. On the dot – 7.30 perhaps – the signal is given and the Troop fall in. Now, where is your Patrol? Is it first? It ought to be. It ought to be the first to fall in and the first to be ready for whatever is going to happen next. Flag Break, Inspection, Game, it doesn’t matter what – your job as Patrol Leader is to see that your Patrol is ready. So the meeting will progress, through games, competitions, and instruction. Your Patrol will not always be winning, but they must be doing two particular things. They must always be ready and must always try to succeed. Remember – ‘It is better to travel joyfully than to arrive.’



Then we shall come to the stage in the Troop Meeting that I have mentioned before, the Patrol Corner. Now is the testing-time! Have you, the Patrol Leader, got something ready? Do you know exactly what you are going to do? Does your Second know what you are going to do? Have you remembered to tell him his part in the programme? Or do you slink off to a corner and sit on a dust-laden log, saying: ‘What shall we do?’ When there are no ideas do you take off your scarf and start to tie it round the head of the nearest Tenderfoot? Or have you worked it all out in advance? Have you got something ready? Have you ready something interesting, something worth doing, something that is going to give the Scouts something to remember, something that is perhaps going to teach them and help them along the road of tests and badges? Well, this is all part of the Troop Meeting. In any Troop the real testing-time is when the order comes: ‘Patrol Corners for the next fifteen minutes.’ There are chaps who will not bother with the bit of preparation that is necessary before the Patrol Meeting. It is no use at all to go into the Patrol Corner, to sit on the dusty log and wait for inspiration. You don’t get inspiration by sitting on a dusty log. Inspiration is just another word for a bit of work. The Patrol Leader who has taken half an hour to think things out and has

prepared his equipment and material has had the inspiration at the right time and place. This Patrol Leader is not taking chances; he is prepared. The Patrol Corner time is a grand opportunity.

So we come to the end of the meeting. I hope one of the Scouters will tell you a yarn. Perhaps you will have heard it before; perhaps he will not tell it very well. Remember that part of the job of being a Patrol Leader is to see that the Scouters have some courtesy shown towards them. It is part of the tradition of a good Troop that the Scouters are treated with respect.

Eventually we shall come to Flag Down, Prayers, and the final notices. Are you content just to let the Scoutmaster read the notices and to go home. Do you think your job is finished when the meeting is over? Do you think that is the time to let up? I hope you don't think this, because it is not the time. As soon as the Troop is dismissed go back to your Patrol Corner all of you. Check over the notices you have just heard. Have your Scouts grasped them, understood them, made a note of dates and times? Are you quite sure they know when to turn up, where to turn up, and that they will turn up? Do they know what to bring to the next Patrol Meeting or the next camp? Do they know the equipment needed, and the money they will require? Is everything clear? It is your Patrol, you know, and your job to see that they understand. It is your job to see that they know just what is expected of them, and it is your job to see that they are given no excuse for not doing it. Yes, there is a lot of responsibility in being a Patrol Leader; there is a lot of thinking to do and a lot of work to do, but we haven't finished even yet.

It is nine o'clock and a November night; the Troop Room door is opened at the end of the meeting and a bit of fog has come up. What about young Jimmy who came up from the Cubs last week? Are you going to leave him to find his way home in the fog whilst you go to the fish-and-chip shop with the Second? Are you going to take him home, or look round to see if anyone else lives his way? I hope you are, because being thoughtful is part of the Patrol Leader's job. That is part of the Patrol Leader's work for the Troop. You are not finished as a Patrol Leader, ever, until you hand back your stripes. Remember you are a Patrol Leader all the time. At the Troop Meeting your job is easy because, in a way, it is obvious, but it is the little things that tell whether you have



the right idea about the job. Those little bits of kindness and thoughtfulness are part of your job; seeing the ex-Cub home on a foggy night, walking home with the chap who is a bit down in the dumps and needs cheering, making a point of talking to the fellow who has had a bit of bad luck at home or at school or at work, remembering to ask about people who are not very well – not only the sisters who may have an interest for you, but Mums and Dads, too. This kind of thing is the Patrol Leader really leading the Patrol, showing he is interested in everything they do and ready to

help without being a busybody. It is out of that spirit that your Patrol will become a worthwhile Patrol and your Troop a worthwhile Troop.

I have tried to show you the road, but you are the chap who has to follow it. It is a road that many thousands of Patrol Leaders have taken the trouble to follow in the past, and they and their Scouts have become the better for the journey.

Chapter VI

**The Patrol and its Den**

**T**HERE is nothing quite so important to a Patrol as having a place of its own, a place where the Patrol can go to get away from the Troop, from the Scouters, from families and from all other acquaintances, and can really be together on its own, without any fear of interference or interruption. I know there are difficulties, but I have yet to meet a really live Patrol that cannot find a Den of its own if it is really determined to do so.

Before we come to consider Dens, why do we want them at all? Well, any family if it is to be a family needs a home of its own. There is a very old saying, 'An Englishman's home is his castle', and this is as true of a Patrol as it is of anyone. A Patrol, of course, has its place in the Troop; it has its Corner, about which I have already said something, but that is by no means the same thing – there we are only tenants and probably have in any case to share our Corner with the Cub Pack, whereas our Den is a place where we meet together, where we can be uninterrupted to practise our Scouting, and where, most important, we plan our out-of-doors adventures. It is a place where we can keep our belongings, all those little things that matter so much to a Patrol – the logbook and tents, and the odd bits of equipment that we need for our Scouting.

As to where our Den should be – well, I can think of a hundred places. It is easy to paint the picture, but not quite so easy, I know, to achieve it. My preference would be a small shack on the outskirts of the town, not far enough away to make it awkward to get to, but far enough to be reasonably secluded; a shack, I think, set in the middle of a copse or small wood or perhaps perched on a hillside, not very large, but just large enough for the Patrol to get in, sit down, and have some kind of fireplace round which to gather to plan adventures. However, I would make do with something much less than that – perhaps a garage that someone doesn't use, an attic, a spare room, a shed in someone's garden, an odd corner in a factory, or a disused store-room at the back of a shop; in fact, I would not worry too much about the outside at all. All we want are four walls and the freedom to decorate and improve the Den inside. Some of the best Patrol Dens I have been in have been very dubious looking places outside, but inside there was that rather intangible atmosphere which shows that a place is cared for and loved and that it is, in fact, a home. I would not worry about where the Den was, although I would keep my ideal before me and always try to achieve it, but I would be sure that it was not too large, because that might be expensive, take too long to look after and become a burden. I would insist that the Patrol did everything necessary in relation to the Den; all the decorations, all the fittings, the lighting, the fireplace, the lockers, etc. Perhaps if we raised money and paid for the work to be done it would be better done, but I would not be interested in how well it was done, only that we had done it, that we were proud of it, and that we learned by our mistakes and would go on learning and getting better all the time.

As to its use – well, we would meet in our Den, of course, once a week at least. We would each have a key to it and would all be free to go there any time and, in turn, we would take responsibility for keeping it clean and the fire lighted and would see to the supply of cocoa and that sort of thing. I do not think we would tell other people when we were going to use it; it is our home and we will go to it when it is convenient and when we have the time. We shall let even the Scoutmaster know that it is *our* Den and that he will be welcome when we ask him and, of course, we will ask him and the other Scouters also, not as a right, but because we want them to come and meet us in our own home.

In this Den we should probably keep things similar to those we keep in our Corner; a record of progress, but perhaps rather more full, going back through the years to other Patrols, Patrols out of which we have grown. We shall have a few tools, because we cannot work without them, a hammer and a screwdriver, a pair of pliers and a chisel, and the tools of any handicraft the Patrol is

pursuing. Certainly we shall have the tools to enable us to repair camping equipment and our uniforms, and, indeed, anything that is liable to get worn or broken.

However, the main use of our Den would be to provide a meeting-place where we can plan our adventures as a Patrol out of doors. Our Den is a place we come back to, not the place where we do our Scouting. When we meet it will be for a purpose, and the purpose is better Scouting for all of us in the Patrol. It is here the Patrol will meet in Council and discuss its problems, its relations with other Patrols in the Troop, to make plans for camps and expeditions into the towns and country. It is here we will devise and rehearse new stunts for the Camp Fire. It is here we will plan what tests and badges we are going to pursue. It is here we will invite people to come to talk to us and show us how to do things at which we are not very good. It is here, too, on occasions the Patrol will hold a feast – perhaps only the Patrol, perhaps inviting another Patrol, perhaps inviting the Scouters. Yes, the Patrol feast has a very special place in Scouting, but if we are a good Patrol we shall learn to prepare it ourselves and not merely become a burden to our mothers. We shall learn to cook, not only in camp, but indoors as well, learn to set a table and to decorate the room for Christmas or some other occasion, learn how to give our Den an air of good companionship, an air of purpose, an air of jollity. All this we can learn to do, and in our Patrol Den can learn it better than almost anywhere else.

I could tell you many instances of Patrols in town and country who have overcome all sorts of difficulties to get their own Den, and amongst those Patrols are the best Patrols I have ever met. They were the Patrols which really were Patrols; they were gangs, they did work together and kept together. I could show you Dens constructed out of old air-raid shelters, the top half of an old bus, half of a railway carriage, four sheets of corrugated iron and a few bricks, large packing-cases, and out of the ground itself, just dug in and built up with a little brick and concrete to keep out the damp.

So, go to it, Patrol Leaders! Plot and plan and worry and ask until you find a Den. It is worth all the effort, and you will make your Patrol a real Patrol and not just a paper Patrol.

I did mention the idea of having in a place of honour a model, a photograph, or a stuffed bird or a stuffed head, of the Patrol's Totem, but I hope you won't be content just to have this, but you really will try to find out something about the Patrol Totem that your Patrol is working under.

First, a word about Patrol Calls. In the early days of Scouting all the Patrols knew their Patrol Calls, and they used them. Now, I find it is very rare indeed for a Patrol to be able to make its own Call, and the reason is that the way a lot of our Patrols are doing their Scouting there really isn't much point in the Patrol Call, because I am afraid far too many Scouts spend too much time indoors and not enough out of doors. Obviously, a Patrol Call in a room is a fairly useless sort of thing, but if you are really going to do Scouting in the woods, and fields, and over big distances, then the use of the Patrol Call is really very valuable, because this is a natural call that your Scouts will recognise and answer, but that other people who might be about would probably not notice at all. It depends a bit on the Patrol name you have chosen, and I hope you will remember that the Old Chief did suggest we ought to choose Patrol Totems from the birds and animals likely to be found near our Troop, which means that if you have a Patrol in Lincolnshire it is a bit silly to be a Tiger Patrol, whereas if you are the 1St Regent's Park, next door to the Zoo, then the Tiger is as good as any other. I hope as Patrol Leader you will set an example and learn your Patrol Call and use it whenever you are Scouting out of doors (and this includes camp!), and that you really will, when you send notes to members of your Patrol, sign yourself as Patrol Leader and draw the Patrol sign, and encourage your Scouts to do the same. Such a pity to lose all these things which are part of the fun of Scouting. We don't want to get stupid and sophisticated (the two words mean the same thing really!); we want the fun of using all these odd bits and bobs that the Old Chief offered us.

There is just one more thing I want to say about the Patrol Totem. It is your job to find out as much as you can about the bird or animal you have chosen for your Totem. Easy enough to read

him up. Plenty of good nature books to read and good pictures to see what he looks like, where he is likely to be found, what he lives on, and what his habits are. I think it is true to say that every one of the birds and animals suggested in *Scouting for Boys* is rather like us, in that he has many good qualities and quite a number of bad ones. I think this is an excellent thing, because it ought to mean that as a Patrol we try to emulate the good habits of our chosen bird or animal and regard his bad habits as a dreadful warning of the things we ought to avoid.

Suppose we have a look at the Otter? Well, good habits – it is clean, it is quite courageous, it is a wonderful swimmer, and it is self-reliant. Bad habits – it is very greedy, it is very thoughtless for the needs of other creatures, it is selfish, and it is rather sly. Well now, if I substituted ‘Scout’ for the word ‘Otter’, I am quite sure I could find plenty of Scouts who would fulfil the good points and the bad.

We might perhaps look at another Patrol. Suppose we take the Owls? I shall have to be careful here, because this is the Chief Scout’s Patrol! The Owl has the reputation for being very wise. Actually it is very doubtful if he is very wise at all. He just looks wise (this is the Owl I am talking about, not the Chief Scout!), but still, the Owl has many good qualities. He is reasonably clean in his personal habits, he is not a greedy bird; but on the other hand, he makes an awful lot of noise at night, which is a nuisance to other people, and is not too clean about the house. In fact, an Owl’s nest is rather like some Troop Rooms I know which look as though a hurricane has just been in for a brief visit.

Well, I am not going to tell you any more about particular Patrols. You look up your own, and I want to suggest to you that you get out a list of all the good qualities and try to get your Patrol to measure up to them; and alongside it have a list of the bird or animal’s bad qualities and put these up as a strong warning of what you might become if you don’t look out.

All this means making the Patrol Totem into a real Totem, bringing it to life and making it work for the Patrol. A moth-eaten old stuffed wolf’s head stuck on the wall does no good to anybody and just smells and becomes a stupid nuisance. We want to be proud of our Totem and we want it to be of practical use to us, so keep it in good order.

We have talked once or twice about visiting various things, and just now I should like to say something more about this sort of thing. I expect you and all the Scouts in your Patrol go to the pictures. Most people do. I do when I get the chance, which isn’t very often, and I enjoy it a great deal. In fact, I enjoy it more than most people, because I don’t go very often.

I wonder if you will understand what I mean when I say to you: ‘Don’t go to the pictures; go and see a film’? By that I mean don’t go to the pictures because it is Tuesday night and you always go on Tuesday night – that is a terrible reason for doing anything; it means you have got into a rut, you have formed a habit, and it isn’t a particularly sensible one. Go to the pictures because you like the sound of the film – maybe there is an actor in it you know you enjoy, maybe you have read about the film and it is the sort of thing you would like to see, but merely to go for the sake of something to do is an awful waste of time, because as a Scout you should not be looking for something to do. Your problem is, I hope, the same as my problem, and that is where can I find time to do all the things I want to do. Just to go to the pictures, or anywhere else, to kill time is what it says – a murderous business. I hope that you will use the cinema, and use it wisely. Try and go with your Patrol sometimes and see a particular film, and when you come home from it, next time you meet at the Patrol Den, spend a few minutes talking about it. Try and discover why you liked it, or why you did not like it. It is not enough to like a thing or not to like it. You want to know why. In modern jargon this is known as ‘developing a critical faculty’, though don’t let us worry about that. Just let us decide why or why not we like something.

What I have said about the cinema applies to all sorts of other things – reading, for example. I hope you read yourself, not only Scout books, that is not nearly enough. You are very lucky to live in a country that has a literature that is really second to none. We have always produced what are



known as ‘men of letters’, men who have had something worth saying and have known how to say it and have put it down for all time. What a wonderful thing it must be to be your age and to have the whole world of literature unexplored in front of you. People will tell you there is nothing new to explore; they may be right, but there is a wonderful lot of old things worth exploring. I hope you will read yourself; I hope you will find out what your Scouts are reading, and perhaps you will try in your Patrol Den reading a book over aloud, discussing it, perhaps getting an idea for a Camp Fire sketch out of it.

Don’t think that just because a book is written by a famous man and is in a rather old-looking sort of binding and is called ‘a classic’, that it must be dull. Some of the classics are dull, and so are some of the modern books – in fact, more of the modern books are dull than the classics. You have such a field to explore. Perhaps some of you saw *Oliver Twist* on the films; maybe for the first time you read the book. I suppose it is one of the most exciting books that was ever written, but it is a classic, and none the worse for that.

But I am not going to give you a list of books as long as your arm, because I want you to explore for yourself – that is part of your Scouting.

It is the same with music. Try to learn to listen to music, and learn to listen to a variety of music. The man who has no use for classical music is just about as stupid as the man who has no use for jazz, but the wise man has use for both. He knows what he likes and he knows why he likes it. He has taken the trouble to listen to all kinds of music, so that he can find music to suit the mood of the moment. It may be that it needs something classical, something Bach; or it may be Tommy Dorsey making a considerable amount of noise.

Well, I don’t really want to say anything more about this kind of thing, except don’t forget about it. It is exploring, it gives a chance in your Patrol of coming to grips with all the possibilities that the world of art, for that is what it is; offers to you. It is important that you should begin to learn to like these things, because they are the things that are going to stop with you rather longer than some of the other things. The time comes – you may think it is impossible, but the time does come – when it is too cold, when we are too old and worn out to hike and camp, but the time never comes when we cannot find in the world of books, or art, something to help us over the next mile.

## Chapter VII

### The Patrol in Camp

**I** WANT you to be clear at the start that in the main this is not going to be a chapter about campcraft, although campcraft will come into it, but it is going to be a chapter about Patrol camping.

There are three quite separate situations that we must consider, and if I get them off my chest to start with you will know what to expect. First, there is a Patrol taking part in a Troop camp; second, there is the Patrol camping on its own; and, third, there is the camp for some members of the Patrol.

We need to approach camping under these three arrangements from rather different points of view. There is a great deal, of course, about camping that remains constant, but not by any means all of it, so let us begin by considering the Patrol taking part in the Troop camp.

Here, the Scouters, after, I hope, talking it over with the Patrol Leaders, will have settled on the site; will have made all the major arrangements, including cost, transport, rations, wood and water, etc.; will have notified the District Commissioner, and will have obtained the Camping Standards Certificate. In fact, they will have done the very many and important things that have to be done before a Troop goes to camp. The Scouters will have told you, as a Patrol Leader; just what is expected of you, and you, in turn, with your Patrol in Council will have discussed the whole

thing, so that every Scout in your Patrol knows just what he has to bring, when he has to report, and when he will be back. You will be sure that all your Scouts have told their parents and anybody else concerned.

In a well-run Troop camp one of the first things that ought to happen is that the Scouts report the night before with their kits packed ready for inspection. I expect you have been present on such an occasion and I hope your Patrol has come out of the inspection, which can be something of an



ordeal, with flying colours, but suppose it didn't. Suppose three of your Scouts when their kit is inspected are short of important items – young Bill is a blanket short, Jack has forgotten his toothbrush, and Tom has packed a lot of unnecessary things in addition to all he was told to bring. Well, who are you going to blame for this state of affairs, Bill, Jack, Tom or the Patrol Leader? The proper chap to blame is the Patrol Leader, because if you had handled

the matter wisely you would have had your chaps there half an hour before inspection; you would already have inspected the kits yourself, and if anything was wrong there would be time for them to slip home and put it right. You would know, when the Scoutmaster came round, that he was really wasting his time, because you had already done the job; you were ready for your Patrol's kit to be inspected by anyone because you knew everything was well. Of course, it is one thing to have all the items that one ought to have in a kit, but it is quite another matter to have them packed properly and in such a way that the rucksack or kitbag looks businesslike and the contents, when they come out, are going to be in good order. I have seen some very funny kits; I have seen rucksacks packed so badly that they were all bumps and very uncomfortable to wear; things hanging on every strap of a rucksack, so that the Scout looked like a travelling tinker – the kind of chap you meet at a country fair; I have seen some very surprising items when the rucksack has been unpacked – a clean shirt wrapped round a dirty billy, a blanket covered in marmalade, a crushed egg nestling in a pair of pyjamas, and a leaky water-bottle that has turned the contents of the rucksack into a laundress's nightmare. I have never felt that the Scouts were to blame: I have always put the blame (where it belongs) on to the Patrol Leader.

You know where you are going to camp, but have you a picture of the site? Have you seen a map? Have the Scouts in your Patrol a real idea of what to expect? Do you know where your Patrol tent is going to be pitched and where you are going to make the kitchen? Do you know what jobs you are expected to do when you get to camp? Does everybody know what to do when you arrive, or is it going to be one glorious muddle with a bewildered Patrol in a strange place, with no idea at all of what to do, when to do it or what ought to be done?

Suppose we talk about tents for a moment. Has the Patrol practised pitching them before camp? Does everyone know his part in getting the tents up? Have you thought about the prevailing wind and which way the tent ought to face? Have you checked over the guy-lines and the number of pegs? Have you got a mallet? Are there any unmended holes or tears in the tent? Is the Patrol able, when they get to camp, to unpack the tent and have it up in a very short space of time, or is the Patrol going to gather round the tent bag and unravel it like a man who has received a parcel from someone, of whom he has never heard? Are you going to be surprised by the shape of the tent and wonder where the poles should go and how to pitch it?

Suppose we talk about the kitchen. So many kitchens seem to just happen. Someone lights a fire and someone else builds a pot-rack; somebody decides to make a highly unmechanical gate, which is going to be an awful nuisance before many days have passed; it is a nice gate, but it leads into a stinging-nettle patch and who wants to go there? Have your Patrol practised building the kitchen so that they know just what they want in the way of gadgets? Have you an order in your mind so that you do the essential things first, leaving all the titivation until you have more time. A flower garden and 'Welcome' written in stones is very nice, but there is no urgent need until the essential things have been dealt with.

In a good camp the kitchen must begin with the duller things; the marking out of the area, perhaps with sisal (later, when we have more time, perhaps with rustic work), the fireplace, a simple stand for the pots, a grease-pit – very carefully sited so that we shall not tread in it and neither will the visiting Commissioner!

Where shall we put the kitchen? Not too far away from the tent, but not so near and in such a way that the wind will be for ever blowing the smoke into the tent. It is quite true that smoke will keep insects out of the tent, but it is liable to keep the Scouts out also. Our kitchen must not be in the way. It must not spoil the appearance or the use of the site. It needs to be reasonably near to the wood and water supplies. It needs, in short, to be planned.

There are two sides to this planning business. First, the planning we do at home and in practice camps, where we gain a very fair idea of the kind of kitchen we want – a sort of master-plan this is; but no two sites are ever exactly the same, and so we have to have a second plan. We must adapt our master-plan by talking it over with the Patrol in Council on the site; it only takes a minute or two and we take every possible advantage of the site we are on. If we stretch one end of the kitchen a little it will take in that rough undergrowth that will be useful for grease-pits. Even that ant-hill may have its uses – not as a seat for the cook, but perhaps as a base for a chopping-block. If we put the cook's wash-bowl on the other side of the kitchen it will be nearer to the water supply and, incidentally, it will be nearer the grease-pit, so that it can be emptied frequently as it becomes used. You do need these two plans, the master-plan and the immediate plan, so that all the natural advantages and disadvantages of any particular piece of ground are considered and either used or got over.

Just as in Troop Meetings, our Patrol is going to be ready for whatever is to happen next. I hope you are going to have the fun and experience of camping as a Patrol, using Patrol cooking and being entirely self-supporting. This means a lot of organisation on your part and it means that things have got to be on time. When I had a Troop I always fed with the Patrol that was ready first, providing their idea of ready was the same as mine.

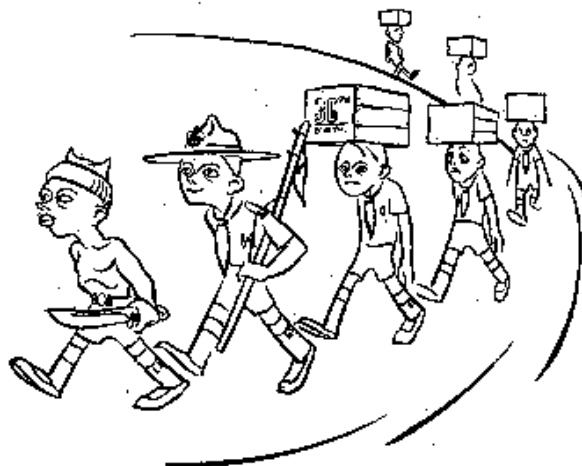
A lot of Scouts make the mistake of thinking that one sort of activity is work and another sort is fun. A great deal will depend upon the way you as the Patrol Leader regard the whole thing and the example you set in willingness to take your full part in whatever is happening and, of course, organising your Patrol so that all the Scouts have a chance of doing all the jobs during the camp; even peeling potatoes is good fun if you don't have to do it too often. One of your jobs is to give your Scouts the greatest possible experience. Make sure they all have a shot at cooking and preparing the food, the laying and lighting of fires, washing up, making new grease-pits and new covers and let them all make a gadget. The bad way of doing things is for the Patrol Leader to do all the nice things with the Second to help him, leaving all the messy jobs for the Scouts further down the Patrol. By the end of every camp each member of your Patrol should have learned something new about camping. It may mean that in cooking you will occasionally have burned porridge or a dixie of smoked tea, but that is a very small price to pay for what you are giving the Scouts.

Suppose, now, we assume that our site is ready and we are camping as a Patrol and doing our own cooking. What is next? I suppose every Troop and Patrol has a morning inspection. Everything

## THE PATROL LEADERS HANDBOOK

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should be clean, blankets airing, everything out of the tents if it is fine, the tents brailed and the small tents more than brailed – half of them thrown back on the sunny side to let the sun and air get at the grass. There are few more unpleasant smells than dank and matted grass, and the only way to avoid it in the tent is to let everything be aired and sunned as often as possible.



... leaving all the messy jobs for the Scouts further down the patrol

I have visited literally hundreds of camps and, by and large, at morning inspection they are not bad. But what about three or four hours later? Why is it that the orderly, trim site of a few hours ago appears now as if a combination of a hurricane and a herd of wild deer has been through it? Let us look at the kitchen. The fireplace is littered with half-burnt paper and tins and someone has even thrown on to it a crust of bread. The wash-bowl is filthy. An axe is lying on the ground, already beginning to rust. Someone has hung a shirt over the entrance gate and the blanket lines are sagging, so that the blankets are soaking up last night's rain. Guy-lines are loose and the poles of the tents are straining. There is a heap of what looks like old clothes in the middle of the tent and old copies of *The Scout* are blowing round the site. A pot of jam has been left uncovered and the wasps are making merry. Why is it like this? What on earth has gone wrong between inspection and now? I think I can tell you. The Patrol Leader felt he had done enough for the day and decided not to bother any more. Has anyone done any Scouting this morning? Not a bit of it. Nobody has really done anything except contribute to the mess. But come over with me and let us have a look at another site. This seems rather different. This looks as though inspection was only a few minutes ago. The bedding is still airing. The blanket lines are tight and there is nothing in the tents, so that the sun is getting at the grass. What about the kitchen? Yes, there is a pot merrily sizzling on the fire and a properly masked axe in the chopping-block. The water buckets are full and covered. There is a large pile of firewood chopped and stacked in sizes. There is no sign of paper, except for a little which the Patrol Leader has tucked underneath the altar fire ready for use if tomorrow should be wet. The pots not in use are on the rack, catching the sun inside and out and shining back at you because they are clean. The members of the Patrol are there. Billy has had a good morning. He has passed his Second Class firelighting. Jack has made a very good shot at his Second Class tracking, and even young Tom has been down with the Patrol Leader to the lake and it is not going to be long before he can swim: two days ago nobody thought that was possible. This Patrol have been doing some Scouting and they have been doing it for two good reasons. First, the Patrol Leader wanted it and, second, he made it possible. He knows the value of a clean camp. He knows it is not just something to show to visitors, not merely something to please the Scoutmaster and any Commissioner who may visit. He knows it is the essential background that the good Patrol Leader provides so that his Scouts can get on with their Scouting. Well, I hope the pictures are clear enough and I hope you have made up your mind as to which Patrol you want to lead. There is a good motto for any Patrol: 'Our site is always ready for inspection.'

What else is going on in this camp? Are you beginning to get to know your Scouts? Perhaps you thought you knew them before. You knew their names, of course, and you knew a bit about them, but isn't it different when you sleep in the same tent and work with them in the Patrol kitchen? It is surprising how they begin to show up in different ways. Young Tim, who didn't seem to be very bright, has a rare aptitude for producing tasty dishes, and Bob, who always seemed a bit slow, knows the name of every bird and butterfly that goes across the site. But it is not quite so good with Charles; he is a bit disappointing; he talked a lot before camp, but he doesn't seem to do much and what he does is not very well done. Perhaps you had better have a word with him tonight; after Camp Fire would be a good time and you can perhaps find out what is wrong. Perhaps he is homesick, perhaps he is not sleeping, perhaps he is constipated. It is your job to find out. You are looking at your Patrol and learning about them, but remember they are looking at you and learning about you. What are they seeing? Are they seeing a Leader who is capable, a chap who knows what he is doing but doesn't show off, or are they seeing a fellow who, for all his high-sounding words in the Patrol Den, is last up in the morning? They can't help noticing that this morning you didn't clean your teeth. You can't help knowing each other, but it is a very valuable thing. Make sure that you benefit from it and that you use the strengths you discover in the Patrol and try to get rid of the weaknesses in the Patrol and in yourself. This is the testing-time, here in camp. It will be very soon over, so don't waste a minute of the time you have.

And what about those tests; tests that somehow in the Troop Room seem so difficult and remote? I know you come from a big town and it is not easy to find a tree to cut down, but the Scoutmaster told you at Court of Honour last night that the owner of the site has half a dozen trees he wants taking out, and those will be enough for all of you. I hope you will practise and pass your First Class Axemanship. For the fellows who cannot swim, and have not really tried, there isn't a better lake than the one on our site. Let's stick at it until we can do it. Also, we have not been very good at learning to recognise birds and trees and it is funny that Bob should know so much about birds. Suppose we get him to take us out and show us how he learned to recognise and identify the various birds. Yes, this is the place to do it. We have practised and learned all we can in the Troop Room and round Headquarters, but here, in camp, we can really 'Go to town' on our tests. This week we will spend practising and next week we will see if the Scouters will test us. We are going to take the whole Patrol home having achieved Second Class at least, or else leave them buried here as a warning to others!

All I have said about the Patrol camping with the Troop applies to the Patrol camping on its own, but here there is more to it. There is far more for you and the Second to arrange beforehand. You must find a site, visit it, arrange about rations and wood and water, find out how much the camp will cost for each Scout, arrange about going to church on the Sunday and let the parson know you will be there. You must know where the doctor lives, in case you need him. Your Second must know as much about it as you do. It is not a bad thing in life to hope for the best and prepare for the worst. Suppose you had done a good job and organised everything and on the way down to the Troop Hut on the day you are going to your Patrol camp some fathead has left a brick in the road. Suppose you ride into it and go over the top. You finish up with a broken collar bone. It is not serious and it will soon mend, but you won't be going to camp. Does that mean no one can go? That's what it does mean if you have kept all the details to yourself, but if your Second knows as much as you he will be able to carry on. It will be a grand opportunity for him to prove that he is a real Second and not just a stooge. He will be able to take over straight away, and if there is a good spirit in the Patrol it ought to be an even better camp because you were not there. Why? Because a bit of trouble in a Patrol will bring out the best that is in them if the spirit is good, but I hope you will not break your collar bone too often. What I am telling you is to be prepared, trust your Second, and make sure he is really in the picture and able to take over.

Perhaps I can just say a word about where to go to camp. I am a bit bothered sometimes about the regular campers I see. They go week-end after week-end to exactly the same place and

they pitch their tents in exactly the same spot and try to sleep on the same blade of grass almost. I suppose it is all right – it is certainly better than *not* going to camp – but would it not be better to vary it a bit? Why not try to go at least to three sites during the summer and go to sites that are as different as possible. You might go to a Headquarters' site. Come to Gilwell, it will be grand to see you. Another might be a woodland site. I know a lot of books tell you not to camp under trees, but, between you and me, it's grand fun, though not for a summer camp, perhaps. If you try it you will find that your Scouts like the idea. It will be colder in the morning and it will get dark earlier than usual; the midges are bigger and better and will bite harder, but it is more adventurous than the open field. It is a bit eerie at night and I should not like to be there by myself, but with a Patrol it gives you a nice sort of feeling. The Camp Fire is different and looks even more welcome and friendly than usual, and we feel further away from everything than we actually are. Perhaps your third site will be where you can do a really good turn to a farmer. The old bit of waste land in the corner may not be much of a site, but it means you will be able to do some work on his hedges or help with the harvest. It gives a good feeling to have a camp like that.

Incidentally, don't try to camp every week-end; you have a home and you have a church, I hope. Overdoing anything is a mistake.

Quite apart from the details of where to go and what to take, do have a really positive aim. By all means have a programme, but not a time-table that fills in every single minute of every single day. Have as your aim to do some tracking, tree recognition, experimenting as to how different woods burn or bridging a stream. Let us make sure that whenever we return from camp we have learned a little more and are a little more efficient than we were when we set out; more efficient in our camping and in our Scouting. To have an aim will make it more worth while and prevent it being a dull routine that goes on from month to month until it becomes pointless. We are climbing the Scout ladder together – Tenderfoot, Second Class, First Class, Bushman's Thong and King's Scout. If only we will use our time in camp to climb a little further up the ladder it will be much better than reading of it in books and playing at make-believe in the Den. Here in our own camp, be it Gilwell, forest or on the bank of a stream, we can really get on with our Scouting.

So to our last camping situation – the camping together of part of a Patrol, perhaps the Patrol Leader, the Second and one other. Three is not a bad number in camp. We will travel light and we shall not make such elaborate kitchen arrangements as we do otherwise, but we are still going to camp soundly and purposefully. Our aim may be to help a particular Scout with a particular problem, or to get away from the others and learn to know a couple of Scouts a bit better. It may be to concentrate on a test that has proved sticky for one of your Patrol. Perhaps a short camp together will get over the difficulty, and a camp like this can be arranged almost on the spur of the moment when we are free to go and the weather looks reasonable.

What else about camping? What about a trek cart? One of my earliest memories of Scouting is of the old trek cart that was a veritable box of tricks. It took all our gear and came to pieces to get across rivers and ditches. The sides made ladders and the base made a table. We could make a flagpole out of the handle and, in fact, there was hardly a piece of it that couldn't be used for a variety of purposes. We don't see quite so many trek carts nowadays. Sometimes a Troop arrives in a motor coach; it is very comfortable, no doubt, and has its uses, but it doesn't require any forethought. I wonder if a Patrol feels quite the same when tumbling out of a motor coach as it does when reaching the end of the trail with a trek cart. See if you can get hold of one or borrow one for a couple of week-ends and see if it doesn't pull your Patrol together as closely as anything else will do. Here is a real team activity. Here is where the gang is together. Don't let us get safe and logical and motor-coach-minded. Let's use our feet and our muscles and enjoy the fun and the opportunity of the trek cart.

Here, at Gilwell, in the Group Room, there are some words by Rudyard Kipling:

‘Who hath smelt wood-smoke at twilight?  
Who hath heard the birch-log burning?  
Who is quick to read the noises of the night?  
Let him follow with the others.  
For the young men’s feet are turning  
To the camps of proved desire and known delight.’

It is the spirit in which you camp that is really going to matter. Make sure that for your Patrol your camp is one of ‘known delight’; something to which in the years ahead they will look back and will remember and for which they will thank you, as a host of old Scouts now middle-aged think back to the happy memories of their Patrol camps.

### Chapter VIII

## The Patrol Leader and. His Second

**I**N my opinion the most neglected chap in the whole of Scouting is the Patrol Second, the fellow who wears one stripe on his pocket and hardly anyone notices that he has it or, if they see it, take any notice of it.

In the early editions of *Scouting for Boys* you will find that a Patrol Second was called a Corporal, and instead of wearing a stripe on his pocket he wore it on his arm. Well, we should not like to go back to calling him Corporal, but we might remember that is his job and, so far as you, the Patrol Leader, are concerned, it really means that you have to train your Second as you train yourself to lead your Patrol. There will inevitably be some occasions when you will not be able to attend a Troop meeting or a Patrol meeting in the den; you may not be able to go to camp on some occasion, and thus your first duty is to be sure that the Patrol will never suffer by your absence. If you can only lead when you are there you are only half a leader; the real test of leadership is what happens when you are not there. A very good maxim I learnt when I was young was, ‘Teach the chap under you your job and learn the job of the fellow above you’. No one in the world is indispensable or irreplaceable, otherwise the world would stop, but so many leaders are selfish and so concerned with themselves that when they go the whole structure they have built up collapses. These are not leaders, but just people who have built a pedestal for themselves to sit upon. You, I am sure, are not going to be that kind of ‘leader’; you are going to teach the chap under you your job so that he can take it over from you in an emergency, or completely if you move on to the Senior Troop or the



Rover Crew, or if you move from the district and have to leave the Troop altogether. The first way in which you can make this possible is to make sure that your Second particularly, and all your Patrol in some measure, do know exactly what is going to be done. A wise man plans his life so that if he walks out into the street and gets run over it affects other people as little as possible. You can only achieve this by letting those who are helping you to lead know exactly what you would do so

that they can try to do it if necessary. This means, of course, the Patrol meeting in Council very frequently; it means, above all, the Patrol Leader having complete confidence in his Second.

Probably, almost certainly, your Second will be a little younger than you, the Patrol Leader, and when we are a little older than other people we are apt to forget that we were their age a short time ago and that they are probably just as good as we were and, indeed, if we have done our job as Patrol Leader properly, they ought to be better than we were because they will have had the advantage of our experience as well as their own.

Give your Second confidence and genuine experience. It is no bad thing now and then for the Patrol Leader deliberately to turn up late at the Patrol meeting or camp, warning his Second to start the meeting or layout the camp, pitching the tents, getting the kitchen going, and arranging about the food storage. It is no use just telling him or showing him how to do it, you must let him do it in actual practice. This is, of course, where the unselfishness comes in. I know it is easier and more fun to do it all oneself, but I rejoice when I see a Patrol Leader come to camp and not work too hard. He does his share, but he lets others, especially his Second, gain the experience that he has already gained. The whole of Scouting is a matter of learning by doing, and that means two things: first, that you must *do*; and, second, that you must be able to criticise or be criticised, because only in that way can you learn. Doing by itself is just not enough; it is so easy to go on doing a thing wrongly time after time, but noticing your mistakes and perhaps having them pointed out to you and making sure that you do not make the same mistakes a second time is really learning. Some mistakes are so obvious that hardly any of us make them a second time: pitching a tent below high-water level on the side of a river can easily provide us with a lesson we shall never forget; forgetting to stir the porridge will also leave an unforgettable taste in our mouths and in our memories.

But we are straying a little away from the Second. What else can we do for him?

One of the things I should like to feel you were doing is always to give him a definite job. In the camp he might be in charge of the stores or the sleeping arrangements or the menu; in the Troop Meeting he might run last in a relay, as a place of special responsibility. It is not a bad idea, you know, for the Patrol Leader to be at one end and the Second at the other. Some Patrol Leaders work on what I think is entirely the wrong idea and are such good pals with the Second that the Patrol tails off after them and the new recruit or Tenderfoot never really gets any attention at all; but the well-run Patrol has the Second looking after a couple of the Scouts as his especial job: I think perhaps the best thing is for the Second to look after Nos. 4 and 5, the Patrol Leader himself looking after the newest recruit; the chap who is going to need the greatest help ought to get that help from the most experienced member of the Patrol.

Probably your Second will have some talents and abilities that you lack. He may be better at knotting, or pioneering, or cooking, or signalling. It is no disgrace to you if he is. What would be a disgrace is if you did not let him use his abilities for the benefit of the Patrol. You may perhaps be a little rusty on your signaling – well, that happens to the best of us, and it may be that the Patrol is faced during a Wide Game with getting a message quickly from one place to another. It would be a very foolish and selfish Patrol Leader who used that opportunity to polish up on his own defects, but it is a wise Patrol Leader who realises that his Second is better at signalling and turns to him and says: ‘Your show, Bill. Carry Qn.’ That is real leadership and it is not really very difficult, except that perhaps it is hard to learn and to remember that real leadership must always have as one of its qualities a genuine humility.

So I hope you will think about your Second. Give him all the encouragement possible. Remember that your Second is probably tomorrow’s Patrol Leader. Remember that he has a right to share in the leadership of the Patrol and two together are always stronger than two apart.



Chapter IX

**The Patrol Leader and the Tenderfoot**

**O**NE of the most important jobs you have as Patrol Leader is the training of the young Tenderfoot who has perhaps just come up from the Cubs or has come into Scouting for the first time. It is your job to set him on the right road and to make sure that he learns, understands, and, especially, enjoys the simple tests of his Tenderfoot Badge, so that finally you present him to the Scoutmaster well trained and ready to go through his test with pride in his own achievement and a credit to your efforts as the chap who led him and taught him. In many ways the training of the Tenderfoot is the most responsible job the Patrol Leader has to do; and one of the dangers we all have to face, as Scouts, Patrol Leaders or Scoutmasters and, indeed, in any walk of life, is the failing to remember that something we know very well, indeed is quite new and strange and perhaps even difficult to the chap who is meeting it for the first time. Put another way this means that the



good Patrol Leader must take just as much trouble in teaching the last recruit he has to handle as he does with the first one that comes to him. This keeping fresh and giving as much to the last as to the first is one of the great and really severe tests of leadership. I am afraid all too often what happens is that a tremendous amount of trouble is taken with the first few recruits and then the Patrol Leader, because to him it is repetition, begins to get a little bored, so that he takes less and less trouble and begins to skimp things. Instead of going outdoors for the practical tests he is content to do them indoors in the Troop room or Patrol Den. In this way the Patrol Leader fails to bring the tests to

life, and so instead of presenting to the Scoutmaster a trained Tenderfoot who is full of enthusiasm, keen to join the Troop and keen to carry on Scouting, he presents a rather bewildered youngster who is disappointed but probably does not know why he is disappointed.

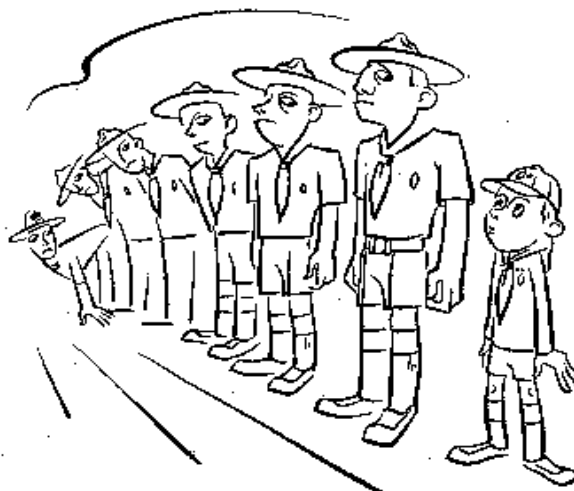
Remember about the Tenderfoot tests one special thing: it is the time for all of us in Scouting when standards are set. It is the time when the spark of enthusiasm is fanned and brightened into a flame. It is the time that decides whether a boy is going to be a good Scout and is going to enjoy his Scouting or whether he is just going to tag along, never getting very far, never caring very much, and probably before long just drifting away and doing something else.

Above all, take trouble in training your Tenderfoot. Make the tests lively and interesting and, wherever possible, work out of doors.

So much for generalities.

Now, remember there are two sides to teaching anything. Let me put it to you this way. It would be a bit laborious and would take time, but I expect I could teach you to remember and to spell the word 'Popocatepetl'. (I hope that's right!) Well, suppose you did learn to say the word and to write it, you would not really get very far. You would not know what it means or know what it was all about. It might be a new knot or a Patagonian weapon or an Eskimo stew and, in fact, just to be able to spell the word would be fairly useless. If, however, I could teach you that in Mexico, in the State of Puebla to be exact, there is a very beautiful volcano about which many legends have been written, that would be more interesting, but it is only when we merge the two things together

that it really makes sense. Then we know that in the State of Puebla in Mexico there is situated a beautiful volcano about which many legends have been written and its name is 'Popocatepetl', then this is a piece of complete knowledge. Now, suppose we apply the same idea to the Scout Law and Promise. It is easy enough to teach a small boy to remember the words of the Scout Law and, the Promise, and it is very important that he should know these things word-perfectly. I hope, incidentally, that you know them yourself; but merely to know a thing word-perfectly is achieving no more and no less than we can achieve with a well-trained parrot or a jackdaw. A recruit to the Troop can be taught to remember anything if we work hard enough and make him work, but it doesn't follow that it will get him anywhere and it doesn't mean that he understands a single word. On the other hand, merely to explain the Scout Law and the Promise without making him learn it may be better than the parrot method, but it is by no means complete. Quite obviously, the only real way to tackle the matter is to teach the Scout Law and Promise word-perfectly and to explain it to the recruit so that he will really understand what it means.



*... very much the tail of the lion*

I wonder, though, if I really mean that. On second thoughts, I don't think that is what I really want to say. Explaining a thing to anybody in your words is all very well, but it is much better if you can lead a chap to explain in his own words what he thinks something means. The reason for this is that he will remember so much better a thing that has come out of himself rather than the thing that is pushed into him by someone else. It is not easy, of course, to get a young Scout to explain what he thinks honour, loyalty, courtesy and obedience mean, but he will probably have a fair idea. Get him to talk and then add to his ideas from your own experience, wherever possible illustrating with a yarn or anecdote of an experience that you or some member of the Patrol has had. Perhaps one of the Scout Laws has helped you when you had a problem. This kind of teaching is the best way, because it is human, natural and friendly; it is really just the Scout way. If you can teach a Scout to understand out of himself and to remember for all time that 'a Scout's honour is to be trusted', all the rest of the Scout Laws fall into place quite simply and make much more sense. Above all, do not try to be complicated, don't muddle your recruit with a lot of long words and fanciful ideas. You are probably two or three years older than he is and you must try to think back to when you were eleven years old, think what you could understand and what you could enjoy, and give him what I hope what I hope you had from your Patrol Leader – or perhaps what you didn't get but know now that you ought to have had and would have liked to have had.

The final thing on this subject I want to add is just this. I have said that now is the time when you set the standards, and that means discipline. It means that if you see one of your recruits slipping in regard to the Scout Laws don't take the line of 'Oh well, he's only a youngster, he'll

learn', but check him straight away; show him you are the Patrol Leader and show him that you mean business about the Scout Law as about everything else. If you let things slide you will never be able to pull them back. A little firmness at the start is good leadership and your recruit will respect you for it.

Next, we come to the difference in the way we, as Patrol Leaders, should handle the boy who has just come up from Cubs and the boy who is quite new to Scouting and has joined from outside. For simplicity I am going to assume that they are both the same age, that is, between eleven and twelve years old.

The ex-Cub is already a member of the Scout Brotherhood. From his days in the Jungle he has learned a lot about the beginnings of Scouting, and he is already a member of your Group and entitled to wear the same scarf and to have the same name-tape and the same county badge. He has been getting very near to being a Scout for quite a long time and so the welcome you give him and the way you handle him has got to be a little different. You must make him feel that his years in the Jungle were worth while, that they have earned him a little privilege. Most Cubs who come into Scout Troops have been Sixers or Seconds in the Pack. They have been, amongst small boys, rather important people, with a couple of stripes on the arm, two stars on the cap and a few proficiency badges. Just try to think what it means suddenly to give up all that: your cap and its precious stars have gone, the badges you cannot wear, the Sixer's stripes have gone, too. Instead of being a big chap in the Six – the Sixer the small Cubs looked up to, the Sixer that helped Akela in all sorts of ways, a rather important young fellow – suddenly he finds himself at the bottom of the Wolf Patrol, the smallest chap in it – no badges, a different atmosphere, and amongst comparative strangers. It is a big thing we ask the ex-Cub to do when he comes into the Troop and it is most important that he gets the right impression when he first comes. Is the Patrol keen to help him? Has the Patrol Leader got a word of encouragement for him, even if he does make a mess of his turn in the relay race and perhaps loses the Patrol a point? There is a very old saying which goes: 'It is better to be the tail of a lion than the head of a mouse'. Well, it is true, but it is awfully difficult for a small boy to understand. In the Pack he was the head of the mouse and now he is very much the tail of the lion. It all depends on you as to whether he likes being the lion's tail.

I wonder if you realise just how many Cubs come into the Troop and then drift away, and all for the want of a little understanding and a bit of encouragement on the part of the Patrol Leader. You know, the Scoutmaster cannot do much unless the Patrol Leader understands his job and does it. The future of any Scout Troop is always in the hands of the Patrol Leaders.

Now, what about the other chap, the chap fresh in from outside? He is going to need even more understanding and more help. He will not have behind him any of the traditions of the Group; he will not have any past achievements. He has probably a lot of corners to be knocked off and he will know a lot less than does an ex-Cub.

The chances are that he will be even more keen to be a Scout; after all, he has come in of his own free will from completely outside. Obviously, he must feel that Scouting has a great deal to offer him, otherwise why did he come? His enthusiasm may be a bit of a problem; he will want to run before he can walk. In terms of Scouting that will mean he will want to camp and hike before he can tie a knot or light a fire. We must curb the enthusiasm a little, but never so much that it dies. The other thing is that he is not entitled to any of the privileges of the ex-Cub. He must not wear the scarf, he is not entitled to the left handshake, or to salute or to make the Scout sign. These are marks of the Scout Brotherhood and privileges to be earned. Make sure he earns them.

How does the new recruit earn these privileges? First and foremost by passing his Tenderfoot Test, and secondly, by showing he is willing to accept the discipline of the Troop and the Patrol and also to accept the traditions of them both.

Now, at last, let us come to the tests themselves. About the Law and Promise I have said all I shall for the present.

To know the composition of the Union Flag is not very difficult, in fact, it is, easy; but learning about the Flag is not enough, it is why we learn about it that matters. We are back to our Scout Promise. The Flag is a symbol. When you salute the Union Flag you are not saluting a bit of bunting, you are saluting the King and his Government and all the peoples of the British Commonwealth of Nations. You salute as a free man, proud to salute because you are proud of what the Flag stands for. That is what it means and that is why we have it. That is why the recruit must know about it and understand it and know how it came to be. He must know the stories of the saints (the Cub will already know these stories, perhaps better than you). Let us try to take the inspiration that is there, the opportunity of something from the past setting an example to us in the present. Try to get your recruit to think about that whenever he sees the Flag. It is very easy to interest him in the correct way to Break the Flag, how to honour it when it goes to church or on parade. Then it really means something. If you just look at the Union Flag in cold blood, as a piece of bunting or a test to be passed, then there is nothing to it.

Then we come to the test 'Clean a wound, and make and apply a dressing.' Here, perhaps, it is not going to be so easy to make this realistic. I imagine that even the keenest Patrol Leader will draw the line at gashing his own forearm so that the recruit can practise, and I hope no Patrol Leader is going to make gashes in other people for the same purpose; but, you know, Dame Fortune is an extraordinary person and it is quite surprising how often, when you take your Patrol for a hike or to camp, somebody gets a scratch of some sort. Probably it will not be very serious and I hope it isn't, but surely that is the chance to let the recruit have a shot. But don't let him just mess about, show him how to clean the wound and what sort of dressing to use, and let him really have a chance to do it. I believe opportunities come often enough to let every recruit who comes into Scouting have a chance of treating a real wound, and certainly judging by the number of scrapes, scratches and cuts at Gilwell this is so, and I don't think our proportion is unusually high. This is perhaps the place to say that the good Patrol Leader is always on the look out for any circumstance which enables him to train his Scouts in a realistic way.

The woodcraft signs are simple: the cross, the circle and the arrow are easily learned. I have seen them taught in the Patrol Corner on the back of an envelope with a stub of pencil or perhaps with chalk on the floor. What a dull and dreary way of doing them! Where is the fun and the adventure? Where is the excitement? That is the way of the lazy Patrol Leader. The good Patrol Leader right from the start will take his recruit out and set a trail. Let the recruit himself decide the uses of the signs and what each one means and he will then follow the trail. When he makes a mistake he has the Patrol Leader to put him right, and when the Patrol Leader is fairly satisfied that the recruit knows what he is about it is his turn and the Patrol Leader will follow the trail. That is a worthwhile half-hour; that is the fun and the outdoors, the adventure, the doing-it-yourself – that is Scouting. Let us remember we are going to *do* this Scouting, we are going to play it and not play at it.

The next item in the Tenderfoot Test is the knotting section. Again, be practical. If you say a knot is to be used for tying two ends of bandage together, then use a bandage. If your recruit says it can be used for tying a parcel, then make him tie a parcel and put your bandage away. Let him suggest the uses himself; see what he can produce. See that he really does understand these few knots, so that he can tie them and untie them. You can practise tying them in rather difficult positions and conditions. Tie them when wearing boxing gloves, with your hands in water, when your hands are greasy, when the rope is wet, and in the dark. Tie them with one hand when hanging by the other hand high in a tree. Don't try all that on your recruit, but try it yourself and let the rest of the Patrol try it.

Get off those logs! Sitting there, tying two bits of cord together is not knotting. Knotting is a thing we do in camp, on a hike, building bridges, in a boat – not something we do in a Troop Room. Before we pass our recruit to the Scoutmaster we will be confident that he can pass a pretty severe test, tying knots under difficulties and perhaps in more than one way.

However, knotting is not quite all of it. There is a little sentence right at the end which reads: 'Whip the end of a rope.' I wonder how many Patrol Leaders can whip the end of a rope satisfactorily? Putting on a good whipping is a fairly difficult job. Because it is hard is all the more reason why we should make a real effort to do it well. If I were a Patrol Leader I should teach two: the simple whipping on a braided rope and the sailmaker's whipping on a laid rope. What, add an extra test? Yes; why not? We are going to be proud of our Patrol, aren't we? Tests are all right; they are a good guide, but we are going a bit further; we are not stopping when we've done the test. We are going to carry on and learn a bit more about each subject.

Uses of the Scout staff. Yes, I know this is not part of the test, but the staff is part of Scouting and the Scout must learn to use it. I must have heard a hundred and more when I was a Scoutmaster. Some of them were not very practical – 'Please, sir, it is used for swotting flies' – but some of them were wonderfully original. This is one of the things you don't teach the recruit. You don't say: 'This is a Scout staff and you can use it for keeping mad dogs away.' You give it to him and say: 'Now, how many things can we find that we can use this for? Let's go out and see what we can find to do.' If your recruit is going to be any sort of Scout at all he will soon be using it to jump ditches, to vault a gate and anyone of a hundred things, and for every use he produces you produce another. That is the way to handle the matter, not just sitting down talking about it or you showing all your knowledge. Bring the ideas out of him. It is good for him and good for you, and you will be surprised how good it is for the Patrol and what a lot of grand ideas will come from that recruit; ideas that will serve the Patrol for some stunt or for some camp and give them just that pull over the other Patrols in the Troop that makes the difference. You must look on every Scout in your Patrol as a chap who has something to offer. He is not just there to learn and be taught. He is there to give to the Patrol. We are back to our game again. It is one for all and all for one.

You see, there is a lot in this Tenderfoot Test when you begin to think about it. When reading the requirements it seems very simple and it is meant to be. To finish let us just see what B.-P., the Founder, had to say about it: 'This is a simple test to see if he is worth his salt and means to stick to it.' We have agreed that it is simple, but let us make sure that it is a test. Let us make sure our recruit does know it, knows it in practice as well as word-perfectly. Let us make sure he will, when he has passed, have a real sense of achievement and a genuine pride inwardly that he is 'worth his salt'.

### Chapter X

## The Patrol and the Second Class

**J**UST as I started to write this chapter my eye happened to stray over to a copy of P.O.R. and I found myself reading the words of Rule 246. It says: 'After investiture as a Tenderfoot he proceeds to qualify as a Second Class Scout and afterwards as a First Class Scout.' I can only add: 'Ha, Ha! Very funny!' Why? Because I know so many Scouts and I know that most of them just don't. Up to Second Class we don't do too badly, not so well as we ought to do, but not too badly. But do you know how many First Class Scouts there are? Just over one per Troop. What a miserable performance. What a wonderful show it would be if there were five or six First Class Scouts per Troop. Mind you, it is better than it was before the war. We used to have three-quarters of a First Class Scout for each Troop – and very uncomfortable he must have found it!

In *Scouting for Boys* B.-P. said: 'For this you will learn the beginning of many things', and here is the clue to the whole business of First Class as well as Second Class. Every single thing in the Second Class Badge is a step towards First Class. You do not complete anything in Second Class; in fact, Second Class is hardly a badge at all, it is only a signpost towards First Class. I hope you will regard it as a signpost and no more.

Your Patrol, that is, all of them who have been Scouts for twelve months or so, ought to have their Second Class Badge. If they have not there is something wrong with you as a Patrol Leader. Yes, that is the way to look at it; there is nothing wrong with them as a Patrol, but something wrong with you. (You, of course, will have your First Class Badge. I wonder if you have? Do you think you ought to be a Patrol Leader unless you have your First Class Badge? I don't mean immediately; but say within six months of getting your stripes.)

Have you ever been to a large house and been shown over it by the owner? He will probably open various doors and say: 'This is the lounge – this is the dining-room – this is the billiard-room – this is the conservatory.' There is no time to look well into the rooms; you are just learning the geography of the house and finding your way about. You have the doors opened and can see what there is to explore when you have time. Big houses are few and far between these days and perhaps you have not had the chance to see one, but you will have been to camp and one of the first things you do is to have a look round. What is that thicket over there? What is that tree? We wonder what sort of view there is from the top of that hill and can we see the sea? What sort of fish are there in the river? Are those apple trees over the wall? Whenever I go to a camp site the first thing I do is to go over it very hurriedly, thinking the kind of things I have just written and making a rapid exploration. I do not learn much except my way about, but I do learn what there is to explore. That is like the Second Class Badge. It shows you what there is in Scouting to explore. There is no time to do much at this stage, and we are not experienced or skilful enough to do much, anyway.

Let us look at the headings. Preliminary, Health, Observation, Pioneering, Signalling, Exploring, Public Service – seven things, and dozens of things within the seven; things to explore, to find out, to learn and to practise, and each of them is just the opening of the door. We shall go into some of the rooms a little way and some quite a long way, but we shall not completely explore any of them until we come to First Class.

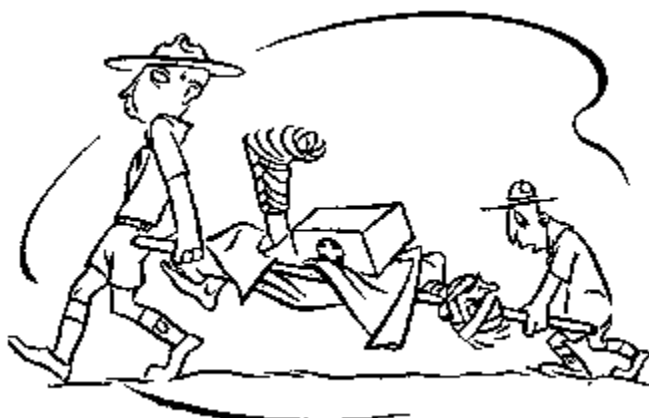
The first test is really rather a shock. 'Must be able to re-pass the Tenderfoot Tests.' Of course we can pass them; we learned them. But wait a minute, can we? Can we all? Didn't No. 3 make rather a mess of the bowline in the relay race last week, and wasn't No. 5 a bit out on his trail, and didn't I fumble a bit when I had to recite the Scout Law at the end of the last Troop Meeting? Perhaps we are not quite so sure. Perhaps we ought to check over our Tenderfoot Tests – not just now, but every month or so. It won't take long if we do a little each time. If your Patrol is anything like the hundreds of Patrols I know, they need to revise their Tenderfoot Tests. I have caught out more King's Scouts over their Tenderfoot Tests than I ever have with their more advanced tests. A real Scout should remember it all, especially 'the simple things that show he is worth his salt'.

Now, what about the Health section? This is concerned with the ailments and problems of us all. Cuts, scratches, sprains, bruises, bleeding from the nose, stings and bites, burns and scalds, and sunburn. These are all unpleasant things, but it is interesting to know how to deal with them. What the test doesn't say and what I want to say is – the most important thing in Scouting is to keep healthy yourself. Your Patrol should be a healthy Patrol and your Scouts should carry out the rules of health as written in *Scouting for Boys*, both individually and collectively as a Patrol. Make sure that you do breathe properly and wash properly. I know some people scoff and say that B.-P.'s exercises are old-fashioned. Well, breathing is old-fashioned, but I believe in it! Because a thing is old-fashioned it does not mean it is out of date. It is true to say that B.-P.'s simple exercises still take a lot of beating. They're not much good for display purposes when thousands of people are watching, but they are not meant to be; there is nothing of the show about them. We are not going to put them on at the Albert Hall. These are exercises to do when you get out of bed, perhaps when there isn't much time or much room, but if you have room to get out of bed at all you will have room to do these exercises. It is your job as Patrol Leader to make sure your Scouts know them and to let them know that you practise them.

As to the ailments, there are dozens of books about First Aid and I think Scouters must be more expert in First Aid than almost anyone else, because they have so much practise with their

Scouts; but be practical, and whenever there is any opportunity to give First Aid, give it willingly and give it skilfully. Practise First Aid on each other, not just in the Troop Room, but in all places and in all circumstances. Accidents don't happen in comfortable situations. You will not find many people with a broken leg sitting comfortably in an armchair. The only man I ever met who broke his leg whilst sitting in a chair was when I was sitting one evening listening to a discussion on which was the most dangerous sport. All sorts of arguments were produced: some said rugger, some cricket, some said mountaineering, but a rather quiet man in a corner had not said anything. They turned to him and said: 'What do you think is the most dangerous game?' He thought for a moment and then said: 'I don't suppose you will agree, but I am quite sure it is chess.' 'Chess!' they cried. 'What on earth are you talking about?' He said: 'I have done all the things you mentioned. I have played rugger and cricket and I have climbed mountains, but the only accident I ever had was when playing chess. You see, my opponent took a long time to move and my leg went to sleep; when it was my turn to move I did move and my leg broke and it was quite serious.' I don't suppose you are likely to meet that sort of accident.

Make the patient comfortable; a kind word, a pillow for his head, helps tremendously. I was judging a First Aid competition some years ago and the Scouts knew all the bandages wonderfully well, but they did not get any points at all and they never would. They put the patient on an ant-hill, with his head in nettles and the sun in his eyes. The Second went for water, tripped over a log and spilled the water on the patient; the Tenderfoot trod on his hand and, by the time the Patrol had finished treating him, the poor fellow really needed some attention! Leave serious injuries to the doctor. Care and attention is what really matters.



*Make the patient comfortable*

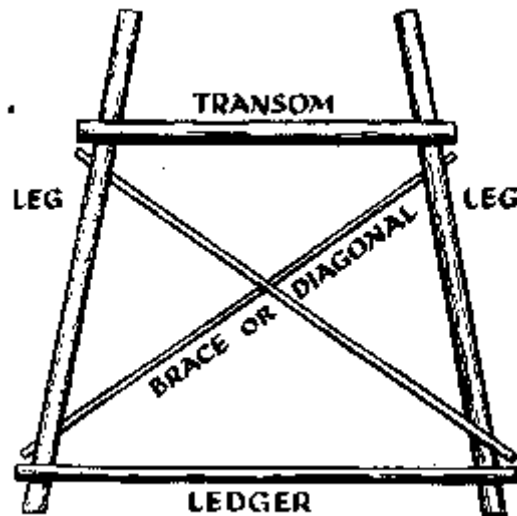
B.-P. said nobody could be a Scout unless he learned to be observant, but there are a lot of chaps who try to be Scouts without being observant. All the great Scouts have been observant. Being observant is really very good fun. The Second Class Kim's Game says 'Recognise sixteen out of twenty-four well-assorted articles' or you have the alternative of following a trail for half a mile, in not less than twenty-five minutes, containing thirty woodcraft signs. Our Patrol is going to do both. Oh yes, it is; and nobody is going to argue about it. We are going to do both because both are worth doing and both are good fun. We are really going to be observant. Suppose I put a matchbox in front of you and then took it away and asked you what you saw. If you answered 'A matchbox' that would be quite correct, but if you had really looked at it you would be able to tell me that it was a box of Swan Vestas, partly used, rather grubby on the outside, with the swan on the label pointing N.E. It is the same matchbox, but there are two different ways of looking at it and you can apply that to any object or any set of articles for Kim's Game. Try to learn to observe in detail. Observation is a thing you can practise when you are all together in uniform or by yourself in civvies. Try to go down one evening to the Patrol Meeting dressed differently, perhaps with a badge missing or a garter tab tucked out of sight, or your belt upside down, and see if anyone notices; then

get the other Scouts to do it in turn and see if you notice. This is all part of Kim's Game and there is no end to it. When you are out on a hike and have just passed a man, ask your Patrol what sort of tie he was wearing and what was the colour of his hair. When you turn a corner ask them what was the last tree you passed and how many policemen they have seen since starting out. There is plenty of fun to be had in walking down a road doing this sort of thing, but if you walk in a daze you miss everything and there is simply nothing in it. Keep your eyes open and your senses alert; keep that Patrol of yours on their toes, so that not a thing escapes them. If the man you saw slinking in the laurel hedge had happened to murder the old lady who lived in the house nearby would you be able to give a full description and would it be an accurate description? This sort of thing isn't likely to happen? But it does!

And the trail? We have grown beyond the arrow, the circle and the cross; the signs are smaller now and not so obvious – the knotted grass; the bent twig and the stones arranged at the side of the road; the oak leaf surprisingly perched on an elm tree; small signs that most people would pass without noticing, but you will see them – or will you? You will pass them without seeing them if you have not practised, but you will not pass them if you have taken the trouble to learn how to follow a trail. There is hardly a thing in the world that is such good fun as being able to follow a difficult trail, a trail that perhaps your companion cannot see even when it is pointed out to him, but it is there for the trained eye to see and the trained Scout will see it as clearly as he sees the page of this book.

In the pioneering section you have more knots to learn, a couple of useful ones, the timber hitch and the fisherman's. The timber hitch is a grand knot with all kinds of uses; it is quickly tied and really does a good job. It is a specially good knot because the tighter you pull the harder it grips, but it never jams, and there are not many knots you can say that about.

'Demonstrate square and diagonal lashing by constructing a trestle of Scout staffs.' I have demonstrated the trestle because it is so badly done sometimes. It never pays to try to race when lashing, because every set of turns must be made tight, and the only way to do that is to take the time needed to pull them. Lashing comes into so much that we do and it is so very important that we must make sure we can do it really well. It is not a bad test of Patrol organisation to set the whole Patrol at work to build a trestle. It is easy enough for one chap to do it, but not quite so easy for six to do it simultaneously.



*Proportions of two-legged trestle*

Next, we come to hand-axes and knives. I wonder how many Scouts put axes in their own feet and those of their friends? Just recently I was talking to one of the doctors who helps at Gilwell



and he said: 'Gilwell is a very lovely place and I always like to come here, but I do sometimes wonder if the boys would not be better employed mending holes in the road than sticking axes in their feet.' He was joking, of course, but I have thought a lot about it and I do wonder why so many Scouts hit their own feet. Is it because they are such bad shots, or is it because they want to see what would happen? It cannot be those things; it must surely be that they just do not know how to use a hand-axe. This may sound funny to you, but I believe they just don't keep their axes sharp, and a blunt axe is much more dangerous than a sharp one, because it slips off the wood you are hitting and when it slips it can go anywhere. Blunt it may be, but it will be sharp enough to go into your foot. Never allow a Scout to use an axe when wearing gym shoes or when in bare feet. Walking shoes and stockings ought to be the order of the day. They offer a little more protection and, more important, they give confidence.



We have shown in the photograph how to grind an axe, but don't spend too much time grinding. Rub up the axe every time you use it, oil it, and mask the head. Treat your axe as a friend and do not regard it just as a tool.

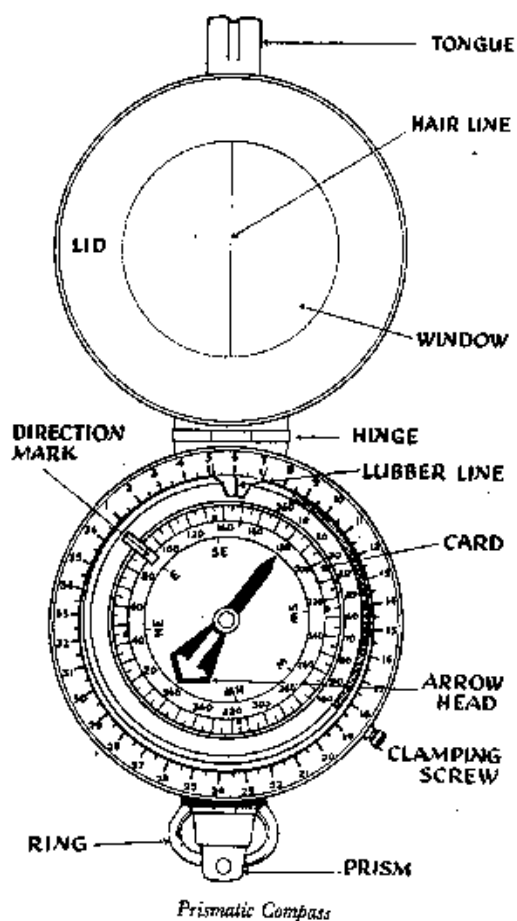
I believe the most useful knife for a Scout is a clasp-knife, one with a good solid blade, but the hunter's knife is all right if you live in the country where there is something to hunt. The thick-backed knife is meant for skinning animals and is not much use for the ordinary jobs about a camp. However, whatever sort you have, keep it clean and keep it sharp, and if it is a clasp-knife keep it oiled at the joint. There is only one way to learn signalling and that is by hard work; practice, practice and more practice. You will never learn to signal if you only practise within speaking distance of the sender. You must be out of earshot, so that the only way of making yourself understood is to signal. You will learn soon enough if you do it that way, especially if you want your lunch and the other chap has it! Don't forget to use your signalling on every possible occasion.

The exploring part of the badges says: 'Know the sixteen points of the compass', but why stop there? It only takes twice as long to learn thirty-two points and it is much more useful. You can learn the actual points in the Troop Room, but the compass doesn't mean much there, although out of doors it means a lot. When we come to mapping it will make a lot of difference to us whether we have mastered the compass or not. Try to get your Patrol into a situation where they have to use the compass or trust to luck to get home; making a point of getting them for a day or half a day into really strange country.

'Lay and light a fire out of doors, with natural materials., using two matches only; cook over this fire porridge for two and a twist or damper.'

This is a kind test, it gives you two matches – which I hope will enable you to save one – but what are you going to do with this Patrol of yours regarding firelighting? Are you going to wait for a hot day when the kindling wood is so dry that it will almost burn for the asking, or are you going to be sure that your Scouts can light fires in really wet conditions on a windy day on the side of a hill with matches that are a bit damp? In wet and unpleasant conditions is the time you really want a fire. With what are you going to make your fire? Wood, yes, but what wood? Are you going to use any old wood or do you know which is the best to choose? Do you know the difference between hardwoods and softwoods? Can you recognise the woods even when they are off the tree in summer or winter? Well, you ought to be able to do so. Do you know the best wood to use for kindling and do you know the worst? What about the bad woods? It is right to know how to light a fire with the best woods, but it is also necessary to be able to make a fire with what happens to be there. When

you are out on the trail or in camp you cannot always pick and choose. Scouts always like ash for preference, but they do not always get it. On another page you will find a list of the ways in which various woods burn. This is just a rough guide; it cannot be exact, but it is near enough.



When you have made your fire it is silly not to cook on it. What passes for porridge must sometimes make the men of Scotland weep; a thin glutinous mess for the most part and the only savour it has is that of burning. Your Patrol should make a porridge that has some real body to it. Twist or damper is grand when you make it properly. We need to mix the dough well and to know what kind of stick to use. Don't use yew or elder because these woods give a very nasty taste. Don't cook it too fast or make the dough too wet. One of the finest meals you can have is a hot twist with butter, when you have made the twist yourself. It is better than all the baker's bread, and why carry water about with you? Just take the flour and get the water on the trail.

And so to Public Service – know the Highway Code and put it into practice. Surely this is a matter of Patrol honour? Surely we will carry out the Highway Code and help other people to do likewise? You do not need me to tell you that there are more deaths on the road than there were all during the war. Many of these people are killed or maimed for want of courtesy. Here is where Scouts can set a real example, as they can through all their Second Class training.

Finally, although we are at the end of the chapter, remember we are not at the end of anything else. Second Class is the place where we pause to get our breath before we tackle the First Class Badge. And so on to the next chapter and on to First Class.

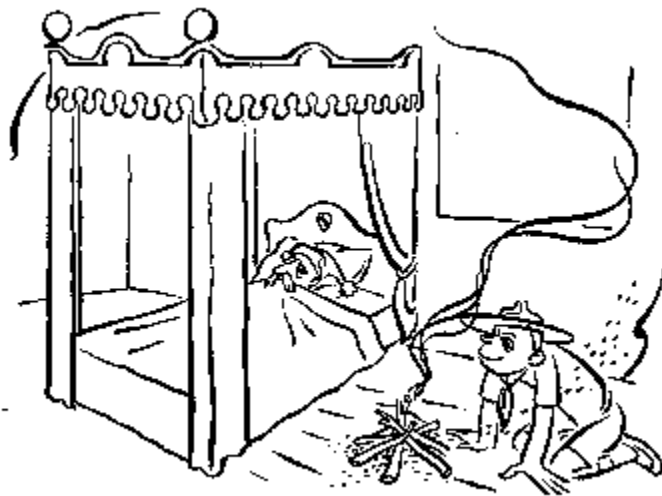
Chapter XI

The Patrol and the First Class

**B.-P.** SAID: 'No Second Class Scout will want to remain Second Class longer than he can possibly help and so you will get your First Class Badge.' Of all the many hundreds of things that B.-P. wrote and said there were very few that were not entirely true, but I am afraid this particular saying has yet to be proved right. I told you in a previous chapter about the comparatively few First Class Scouts we have in this country – just over one per Troop, which really is a pretty small number. I hope that one of these days B.-P.'s words are going to come true. Part of them are true already, the part that says: 'No Second Class Scout will want to remain Second Class', but there is a difference between 'wanting' and 'doing' and the difference is made up of the amount of work any Scout is prepared to do, so that his wants become reality and do not just remain dreams.

When I had a Troop, to get First Class badges really was a bit of a problem because there was a rule in those days that said that nearly all the tests had to be passed by an independent examiner and many Districts had not enough examiners. Sometimes an examiner died and nobody told us, or one got old and deaf, but in any case it meant arranging convenient times to meet and sometimes it really was a problem. All that is a thing of the past because Scout Headquarters saw that this kind of arrangement was a great obstacle, and during the war they introduced a change of plan, so that now, apart from the First Class Journey, your own Scoutmaster examines you in the test for the First Class Badge. You ought to be able to get in touch with your own Scoutmaster without much difficulty, so being tested is really no problem; but it does mean that because your own Scoutmaster is testing you we expect the standard to be, if anything, rather higher than it was under the old arrangement.

Before we come to talk about the tests individually I want you to think about the attitude you are going to adopt in regard to the First Class Badge. I have spoken a great deal in this book about example, and once again I have to say something about it. The easiest and most sensible way of encouraging your Scouts to become First Class is for you to be entitled to wear the First Class Badge yourself. It is not a bit of use your talking and bullying your Scouts unless you yourself have shown that you are prepared to do exactly what you are asking them to do.



*Sometimes an examiner died . . .*

How are we going to regard the First Class Badge? The wrong way is to look upon it as a sort of outstanding achievement, as though gaining it is something unusual and very rare. That attitude

will, of course, make the average Scout in your Patrol think that you, if you are First Class, are also very clever, which I hope you are, but the Scouts may also think that they can never reach the standard required. The First Class Badge is not the end of the road; it is really the end of the beginning of the road. Perhaps it would be more simple to say it is the foundation of practical



Scouting upon which we can begin to build; it is the first part of our hike through the Scout country; it is the completion of our elementary training. There is nothing very exceptional about that; in fact, the First Class Badge is deliberately designed so that every average chap ought to be able to get it by the time he is about fifteen. The First Class Badge is the normal attainment of the average Scout.

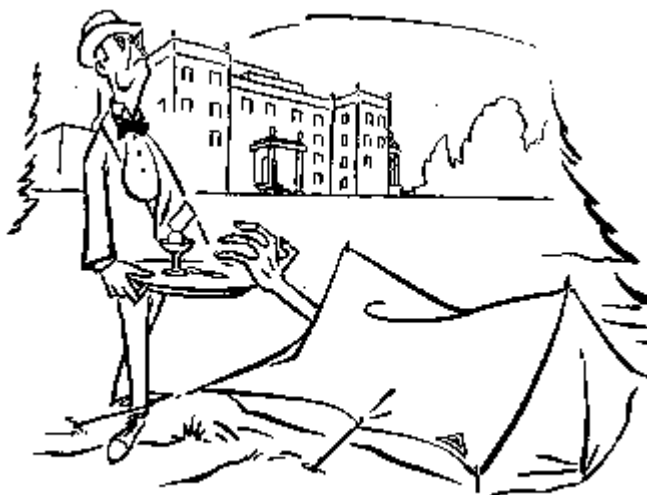
There are two ways of working for First Class. One way is to do nothing at all about it until suddenly you feel you ought to and then to spend a couple of weeks cramming it all into your mind, dashing off and getting it passed and probably forgetting all about it in a matter of a few days. Yes, you can do the job that way and a lot of Scouts have done, but a fat lot of good it has done them. I have met so many of these Scouts who, when you tell them to make a fireman's chair knot, look at you in blank amazement, as though you have asked them to walk across a bed of red-hot nails. They knew once, just for a fleeting moment, just long enough to pass the test, but they never really knew because they had not learned and practised in the proper way. The right way to get your First Class Badge

and to help your Scouts is to make sure that whenever you get your Patrol together – in the Den, on a hike, in camp – you do something about First Class training. It may be only a little you do – practise a knot or even half a knot, check up on recognition of a tree or a bird, it may be something very small indeed – but the First Class Badge, like all Scouting, is built up of an infinite number of small things, and the right and natural way to get the First Class Badge is to be training for it from the very day you join the Troop. That, incidentally, is why I have mentioned in the chapters on Tenderfoot and Second Class that we never stop at the end of a test but always look ahead, because in that way we begin to look towards First Class from the very first day we join. So try to keep the First Class Badge constantly in mind as the target at which your Patrol is aiming, each one of you, all the time. If you will do that you will find it is more fun, and is much less work in the sense that there is very little swotting required.

Suppose, now, for a few pages we look at these tests as they are. Straight away we come to our old friend – Preliminary. 'Must be able to re-pass the Second Class Tests.' That only confirms what I have been saying. The First Class Badge is not a separate thing, but grows out of Tenderfoot and Second Class and, until we are sure that we really know those simple tests and can still remember them, it is quite useless to go on to the more advanced tests of First Class. It would be quite hopeless, and stupid to go to camp, as the First Class Test requires, unless you can still cook. It would be ridiculous to try to recognise twelve trees unless you can first recognise six, and it would be quite impossible to make a sheer lashing unless you can first make a clove hitch.

The Preliminary to the First Class Badge has a bit more to it – the Camping Test. 'Must have camped as a Scout for ten nights, including at least one week-end camp.' You know, if you have camped for less than ten nights, then you have hardly camped at all. I don't want you to be camping with your Patrol every weekend, because there are other responsibilities – to home and church – that you must fulfil, but I don't think it is too much to expect you to put in ten nights a year. However, make sure it is good camping and make sure it is genuine camping. By the latter I mean that a tent stuck up in your own garden doesn't count, that is merely sleeping out. Camping must

mean the whole affair: pitching a tent, making a kitchen, lighting a fire, preparing and cooking your own food – in fact, sleeping in a tent is really the least part of it. This Camping Test is obviously one of the things that we start to do as soon as we start to camp. It is very necessary for the Patrol Leader to keep a proper record of the amount of camping his Patrol does, and where you have any doubts as to whether a camp is one that ought to qualify or not – don't count it! You should know by now what is camping and what is just mucking about in a tent.



*A tent stuck up in your own garden doesn't count*

Next we come to Health, with more First Aid that is further advanced and leading naturally out of what went before. I am not going to deal with any of it in detail as there are plenty of good First Aid books, but I will remind you of what I said before – our main job in First Aid is to use common sense and to look after the patient and make him comfortable. You, of course, as Patrol Leader will constantly be devising accidents and stunts to test your Patrol. Have you ever tried fainting at a Patrol Meeting? Perhaps they will do nothing, but they ought to. The more realistic your First Aid practice is, the better able to deal with a real accident will be your Patrol. Details like getting used to the sight of blood are important. It is one thing to be able to put on a bandage when there is no wound, but it is a very different thing, to be able to deal with a gory mess; but that is the job and as far as we can we must provide a realistic opportunity for practice. Then a word about the triangular bandage. I do ask you not to use your scarves. In an emergency it is quite right to use a scarf for keeping a dressing in place, but practising with scarves is bad. A properly equipped Patrol has triangular bandages as part of its kit and certainly you should have them in the Den, on a hike or in camp. There used to be a time when all Scouts carried bandages, it didn't add much to the weight of their kit, but it did add to their efficiency. If you use your scarves the training will not be realistic and your scarves will look like used bandages before long. Training in First Aid is something you can be on the look out for all the time. It can be introduced into almost any activity of Scouting and it is your job to keep it lively, practical and, not least, hygienic. Just think back and remember how often you have seen a Scout rolling a triangular bandage on the floor and carefully collecting all the germs on to the bandage so that he can transfer them to the wound. It really is vital that all our First Aid work, even when we are only practising, should be done not only well and accurately, but cleanly.

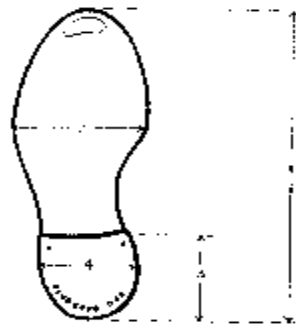
Now we move on to Swimming. For a few, just a little difficult. 'Yesterday my thoughts pushed me around; today I've pushed them,' so said a small boy when asked why he enjoyed today more than yesterday. Nobody knows how B.-P. ever found time to write *Scouting for Boys*; nobody knows how thousands of Scoutmasters find time to run their Troops, but they do it; and if you are going to let a little thing like finding a suitable piece of water stand between your Scouts and the

## THE PATROL LEADERS HANDBOOK

First Class Badge then you are no sort of a Patrol Leader. I don't care if you live a hundred miles from water – and if you live in this country you cannot possibly be as far away from it as that; I don't care how far away you are or where you are, you can at least make sure that your Patrol camps near facilities for swimming. The plain fact remains that although alternatives are offered for Scouts who are not fit, a chap who cannot swim can never really be First Class, although he wears the badge. I imagine you and your Second walking by the side of a canal, both proudly displaying the First Class Badge. Suddenly there is a call for help and you find a small boy has tumbled into the water from the bank. You, in all your glory of First Class Badges, cannot save him because you cannot swim! That's a fine example to set to other Scouts. That's a fine advertisement for Scout training.

I want to help you about Swimming. It is only a matter of practice and, even if you are far from water, you can practise the movements when lying across a box and you can practise the rhythm of breathing. Proper breathing is the secret of swimming and you can learn to do that on land as easily as in the water, but you have to get used to water, and simple things like putting your head in a bucket and opening your eyes you can do in the Troop Room. These little things do help and they will fill in an odd moment in the programme sometime. Get your Scouts feeling that they are going to swim and nothing is going to stop them. Even if there is an alternative test offered to you, don't take it unless, of course, it's 'doctor's orders'.

And so to Observation, the real basis of all Scout training. If your Scouts are not observant they will never be Scouts, but if they are observant the rest will follow. Under the heading of Observation are listed three particular things: reading the meaning of a series of tracks, recognising trees and birds, and estimation.



- 1 Length of bulbous part from toe to heel
- 2 Breadth of the sole at its broadest point
- 3 Length of heel from front edge behind the instep to back of the heel
- 4 Breadth of the heel
- 5 Height of heel if on safe soil
- 6 Number, shape and position of hairs, if any.
- 7 Any distinctive marks made by the sole or heel
- 8 Length of stride (toe to heel)

- 1 to 5 Northern Islands
- 6 North Coast Line
- 7 East Coast Line
- 8 Southern Peninsula (for Southern Island)
- 9 West Coast Line
- 10 Western Bay (or Channel)
- 11 Connecting isthmus.
- 12 Mainland



CAT



FOX



DOG



BADGER



COW



PIG



DEER

Reading the meaning of tracks is not hard, each Scout in turn setting a simple problem for the rest of the Patrol to read. Take your Patrol out and let them see for themselves. Make your own signs, make your own tracking pit and try to find signs made by other people. Tracking is a grand sport out of doors, but indoors it doesn't mean a thing. Whilst we are out tracking there is time to look round and learn a bit about trees and about birds.

What are we going to learn about trees? We are going to know what they look like in spring, summer, autumn and winter. We are going to learn what their woods are used for and how they burn. I have put a few notes in this book to start you thinking, but it is not a complete list and you must think and experiment for yourselves. Trees and birds are there to be observed. Surely you will not be content just to recognise a bird. You will want to know what its eggs are like, when it comes to this country and when it leaves, when and where it builds its nest, what its young are like, and if there is any obvious difference between male and female. This is bringing the simple test to life and making it worth doing. When you are on the trail take a book along with you to identify the things that are strange to you. Don't stop when you can recognise twelve trees and six birds, but add another twelve and another, until there is never a tree that you cannot recognise and never a bird that you do not know. We are so lucky in this country, far luckier than we realise: the variety of our natural life is greater than in almost any other place in the world of comparable size. If you live in a town it is no more difficult. Parks often contain a greater variety of trees than the countryside. I can watch a pelican in St. James's Park, but I have never seen one at Gilwell. There is not a street in any city that has not something to offer – the sparrow, the pigeon, the acacia and the plane; they are all as common or more common in the town than in the country, but sometimes we forget to look.

One of the Scout activities that I have found troubles Scouts almost more than any other is Estimation. I don't quite know why this is, because it is interesting, it is good fun, and it is not really difficult; but the plain fact is that we have an oak tree at Gilwell and the actual girth of the tree (incidentally, you always take the girth of a tree five feet above the ground) is fourteen feet, and yet Scouts – many of them First Class Scouts, some of them King's Scouts – have given me almost every figure between three feet and eighty feet, which is not exactly inside the 10 per cent margin allowed by the test!

It is never a bad thing when you are thinking about an activity to start off by trying to get a clear definition as to what it means, and I think the best I can offer you for Estimation is that it is 'a guess made accurate by constant practice'.

Scouts are pretty good at guessing, but perhaps they are not quite so good at practising; so make the practising interesting. Perhaps some of you for your sins are having to learn to play the piano; scales and arpeggios and things of that sort are very necessary but a bit dull, and what a relief when we are able to mix into practising our version of 'Green Grow the Rushes-O!' This immediately makes practising interesting, and it is really much the same in Estimation.

I wonder if you have ever thought why we bother about Estimation in Scouting? What good is it? There was a time when I used to wonder. I must say I could not really see much value in being able to estimate the height of a church, or the number of sheep in a field (you know the way to estimate sheep – the way they teach at the agricultural colleges is to count the number of legs and divide by four!). Yes, I did wonder about Estimation, but I don't any longer, because I have come to believe it is one of the most useful things that we have in the Scout programme. In fact, the ability to estimate is really the thing that keeps most people alive, and the inability to estimate is responsible for a lot of people not being alive. For every time you cross the road and you see an oncoming car you really have to estimate the speed of the car and your potential speed to cross the road, leaving, I hope, a very wide margin of safety.

If you ride a bicycle, and later on perhaps a motor cycle, or drive a car yourself, the whole matter of riding and driving is Estimation, estimating your speed, how much distance you need to pull up, and estimating the speed of other moving things. If you do any Sea Scouting, this is even

more applicable. You must estimate the flow of the river or the tide, the amount of weight you have on your boat as you come alongside a mooring or jetty. Whether your craft will find room between the M.T.B. moored upstream and the old gentleman who is pike-fishing downstream. (Incidentally, if you make a mistake here, hit the M.T.B. every time; you will get out of it much better than if you become involved with a pike-fisherman. I know – I am one!)

When we go to camp, Estimation comes in. That little nook there between two spurs of bramble – is there room to pitch the tent, or do we have to get it up first and find out there isn't? We see an attractive field and we want to recommend it to our Scoutmaster as a Troop site. Can we estimate whether it really will contain all the ingredients of our Troop camp – Scouters' tents, Patrol tents, food store, place for flagstaff, games area, kitchens, latrines, and Camp Fire circle? You see, that is all Estimation. Estimation, therefore, is being observant; but being observant in a skilled way, a skill that has been obtained by practice and experience.

Well, I think it is time we were practical. Think about yourself first. In *Scouting for Boys* the Old Chief suggested we are all really walking measures, and this is very true. The things you ought to know about yourself and your Scouts ought to know about themselves are really these:

*Height* (and rather more useful, your height to your eye-level).

*Reach*, from finger-tip to finger-tip across the chest: two measurements here – one when you have breathed in and one when you have deflated your lungs. Incidentally, if there isn't any difference, you ought to do something about it!

*Elbow to wrist*: That is a very handy measure, because you can put it in all kinds of positions and really use it as a portable rule.

*Knee to ground*: The same is true here.

*Feet*: Your feet with your shoes on! A bit silly if every time you want to measure something you have to take your shoe off. So know the exact size of your foot with your shoe on.

*Stride or pace*: The way to get this accurately is to walk naturally for fifty paces, measure the distance, and then take the average. No one can naturally take one pace, and it is no use having an unnatural measure.

*Span*: From the tip of your thumb to the tip of your index finger.

*Stretch*: From the end of your thumb to the end of your little finger when extended.

Then, turning the whole thing round the other way, find some part of your body that measures *one inch* – probably one of your finger-joints.

You see, if you know all these measures relating to yourself and your Scouts you really can measure with very great accuracy a vast number of things, but I must put in a word of caution. Your chaps are not going to keep your measurements constant. You are growing, you will go on growing probably until you are about twenty-one, so you need to take your measurements regularly. In fact, if I were a Patrol Leader I should have it as a regular three-monthly part of the programme, because it is not much use when you are fifteen still working on the measurements of yourself when you were twelve.

*The Scout staff*: One of its original uses was to be a measure, that is why it is divided into feet and part of it into inches. You have got to be careful if you use it a lot. It begins to wear away at the bottom, and after a couple of years you can easily wear off a couple of inches, and that will give you some funny answers.

*Belt*: This can be a very accurate measure.

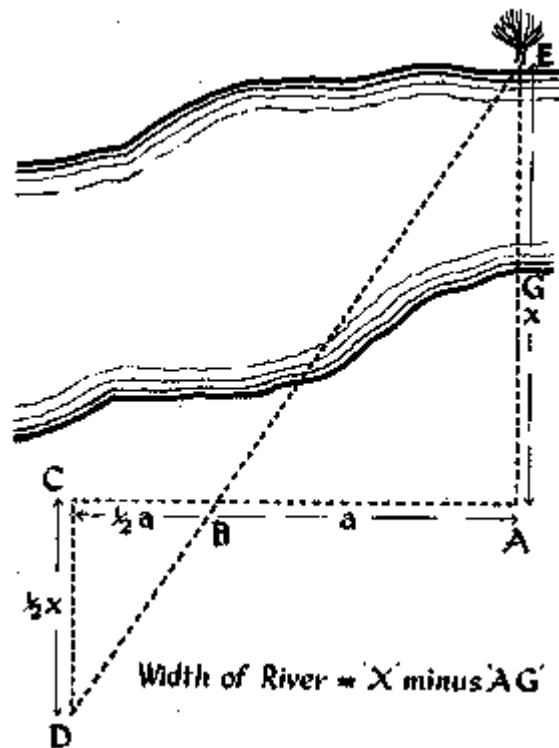
*Scout knife*.

In fact, you ought to know the exact size of things you habitually carry about with you, not forgetting items like the diameter of a halfpenny being an inch; work out the other coins for yourself. Then there is the whole question of actually measuring things. You can use yourself, you



can use other things, too. For example, the best and I think the most interesting way of measuring the height of a tree accurately is to climb to the very top and from the top drop a plumb line – a piece of string with a weight on it. Drop the plumb line and then measure it comfortably on the ground.

Similarly, measuring a stream. The best way is to throw a weighted line across the stream, pull it back and measure it. What I am really trying to say to you is that if there is a really accurate way of doing a thing, use it. The way you can begin to learn to estimate is (before you ever measure a thing) have a guess at what you think it is, have the Scouts in your Patrol do the same, write down what you decide, then measure it and see how near you are. In this way you will soon become quite good. It's not a bad idea to play Estimation Golf. The Patrol Leader sets the first hole by saying: 'I say the girth of that ash tree is eight feet.' No. 3 says: 'I say six and a half feet.' Measure the tree and the nearest estimate wins the hole.



But there are other ways, too, and with practice these can become very accurate. I am suggesting a lot of different methods because the more methods you have the more ways you can check and the more interesting it is.

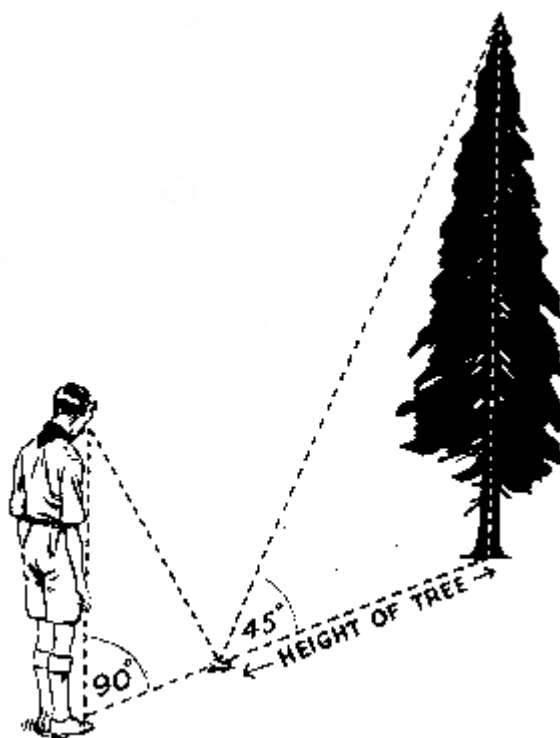
First, there is the method which we call B.-P.'s method. Here is the drawing again, and it is really a matter of simple geometry.

I want to warn you about two things in regard to this method, and it applies to a lot of others. First, if we are going to use this method and get it accurate the ground must be reasonably level.; second, the tree or building or whatever you are measuring must make something very near a right angle with the ground; and the third thing is (and this applies to deciduous trees) quite often the highest point of the tree which you want to measure is by no means over the base of the tree, and you will see from another drawing in the book how to cope with that problem.

I am not going into details of all the drawings that are here, because I want you to work them out for yourselves – just a few points about some of the ways. First, the shadow method. This is a very good method, but you cannot use it very much in this country, but go on hoping! Only use this

when the shadow is longer than the object you are measuring. This means use it in the early morning or in the evening, but not around mid-day; the reason being that the margin of error is too great when the shadow is shorter.

Then there is the bowl-of-dirty-water method. (I did not say 'a dirty bowl of water, because that is no good!) You want a clean bowl full of dirty water, because dirty water gives a good reflection. You might think that a mirror would do, but it won't, because you cannot be sure that the mirror is level with the ground; whereas water will always find its own level, and that is very important indeed.



*Reflection Method*

And then there is a method that I have not shown you in the drawings and which is good fun, and I try to get Commissioners to do it, but they are not very good at it. It is known as the 'North American Indian Method'. You have to 'learn your bend', that is; to learn to look backwards through your legs so that your eyes form an angle of forty-five degrees to the ground. In simple language this means that when you are looking through your legs and can just see the top of the object (a flag-pole, for example, the height of which you want to know), you will be standing the same distance from the pole as the pole is high; and speaking of flag-poles, by the way, reminds me that a very good way of measuring these is to measure the halyard. Believe it or not, I have even seen a Patrol of Scouts take a flag-pole down to measure it! It took them all day, although all they need to have done was to mark the halyard, run it up, and measure that. Still, if you like the hard way of doing things, don't let me stop you!

Then another method – this time for width – which I might remind you about is the hat-brim method. Usually we call it Napoleon's method. Unless your Scouts keep their hat brims stiff you are going to get some terrible results.

Then, just to finish up about Estimation, don't stop at the things in the tests; do have a go at numbers and weights. They are well worth trying and will make an excellent Patrol Meeting. If you

come down one evening with a lot of parcels, get the Patrol to handle them, guess what is in them and how much they weigh, then weigh them in front of them and see how they get on.

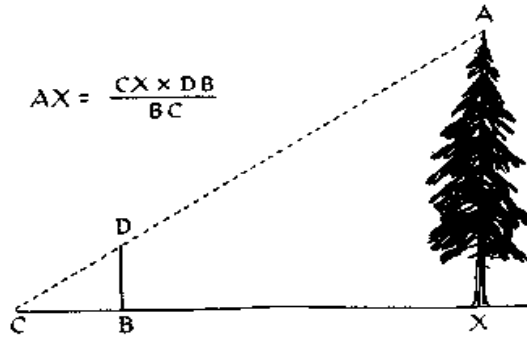
In fact, if you will only use a little imagination a little estimation is really grand fun. It is one of those things you can use at camp, on a hike, waiting for a train, rest hour in camp, any time there is not much doing.

The questions you keep firing at your Patrol are just these:

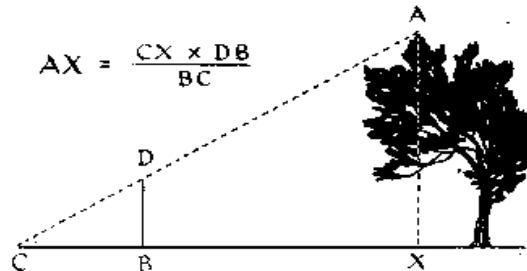
- How far?
- How high?
- How wide?
- How many?
- How much?

But don't just fire questions – try answering some of them yourself!

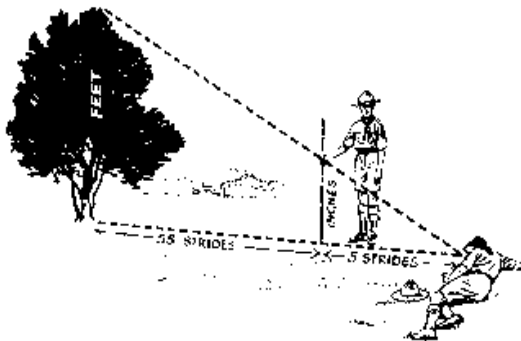
$$AX = \frac{CX \times DB}{BC}$$



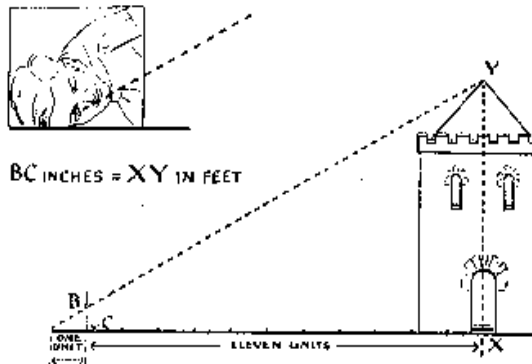
$$AX = \frac{CX \times DB}{BC}$$



*B.-P.'s Method*

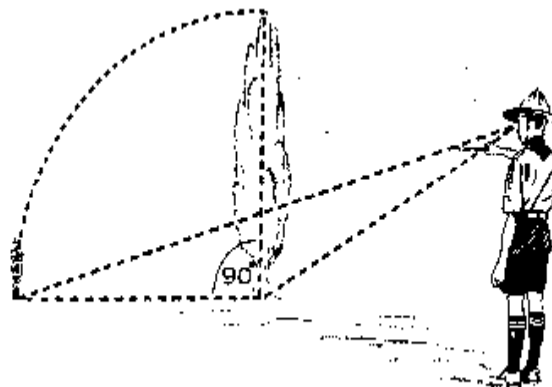


$$BC \text{ INCHES} = XY \text{ IN FEET}$$



*The One-in-Twelve Method*

There isn't really room to say very much about Pioneering. There are some good books that deal entirely with this subject, and it is such a large subject and such a big one in Scouting that it deserves special books, so I just want to repeat here what I have said before. Practise in the Patrol Den, and then as quickly as possible get your Patrol into action really experimenting with the knots and lashings on the job.

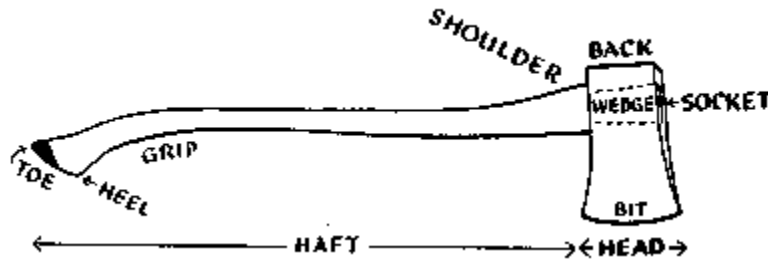


*Lumberman's Method*

I might just say this about splicing: when you have learned to do it with three-strand ropes (which is the way most books will show you and the right way to start) have a go at four-strand and six-strand, and when you want something really difficult to do, have a go at wire. It is perhaps just

for the Patrol Leader and Second to do in a quiet corner; it is a bit beyond the range of the young Tenderfoot!

Next we come to the use of the felling-axe. I have included two or three diagrams which I think explain themselves. I wonder how many Scouts put axes into their legs in the course of a year? It must be an extraordinarily high number, and it always seems to me the most useless place to put an axe. We are all apt to get a bit careless; perhaps not 'get' careless – maybe we are careless. I want to remind you that the axe is potentially as dangerous the last time you use it as the first time. You must always regard the axe as a good friend while you have it under control, but a very dangerous enemy if you once loosen up on it.



I am not going, in this chapter, to deal with the whole process of felling trees, because it is a big subject and in the main you won't have a great many opportunities for doing it. I know it is fun cutting down trees – lots of people enjoy it, some of them enjoy it far too much. I hope your Patrol is going to learn the satisfaction of planting trees and showing them care, which is really much more

important. The axe we use to cut away the dead and fallen trees so that we can find room to plant the new ones, and your Patrol will really find opportunities of planting round your camp sites, round your Den; in your gardens. Plant trees, care for them, and watch them grow up. There are few things in this life that are so well worth doing.



*Exploring* we have left to a chapter on its own. Now, just a word about Public Service. Just following on from Second Class here. What it means is only that we train ourselves and our Patrols so that they don't become a nuisance to

other people when they are on the high road, and we are ready to give a helping hand in controlling traffic, etc., when the need arises.

This is really all a matter of courtesy, and there is not much more to it.

And just to sum up this rather long piece about the First Class Badge I hope I have shown you, first, that it is all interesting; second, that it requires a great deal of practice on the part of the Scouts individually; and third, that it is your job to make sure that First Class training is going on all the time and it is not just left as an afterthought when you think it is time somebody got a First Class Badge. So one day, I hope we shall all live to see it, the Old Chief's statement '...and so you will get your First Class Badge' come true for far greater number of Scouts than we have known up to now.

It really does depend on you, the Patrol Leader, as to whether this happens or not.

## Chapter XII

### The Patrol and Some Natural Facts

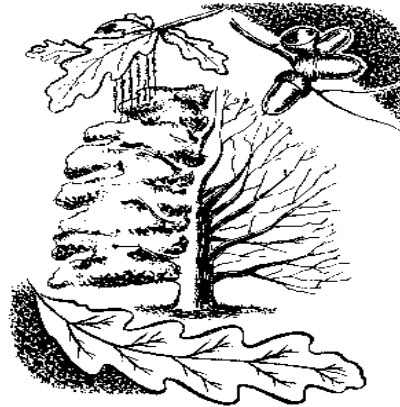
**I**F you turn over the next page you will see some rather fearsome-looking lists. Don't be afraid of them, and don't try to read through them all straight off. What I am trying to give you in this chapter is a précis of a great deal of information that is spread over a huge number of very expensive and very worthwhile books.

I know how difficult it is to take part in woodcraft pursuits unless you have a certain amount of actual knowledge to support you, and I know also that the Patrol Leader cannot afford to buy all the books that are desirable, and even if he could he cannot cart a whole library around with him wherever he goes. I don't pretend what I have put into these various lists is complete. It is not meant to be. It is just a fairly orderly way of setting out a great deal of information about various aspects of woodcraft. Some of it you will know already, but there is always the danger of forgetting things we know if we don't write them down. Some of it will be new to you.

I should like to think you will use this chapter as a base on which to build, and in your Patrol log-book you will add to the information I have given you as you find new facts about these trees, birds and so on, yourself, and I hope that when you come across trees which are not mentioned in my lists you will add them, too.

Perhaps just one final word of warning. I have written about the properties and appearance of typical birds and trees and so on, but remember we are part of Nature, and you and I are not exactly alike although we are similar. It is just the same with a couple of oak trees. They are similar but they will never be identical, and that applies to any single thing you consider in Nature. There are very few identical twins, but a great many members of various families. .

I hope these few notes will help you to use this chapter to advantage.



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## Some Common Trees

Name	General Appearance	Distinctive Features—Summer	Distinctive Features—Winter	Bark	Flowers and Buds	Leaves	Fruit	Special Features
Ash, deciduous	Tall, up to 140 ft. high. Sparse foliage, evenly spread, rounded at top	Late into leaf	Straight trunk, evenly balanced branches. Rather round	Smooth grey	Black or dark brown buds. Flowers in cluster in April	Up to 13 on stalk. Lance-shape, 4-in. long toothed edge	Dry seed in pod	Casts little shade
Beech, deciduous	90-100 ft. Almost as broad as it is long. Bottom branches nearly to ground	Copper varieties quite common	Lower branches often hold withered leaves throughout winter	Smooth grey	April, May. Buds long and pointed. Flowers long-stalked, drooping	3-in. long toothed. Glossy green. Oval. Veins run parallel, 5-9 pairs	Two smooth triangular nuts, enclosed in bristly husk	Very shady. No grass or bracken grows under it. Figs eat nuts
Silver Birch, deciduous	Up to 70 ft. Graceful, white trunk. Pale green foliage	Twigs hairless	Twigs long and drooping. Delicate outline	Dk. brown on saplings, white on older tree, peeling off in layers	Flowers April	Oval, 2½ in. long p'ted, slender stalk, unevenly toothed	Catkins. Very small nut	Bunches in crown-like nests

Elder, deciduous	Roadside bush, 20-30 ft. high	Clusters of flowers	Stout branchlets	Rugged pithy	June. Small white flowers in large flat-topped clusters, heavily scented	Oval, 5 in. long, toothed; meeting on opposite side of stem (like feather)	Black berry	Plant emits sickly scent when cut or bruised
English Elm, deciduous	Irregular outline. Tall, 150-ft. branches growing well down	Foliage held until late in November, when it turns pale yellow, and falls gradually	Erect or spreading branches, corky branchlets, hairy twigs	Rough brown	Feb.-Mar. Reddish, erect; stigmas white. Buds small and downy	Oval, 3½ in. long, toothed; unequal-sided at base	Seed ½ in. in size close to notch of wing	Subject to disease; rots branches and heart. Dangerous to camp under
Wych Elm, deciduous	Tall and stately, up to 125 ft. Spreading branches growing well down	Dark green foliage held until late autumn	Wide-spreading, rather open	Stringy bark, smooth in sapling	Feb.-Mar. Purplish, with red stigma	Oval, with narrow end at stalk; 7 in. long	1-in. seed in centre of wing	Leaves much larger than Elm. Not subject to Elm Disease

### Fruit Trees—Work these out for yourself, and not only in summer

Name	General Appearance	Distinctive Features—Summer	Distinctive Features—Winter	Bark	Flowers and Buds	Leaves	Fruit	Special Features
Hawthorn, deciduous	Not very tall. Widespread branches, 30-35 ft.	Bushy, white flowers. Strong-smelling	Lots of red berries (haws). Main branches going straight up	Gnarled	May-June. Clusters of white flowers; sometimes pink flowers	March. Oval, 2 in. long. Very large-teeth (lobed). Veins between lobes	Red berries (haws) about ½ in. big, egg-shaped	Sometimes called 'May'; also called 'Quick'
Holly, evergreen	Dk. foliage. Up to 80 ft. tall. About 20 ft. base, rising to pt. Branches almost to ground	Trunk and branches green	Dark green, with bright red berries	Green and smooth	May; ½ in. long, greenish white. Very small	Oval, 3 in. long. Glossy, hairless, spiny teeth, wavy edge. Leathery	Red berry, ½ in. long. Some varieties have yellow berries	Native evergreen. Many varieties
Horse Chestnut, deciduous	Very tall—100 ft., and branches spreading same width at widest part	Dark green, with 'candles' standing up	Fruit drops in prickly green shells	Often twisted. Smooth greenish brown	May, white-tinged yellow or red. Resinous buds	About 9 in. double-toothed, stalkless. Like hand; 5 on main stalk	Chestnuts in green prickly shell. (Conkers)	Red flowers are quite common. Fruit has no prickles

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Lime, deciduous	Tall, about 100 ft. high, with wide base. B'ches spreading to about 65 ft. at base, rising to point	Pale green, sweet-smelling. Lots of shade	Burs and thick bunches of twigs. Branches start about 10 ft. from base	Smooth, even. Little red 'blisters'	Small, yellowy white. Sweet-smelling	About 4 in. long, heart-shaped, finely toothed	1/4 in. long, dry, round or egg-shaped	Flowers attract bees. Drips 'honey dew' (sticky substance)
English Oak, deciduous	Broad, sturdy, widespread branches. Up to 80 ft. high, but often wider at broadest part	Squat, sturdy appearance, heavily leaved	Acorns drop. Branches very tortuous	Gnarled	Catkins, in clusters. April-May	About 4 in. oval with shallow lobes. Dk. green above; greyish below. Stalk less than 1/4 in.	Acorns cluster on long stalk	'Stag-headed' trees quite common. Many varieties; try to sort them out
Plane	Tall and graceful. Up to 100 ft. high. Foliage not too dense	Spreading very twisted branches	Bark peels	Smooth grey	May	About 5 in. long, rather hand-shaped in 5 sections	Like burs. Two on stalk. Green	Bark peels in large flakes in autumn, showing yellow under skin

Name	General Appearance	Distinctive Features— Summer	Distinctive Features— Winter	Bark	Flowers and Buds	Leaves	Fruit	Special Features
Lombardy Poplar, deciduous	Very tall and slender. About 90 ft. tall, but only about 15 ft. broad	Rustles even on quite still days	Boughs all pointing upwards	Smooth	March. Sticky buds. Flowers in catkins	Diamond or triangular, on long stalk	Dry capsule containing silky-haired seeds	
Sycamore, deciduous	Up to 100 ft. high and about 60 ft. at base, with flat top	Rich green leaves in sprays, turning darker	Branches spread sideways. Bare near trunk	Smooth	April-May. Greenish yellow in drooping groups. Buds at end of branches	About 6 in. long, in 5 lobes, coarsely toothed; grey underneath	Winged fruit	Disease often causes black spots on leaves

### Some Not So Common Trees

Name	General Appearance	Distinctive Features— Summer	Distinctive Features— Winter	Bark	Flowers and Buds	Leaves	Fruit	Special Features
False Acacia or Locust Tree, deciduous	About 80 ft. high, slender, not very thick foliage	Lots of dainty white flowers; sweet-smelling	Branches zigzag	Deep-fissured. Very marked	Creamy-white flowers in June. Small buds hidden by base of leaf stalk	Oval, notched at apex; about 2 in. long and 9-13 on long stalk. Smooth	In pods; not bristly	
Alder, deciduous	Elegant, with slender horizontal branches, growing to about 60 ft. high, with base of about 25 ft. at widest branches	Dark foliage, not evenly spread over tree	Lacy branches	In early life bole is dark green and smooth, becoming darker and rough later	Jan.-Feb. Catkins. Buds, violet coloured	About 4 in. Round, but notched at apex; coarsely toothed; dark glossy green and clammy above, pale green below	Woody cones	Grow in swampy ground. Roots attract moisture

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<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Almond, deciduous	Not very tall, about 30 ft.; 2 or 3 main branches from top of tree	Flowers early, pink-white, before leaves	Winter buds, with numerous scales	Dark and smooth	Pinky fragile flowers in March. Scaly buds	Leaves 5 in. long, lance-shaped, toothed edge; smooth	Almonds enclosed in soft velvety green case	One of the earliest of our flowering trees
Blackthorn (Sloe), deciduous	Small, about 15 ft. high; bushlike. White flowers in March. Sloes in September	Flowers early, before leaves	Sloes	Dark, black spiny twigs	April. White; about ½ in. long. Sometimes appear before leaves	1 ¼ in. long, oval-lance shape; sharply toothed	Sloes, from olive-green to blue-black. Round, ¼ in. big	Very black wood

Wild Cherry (Gean), deciduous	Medium height, up to 60 ft. Not many branches. Great many flowers; white, in drooping clusters	Lovely flowers. Wide-spread crown, bright green leaves	Blazing red leaves before they fall	Tall straight trunk; smooth, bright, reddish-brown lustrous bark	White; about 1 in. in size, in drooping clusters in May	About 6 in. long, oval-oblong; unevenly toothed; slender pointed, dark green above, silky-haired below	Fleshy round fruit, with hard stone (cherry). Blackish-red, sweet	
Sweet Chestnut (Spanish Chestnut)	Up to 100 ft. high; broad at base, rising to oval tip. Outspread branches	Dark green glossy leaves; light green spiky flower	Patterned bark	Vertical fissures; twisted	Light green spiky. June-July	About 9 in. long, slender tip. Dark green, glossy, tooth-edged	1-3 nuts in husk. Edible	

<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Cypress (Lawson), evergreen	Very tall and narrow. Up to 200 ft. in height; only about 20 ft. wide at base. Dark green growing to point			Very thick	Red at end of branchlet	Scaly, pointed; sometimes white-tipped	Cone, ½ in. in size	Wood fragrant; said to keep moths away
Hazel, deciduous	Shrublike; only 20 ft. high		Many trunks	Twigs straight and slender	February. Lambs' tails in autumn. Round buds	Heart-shaped, pointed, unevenly toothed. About 4 in. long	Nuts, enclosed in bracts. Edible	Hazel twigs used for water divining



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Larch, deciduous	Up to 100 ft. high, not much foliage. Slender drooping curved branches. Pyramid-shaped	Pale green, delicate appearance		Twigs yellowish grey. Very straight trunk	Yellow and red-purple catkins	Bright soft green, 4 in. long, spirally arranged spikes	Woody cones	
Laurel, evergreen	Up to 60 ft. high. Common as bush, rare as tree				Greenish yellow; 4 petals in small clusters. May	Oval-lance-shaped. Hairless wavy edges, brown at tip. Leathery. Glossy; about 4 in. long	Berry, shining black	

<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Field Maple	Rather short and squat. Up to 35 ft. high and 50 ft. wide at broadest stretch of branches			Rough, with corky twigs	May. Greenish, in upright clusters	3 in. long, divided into 5 lobes, with few rounded teeth. Buds on end of twigs	Winged, spreading horizontally	Leaves seem to change colour: green, yellow, red, brown
Silver Maple	Lovely; 80 ft. tall, graceful tree	Long-leaf stalk and slender drooping twigs make it sway easily in breeze	Very few branches, growing upwards	Straight trunk. Dark, fissured in later age	April. Greenish without petals	Soft pale green; silver underneath. Similar in size and shape to Field Maple	Winged, curved upwards	

Sugar Maple, deciduous	Up to 100 ft. high			Rough, grey	May. Greenish yellow, bell-shaped	4 in. long, 5-lobed, with few coarse teeth. Light green	Winged, at wide angle	
Spruce, evergreen	Tall narrow evergreen, with pointed crown. Christmas tree			Scaly, grey or greenish. Main twigs opposite each other	Catkins at end of shoots. Yellow, red, green or purple	Deep green; 1/2 in. long spikes	Hanging cones, 5 in. by 2 in., cylindrical, tapering at top	
Crack Willow, deciduous	Up to 90 ft. high. Grows beside water			Corrugated bark, tough twigs	April-May. Catkins	Lance-shaped, 7 in. long, toothed; long-pointed	Stamens	

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<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Cricket Bat Willow, deciduous	Up to 100 ft. high. Branches upright			Twigs olive-brown at acute angle		Lance-shaped, $3\frac{1}{2}$ in. long, finely toothed; becoming blue-grey below	Stamens	
Goat Willow (Pussy Willow), deciduous	Up to 25 ft. high			Downy branchlets	Mar.-Apr. Buds yellow	4 in. long, oval; vaguely toothed; dark green above, woolly grey below		

Weeping Willow	Widespread drooping branches, almost to ground. About 50 ft. high and broad at base	Dark foliage drooping to ground		Drooping branchlets, yellowish		4 in. long, pointed, lance-shaped, finely toothed; blue-grey below		
Yew	Up to 45 ft. high, but very wide-spread at base, with lower branches drooping	Very dark, dense foliage		Peeling bark		1 in. long, narrow; dark green above, light green below; needle-like	$\frac{1}{2}$ -in. red fleshy cup containing 1 seed	Poisonous leaves

### Not Rare Trees, But They Will Need Finding

<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Ailanthus (Tree of Heaven), deciduous	Long straight trunk, enormous boughs	Leaves quite different to any others	Upright trunk, with strong tortuous branches	Furry	July. Small. Greenish, in clusters. Unpleasant smell	Lance-shaped, with few coarse teeth near base about 4 in. long	Winged, reddish brown. Oblong, $1\frac{1}{2}$ in. long	
Arbutus (Straw-berry Tree)	Thick trunk, with branches starting almost from bottom. Widespread at base		Reddish bark	Rough, slightly fissured. Brown tinted, almost reddish	$\frac{1}{2}$ in. in size; white or pinkish, in clusters; pitcher-shaped	Leathery, toothed, hairless, crowded together at end of branch: 4 in. long, tapering at both ends	Berry, $\frac{1}{2}$ in. long, orange-red coloured; rough	Fruit like a straw-berry

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Catalpa (Indian Bean Tree)	Thick straight trunk; short	Large leaves, showy flowers	Thick pointed twigs	Greyish brown	Large, bell- shaped, spreading lobes in clusters. White, spotted with yellow and purple. Flowers in July	About 8 in. long, oval- pointed; unpleasant smell when crushed	Bean or seed pod up to 24 in. long in very hot summers	
Cedar of Lebanon, evergreen	Distinctive. Branches growing outwards in tiers		Sometimes many trunks from base	Dark	Catkins. Erect, cy- lindrical; ½ in. to 2 in. long	Needle- like; spirally arranged on shoots	Cones, cylindri- cal and closely packed	Wood scented
Hornbeam, deciduous	Straight-up trunk branches out from crown; numerous limbs	Similar to Beech; is easily mistaken for it		Smooth dull green; oval shape; fluted	Thin, pointed buds. Drooping catkins	3 in. long, pointed, oval- toothed	Nut at base of 3-lobed bract on drooping spikes	Often pollarded

<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features— Summer</i>	<i>Distinctive Features— Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Maiden- hair, deciduous conifer	Tall, rather gawky, thin branches	Leaves brilliant green. Queer formation	Twigs stout, rigid and jointed	Grey, somewhat fissured	Catkins. 1 in. long, short- stalked	Fan- shaped, 3 in. long, notched in clusters. Like Maiden- hair Fern	1 in. long, egg- shaped; yellowish green	The tree that has never changed
Holm Oak, evergreen (Ilex)	90 ft. high, broad- spreading. Dark blackish- green foliage. Glistening		Downy twigs	Smooth and green in early life, but later becomes fissured and scaly	Apr.-May. Drooping catkins	Oval, 3 in. long, lance- shaped, vaguely toothed. Dark, shiny, green	Small acorns, ½ in.	

Aspen Poplar, deciduous	Up to 50 ft. high	Leaves 'whisper'	Twigs hairless	Straight	February. Catkins. Buds bright brown on end of twigs	Broadly oval, 2 in. long, coarsely and unevenly toothed. Greyish green	Capsule contain- ing seeds, with tufts of silky hair	
Black Poplar	Up to 100 ft. high. Branches starting about 50 ft. up		Twigs cylindrical, hairless	Straight, clean bole	March. Catkins. Buds on twigs; resinous and scaly	Diamond- shaped or triangular; shallowly round- toothed	Capsule	
White Poplar	Up to 60 ft. high		Young branchlets white felted	Smooth. Pale grey	Feb.-Mar. Drooping catkins. Buds as other Poplars. Buds as other	Oval, 3 in. long, 3-5 lobes. White under- neath	Capsule	

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<i>Name</i>	<i>General Appearance</i>	<i>Distinctive Features—Summer</i>	<i>Distinctive Features—Winter</i>	<i>Bark</i>	<i>Flowers or Buds</i>	<i>Leaves</i>	<i>Fruit</i>	<i>Special Features</i>
Scarlet Oak, deciduous	Up to 80 ft. Not many branches		Foliage holds deep crimson colour for many months. Leaves remain in deep chestnut brown	Smooth. Twigs hairless and warted	Cattkins. Buds hairy at tip	Oval-lanceolate shape, about 6 in. long, divided into 7 deep lobes, coarsely toothed near apex	Acorn	
Turkey Oak, deciduous	Up to 120 ft. Open foliage, straight		Twigs downy	Rugged, dark-coloured	Drooping catkins	Lance-shaped, 5 in. long, divided into about 13 sections. Dark green and rough above, grey-green below. Thin and firm	Acorn in mossy cup	

Rowan (Mountain Ash)	Up to 60 ft. high. Slender branches, sparse foliage	Brilliant red berries in late summer	Winter buds	Smooth. Grey, becoming slightly fissured	May. Clusters of white flowers. Winter buds, big dk. brown. Hairy, overlapping scales	Lance-shaped, 2 in. long, sharply toothed	$\frac{1}{2}$ in. big, bright red berry	
Tulip, deciduous	Up to 100 ft. high. Large limbs, odd-shaped, bright green leaf		Brown branchlets. Leaves bright yellow in autumn	Smooth. Grey	July. 1 $\frac{1}{2}$ in. long, resemble tulips. Green, orange, splashes; 6 petals. Buds end of twigs	8 in. long, lobed, with concave apex	Concave	
Whitebeam	Up to 45 ft. Many trunks; foliage growing low down. Pyramidal crown	White flowers, grey leaves in May. Red berries in late summer	Twigs dark shining brown; warted. Winter buds	Smooth	May. Small. White in clusters. Winter buds: green	2-3 in. long, white underneath	Round, red-orange berries in clusters	

### Trees and their Burning Properties

<i>Name</i>	<i>How it Splits</i>	<i>How it Burns</i>	<i>How it Smells</i>
Acacia (false)	Fairly well	Heavy and durable. Emits great amount of heat	Objectionable
Alder	Hard to chop or split	No good except when very well seasoned	Very little, except unpleasant when wet
Almond	Easily	Burns for long time and emits a fair amount of heat	
Ash	Very easily	Burns well green or seasoned. Best of all. Suitable for all purposes	Pleasant
Beech	Easily	Best seasoned. Very good for all purposes	Pleasant
Birch	Very easily	Burns brightly but rather quickly. Gives good heat	Pleasant
Blackthorn	Easily	Very good green or seasoned. Sends out sparks	Hardly at all
Cedar	Very easily	Burns well, with good flame and heat	Very pleasant, but spits

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Cherry	Easily	Difficult to get started, but when alight gives out fierce heat. Best when old and partially seasoned	Pleasant
Elder	Very easily	Very quickly and unpleasantly. Little heat	Very acrid
Elm (several varieties)	Fairly easily	Burns well on good fire when well seasoned. Very poor when green	Acrid when green
Firs	Very easily	Brightly, but spit quite long distances	Very pleasant
Fruit Trees	Difficult	Heating properties considerable; last long time	Very sweet
Hawthorn	Difficult (mind the thorns)	Well; lasts and gives good heat. Should be mixed with quicker-firing woods	Hardly at all
Hazel	Easily	Very satisfactory. Burns steadily	Very little and pleasant
Holly	Easily	Very well; green or seasoned	Pleasant
Horn Oak	Difficult	Not much good	So hard to burn it's difficult to tell
Hornbeam	Very hard on the axe	Sound, reliable, slow-burning. Gives great heat	Hardly any smell, except when green

<i>Name</i>	<i>How it Splits</i>	<i>How it Burns</i>	<i>How it Smells</i>
Horse Chestnut	Moderately	Not well. Will not burn in less than furnace heat	Rather sour
Larch	Easily	Good as faggots for firelighting, but it burns with difficulty and gives out little heat. Spits avidly	Sweet, but spits
Laurel (Rhododendron)	Not well	Mixes with other woods and gives good heat	Not pleasant
Lime	Very easily	Very poor; inclined to smoulder. Hard to light	Hardly at all
Maple	Hard to split	Reliable, solid wood	Pleasant
Oak	Difficult to work	Too valuable for burning. Slow burning. Gives good heat	Pleasant
Plane	Easily	Good as kindling. Burns well whether green or seasoned	Pleasant
Poplars <sup>o</sup>	Easily	Poorly; emits small amount of heat. Smoulders. Gives light-coloured flame	Terrible

Spruce	Very easily	Inclined to smoulder. Dangerous for sparking	Pleasant
Sweet Chestnut	Fairly easily	Not much use. Hard to light	Quite pleasant
Sycamore	Easily	Considerable heating power when mixed with other woods	Hardly any
Willow	Easily	Moderately when mixed. Whitish flame	Quite pleasant
Yew	Very difficult	Produces fierce heat and lasts long time	Rather sad

### Uses of Woods

<i>Name</i>	<i>Qualities</i>	<i>Sports</i>	<i>General</i>	<i>Unusual</i>
Acacia (False)	Tough, elastic; resists shock. Durable		Outdoor work, posts, rails, etc. Furniture	
Ailanthus (Tree of Heaven)	Fine satiny grain, hard, elastic		Cabinet making	
Alder	Soft, light, smooth grain; tough surface. Extremely durable when submerged		Clogs, soles of shoes, toys, ply-veneer, trunks, tea-boxes, packing-cases, pier supports	
Arbutus (Strawberry Tree)	Reddish-brown in colour. Hard, close grain, rather liable to split		Ornamental cabinet work (for inlay or marquetry)	
Ash	Tough, elastic, flexible	Scout staff, Oars, Stumps	Carts, ladders, cabinet making. 'Burs' used for art furniture, grandfather clocks	Inner bark used to write on. Used for drying herrings. Used in 1914-18 war for aeroplane parts

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Beech	Light brown; tough but soft, straight grain	Mallets	Chair and furniture manufacture: cheap chairs, wheel-back chairs, domestic utensils. Plywood	
Birch	Yellowish-red, tough, fairly hard, close-in texture	Canoes	Furniture, car bodies. Good for flooring	
Blackthorn	See Hawthorn			
Catalpa	Greyish brown, with tinge of blue. Takes fine polish		Little used, but has made excellent cabinet work	
Cedar	Pinkish yellow. Aromatic, durable		Decorative furniture and panelling	
Cherry or Gean		Walking sticks	Veneers, pipes	
Horse Chestnut	Moderate weight, soft, fine-grained, but perishable		Furniture, decorative art, brush backs, veneers, turnery	Fruit-storing shelves. Owing to porous nature it absorbs water
Sweet Chestnut	Durable, wears well, stands up to exposure		Used with oak in buildings. Fencing	

Name	Qualities	Sports	General	Unusual
Cypress (Lawson's)	Yellowish-white, durable, glossy satiny sheen, close, compact, rather soft grain. Fragrant		Furniture, especially wardrobes, as scent is supposed to keep moths away	
Elder	Hard, easily hollowed, heavy. Yellow-brown		Cabinet inlay, combs	Musical instruments
Elm	Hard, durable. Good under water		Coffins, barges, wheels, boxes, wagons, steps, stair-cases	Water pipes. Elm. burrs used in decorative wood-work for <i>SS. Queen Mary</i>
Fruit Trees	Tough, hard, close grain. Flesh-coloured		Carving and sculpture	
Hawthorn	Light greyish-brown, very hard, close-twisted grain		Formerly for printing blocks and handles. Cogs, mill wheels	
Hazel	Tough and pliable		Hurdles, faggots, hoops, stakes	Twigs used for water divining. Used during the war for naval landings

Holly	White-grey, close-grained, horny, hard surface		Inlay work when dyed. Coffee-pot handles. Not used much now	
Hornbeam	White, close-grained, tough	Billiard cues	Piano trade, machinery, violin bridges, dressing-table requisites, brush backs, parquetry flooring	
Larch	Hard, strong, durable when immersed in water. Reddish in colour		Boat building, house building, bridge building, pit props	Houses in Venice built on piles of Larch. Produces turpentine
Lime or Linden	Light, straw-coloured, close, compact grain		Wood carving, pianos, musical instruments	
Maple	White and hard; figured. Speckled grain known as bird's-eye maple		Rollers for machinery, agricultural implements, general furniture	
Oak	Very hard and durable		Ships, furniture, beams, panelling	
Plane	Yellowish white turning to golden red		Furniture, floorings, interior decorations	

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<i>Name</i>	<i>Qualities</i>	<i>Sports</i>	<i>General</i>	<i>Unusual</i>
Poplar	Whitish-yellow to grey, fine, close, hard, tough texture		Carving and common turnery, toys, brake-blocks for railway wagons, plywood, cabinet work	Used for plywood for Blimps flown out over Channel for observation purposes
Rowan	Light grey with tinge of yellow. Smooth, tough grain. Very flexible and strong	Bows	Not in sufficient quantity for use	
Spruce	White and tough		Building purposes, joiners' work, floorings, scaffold boards, packing-cases, pit props	
Sycamore	Creamy-white, close, compact grain		When stained, used for decorative purposes, panelling, interior decoration. Rollers for printing linen	Gangway for admission of royal personages to King Edward's steam yacht was made of this and kept a spotlessly white appearance by constant scrubbing
Tutup	Canary-yellow, sometimes bluish. Fine texture		High-class joiners' work, panelling	
Whitebeam	Yellowish white streaked with darker colour. Very hard and strong		Cog-wheels. Not much used now	
Willow	Pinkish-white, tough but softish grain	Cricket bats	Baskets, brakes for railway wagons	
Yew	Pale red, smooth, lustrous grain. Strong, flexible	Bows	Doors, chairs, decorative work	

### Twelve Birds You are Bound to See Unless You Keep Your Eyes Shut

<i>Name</i>	<i>Size in Relation to Blackbird</i>	<i>Colour</i>	<i>When and Where</i>	<i>Colour of Eggs</i>	<i>Song and Call</i>	<i>Particular Features</i>
Blackbird	10 in. in length	Cock: Black Hen: Brown	March: Bushes, evergreens, hedges	Greenish brown or red markings	Early and late: Jan.-July. 'Tcheek! Mink!'	Hops and runs. 'Listens' for worms. Hammers snails
Chaffinch	Smaller, 6½ in. in length	Cock: Blue, brown, green, pink chest. Hen: Green, brown, fawn chest	April: In cleft of shrub or tree, or on level branch	Pale blue with dark red markings	Mid-Feb. to June: Rapid, gay, defiant. 'Pink! Pink!'	Hops. Insects taken on ground and in air. Jerky flight
Crow	Larger, 20 in. in length	Cock: Blue-black Hen: Smaller and duller	April: In trees or cliff ledges	Greenish, with browner shade	Harsh 'Caar!'	Walks. Roost in large flocks. Cracks nuts and shellfish by dropping from height
Jackdaw	Smaller, 13 in. in length	Cock: Black and grey Hen: Less grey	Mid-April: In hole in trees or buildings		High-pitched 'A-aw! Noisy	Walks. Thieves. Mix with rocks and gulls in autumn and winter
Robin	Much smaller, 5½ in. in length	Both: Red face and breast. Fawn back. Young: Speckled	End March: Hedgebanks, holes, ivy, pots	Bluish-white with red markings	Fine song all year. Various calls	Hops. Very matey; likes people
Rook	Larger, 19 in. in length	Cock: Blue-black Hen: Smaller and duller	March-April: Treetops and fields	Greenish, with brown markings	Gabbling and 'Caw!'	Walks, waddling sideways. Hops -
Seagull	Larger, 18½ in. in length	Both: White and grey. Some black-headed	Mid-May: On low grassy slopes, avoiding cliffs	From pale blue-green to dark brown. Dark splashes	'Kak-kak-kak!'	Walks
Sparrow	Smaller, 5½ in. in length	Brown, with pale breast	April-May: Trees, ivy, rocks, spouts, eaves, etc.	Varies	Chattering chirp all year	Hops. Tears yellow flowers
Starling	Smaller, 5½ in. in length	Brown (winter)	April: In holes or buildings	Varied. Very pale blue	Mimicking varied noises. Alarm: 'Krrrk!'	Walks, runs, hops. Sits on chimney pots

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<i>Name</i>	<i>Size in Relation to Blackbird</i>	<i>Colour</i>	<i>When and Where</i>	<i>Colour of Eggs</i>	<i>Song and Call</i>	<i>Particular Features</i>
Swallow	Smaller, 8 in. in length	Pied, blue, red, white	April-end Sept. Open saucer-shaped mud-lined nest on level joists in barns	White with dark brown markings	'Twittering. Alarm: 'Wheet! Wheet!'	Walks. Follow cattle for flies
Thrush	Smaller, 8½ in. in length	Brown with spotted breast	March-April: Thick bushes, ivy or banks	Blue with brown markings	Cheerful song, repeated. Alarm: 'Tcheek! Tcheek!'	Hops and runs. Hides from man. 'Listens' for worms. Hammers snails
Wood-pigeon	Larger, 17 in. in length	Blue head, brown-black chest	Early April: High in trees or in old nests	White	'Coo-roo-coo-coo!'	Walks. Eats a great deal

### Twelve Birds You May be Lucky Enough to See if You go to the Right Place and Keep Quiet

<i>Name</i>	<i>Size in Relation to Blackbird</i>	<i>Colour</i>	<i>When and Where</i>	<i>Eggs</i>	<i>Voice</i>	<i>Feeding Grounds</i>	<i>Particular Features</i>
Bittern	Larger, 28 in. in length	Green beak, speckled head and breast. Dark back	March-May: In reed beds	Pale khaki	Harsh scream. Male 'boops' like a bull. Jan-June	Norfolk: Few in other marshy spots	Walks and runs. Head low, shoulders high
Buzzard	Larger, 20 in. in length	Golden brown	April: In clefts and rocks. Sometimes in trees	White or blue-white, with reddish brown markings	Shrill melancholy whistle—'Pee-yeoul'	Wales, Lakes, Ireland, few in S.W. England	Rare. Feeds on mice, rats, moles and young rabbits
Coot	Larger, 18 in. in length	Black, with white back and forehead	Mid-March to May: Among reeds in water	Khaki, with red-brown markings	Loud and clear 'Honk!'	On large sheets of water inland; slow rivers and marshes	Walks and runs easily. Swims and dives. Feeds on water plants

<i>Name</i>	<i>Size in Relation to Blackbird</i>	<i>Colour</i>	<i>When and Where</i>	<i>Eggs</i>	<i>Voice</i>	<i>Feeding Grounds</i>	<i>Particular Features</i>
Golden Eagle	Larger, 36 in. in length. Female slightly larger	Golden brown	March-April: On trees or crags	White or blue-white, with red-brown markings	Shrill scream ending in abrupt bark	Highlands	Walks. Feeds on grouse, rabbits, hares, small mammals, birds, and carrion; also sickly lambs
Goldfinch	Smaller, 5 in.	Shows red, white and black on head; gold, black and white on wings	May: In fruit trees or shrubs	Blue-white, with chocolate or deep red markings	Lively twittering song. Musical call-notes	Commoner in south	Hops. Roosts in tree tops
Heron	Very much larger, 37 in. in length	White head and breast showing black. Grey and black wings	February: In old heronries in tall tree tops	Light blue	Harsh 'Frank!'	General	Slow walk. Wades, swims; stands with head sunk in shoulders



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Nightingale	Smaller, 5½ in. in length	Brown, with pale breast	Early May: On ground in low undergrowth on sunny side	Olive green	Fine song till June, day and night. Call: 'Wate, wate. Cur, cur!'	S. and S.E. England: Mid-April to September	Hops. Returns to same place yearly
Nighthjar	Similar, 10½ in. in length	Brown, with white spots on wings and tail	May to early September: Lays in May on the bare ground	Almost perfect oval. Yellowish, with both pale purple and dark brown markings	Like sound of tearing calico. In flight: 'Co-ik!' Alarm: 'Quick, Quick!'	Commons, moors, uncultivated places	Runs or creeps. Legs unseen. Dust bather. Hunts only after dark
Puffin	Larger, 12 in. in length	White breast, black back. Shows blue and gold on beak	Mid-May: In burrows dug in turf near cliff tops	Greenish white, with pale purple and brown spots	Deep grumbling 'Arrr!' Usually silent	In north and west of United Kingdom: Chiefly on cliffs	Stands, walks and runs swiftly on toes

Name	Size in Relation to Blackbird	Colour	When and Where	Eggs	Voice	Feeding Grounds	Particular Features
Skylark	Similar, 10 in. in length	Brown, with spotted breast	April: In hollow in ground	Speckled brown, with greenish markings	Song profuse, delivered soaring almost vertically to 1,000 ft.	In open spaces, preferably arable	Runs
Sparrow-hawk	Larger, 13-15 in. in length	Cock: Black back with golden breast Hen: Tawny back, speckled breast	April-May: On remains of crow, pie or pigeons' nest against bole of tree	Lightly marked with rich red brown	In spring. 'Kick, kick, kick.'	In all wooded districts	Walks. Feeds on small mammals, birds and frogs
Water Rail	Larger, 11½ in. in length	Grey breast, speckled back	Early April: In tussocks in marshes	Klaki, with red-brown markings	Loud groaning call. Also: 'Chuff, chuff.'	Chiefly East Anglia and Ireland: Fens, marshes, and water courses	Walks. High-stepping, with head bobbing

Name	Size in Relation to Blackbird	Colour	When and Where	Colour of Eggs	Song and Call	Particular Features
Magpie	Larger, 18 in. in length	Black and white	April: High in trees; also hedges and bushes	Greenish, with darker spots	Chatters and whistles	Hops sideways
Owl (Barn)	Larger, 13 in. in length	Speckled back, white chest	End April: Lays in dark recesses	Pure white	Weird shriek	Very big eyes. Walks. Eats mice mostly. Seldom hunts by day
Peevit (Lapwing)	Larger, 12 in. in length	Greenish black, with white on head and breast and tail	March-April: On open ground	Yellowy brown, with dark splashes	'Willuch, willuch! Coo-wheel! Alarm: 'Pee-wit!'	Walks, runs; can swim. Stamps for worms
Spotted Flycatcher	Smaller, 5½ in. in length	Speckled brown	June: In ivy, trees, or against walls	Yellowy buff, with sandy markings	Rare song. Feeble chirp	Sits long time on one perch

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Green Woodpecker	Larger, 12 in. in length	Red cap, green chest, yellow on tail	Mid-April: Bores hole in soft-wooded tree	Pure white	Loud laughing cry. Drums with beak on bough	Awkward hop. Strong smell. Never climbs downwards
Spotted Woodpecker	Slightly smaller, 9½ in. in length	Pied, showing red on head	May-June: Bores in high, rotten-cored trees	Pure white	Alarm: 'Chink!' Drums by beating beak against bough	Hops, but rarely on ground
Wren	Much smaller, 3½ in. in length	Brown	End April: In trees, bushes, holes, crevices, banks	Whitish, with red-brown markings	Loud, clear, high-trilling song all the year	Wings whirl audibly in flight
Yellow-hammer	Smaller, 6½ in. in length	<i>Cock:</i> Yellow head and breast, brown wings and tail <i>Hen:</i> Much duller	April-May: On or near ground, in hedge-bottoms, gorse, or banks	Whitish, with fine lines, curly and dark	'Little bit of bread and no cheese. Call: 'Tritt!'	Hops. Feeds on ground

### Twelve Common Butterflies

Name	Size in Relation to Large White	Upper-wing Markings	Under-wing Markings	Feeding Grounds	Time of Appearance
Brimstone	Slightly larger	<i>Fore-wing:</i> Yellow curved wing, with 4-5 black dots on front edge and side. Orange spot in centre <i>Hind-wing:</i> Yellow curved, with larger orange spot in centre, and tiny black dot round edge	<i>Fore-wing:</i> Greenish-yellow markings as on upper wing <i>Hind-wing:</i> Greenish-yellow markings as on upper wing	<i>Haunts:</i> Woods, clover fields and wayside <i>Food plant:</i> Alder-buckthorn, or buckthorn	July onwards. May live for 12 months
Large White		<i>Fore-wing:</i> Yellowish white, with large dark area at tip, extending some way down outer edge. Dark spot where wing joins hind wing <i>Hind-wing:</i> Yellowish white	<i>Fore-wing:</i> Yellowish white, with two dark spots <i>Hind-wing:</i> More yellow	<i>Haunts:</i> Mainly cultivated ground <i>Food plants:</i> Vegetables	May to Oct. Life about 25 days
Meadow Brown	Smaller	<i>Fore-wing:</i> Varying from golden brown to dark brown; dark eye spot on tip, sometimes ringed with orange <i>Hind-wing:</i> Golden brown to dark brown	<i>Fore-wing:</i> Lighter brown, darker at edges, with dark eye spot <i>Hind-wing:</i> Slightly darker than fore-wing, sometimes speckled	<i>Haunts:</i> Wherever there is grass <i>Food plant:</i> Grass	June to July; occasionally Aug. and Sept. in hot years. Life 21 days. Our commonest butterfly
Painted Lady	Slightly smaller	<i>Fore-wing:</i> Orange, with dark splashes; dark area at wing tip with white on <i>Hind-wing:</i> Brown to orange, with dark spots towards edge	<i>Fore-wing:</i> Orange splashed with brown, and khaki area at wing tip with white on <i>Hind-wing:</i> Pale khaki with brown splashes and blue spots near outer edge	<i>Haunts:</i> Clover fields and waste places. Seeks hot, dry spots where there are thistles <i>Foodplant:</i> Thistles	May to Oct. Life 2-3 months
Peacock	Larger	<i>Fore-wing:</i> Reddish, with yellow edge at top and brown edge from tip to bottom. Two black splashes on top, red eye near tip, ringed with yellow <i>Hind-wing:</i> Reddish, with brown edges; big blue eye ringed with pale yellow	<i>Fore-wing:</i> Brown, speckled with black and little blue <i>Hind-wing:</i> Brown-speckled, with black stripe down	<i>Haunts:</i> Clover fields, wayside banks, gardens	End March to Oct.

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<i>Name</i>	<i>Size in Relation to Large White</i>	<i>Upper-wing Markings</i>	<i>Under-wing Markings</i>	<i>Feeding Grounds</i>	<i>Time of Appearance</i>
Pearl-bordered Fritillary	Smaller	<i>Fore-wing:</i> Orange, with brown splashes and spots along outer edge <i>Hind-wing:</i> Similar colourings	<i>Fore-wing:</i> Pale orange with dark spots <i>Hind-wing:</i> Orange, with dark marks, 2 silver splashes and 7 silver spots along outer edge	<i>Haunts:</i> Clearings in large woods <i>Food plant:</i> Dog violet	May to Aug. Life about a month
Red Admiral	Larger	<i>Fore-wing:</i> Brown, with orange stripe, then large black area at tip, with 6 white splashes and 2 blue <i>Hind wing:</i> Brown, broad orange band round edge, with dark and blue spots	<i>Fore-wing:</i> Dark, with similar colourings to upper fore-wing <i>Hind-wing:</i> Light brown speckled, with lilac round edge	<i>Haunts:</i> Particularly flower gardens <i>Foodplant:</i> Stinging nettles, hops	April to Nov.
Ringlet	Smaller	<i>Fore-wing:</i> Mid-brown to dark brown, with 2-3 eyes (dark) <i>Hind-wing:</i> Mid-brown to dark brown, with 2 dark eyes	<i>Fore-wing:</i> Light brown with three dark eyes, with white spot and ringed with yellow <i>Hind-wing:</i> Light brown, with 5 dark eyes, with white spot ringed with yellow	<i>Haunts:</i> Woodlands, rides, clearings and hedgerows, particularly where there are brambles <i>Food plant:</i> Grasses	June to Aug. Life about 21 days

Small Blue	Smaller	Both wings sooty blue, with blue dusting	Both wings pale blue, with white spots and black dots on them	<i>Haunts:</i> Rough grassy slopes on chalk or limestone <i>Food plant:</i> Kidney vetch	May-June, in very warm summers Aug. and Sept. Life about 15 days
Small Copper	Smaller	<i>Fore-wing:</i> Burnished copper, with dark spots and brown area along outer edge <i>Hind-wing:</i> Copper brown, with dark spots and large orange area along bottom edge	<i>Fore-wing:</i> Pale orange, with dark spots and paler area along outer edge <i>Hind-wing:</i> Fawn brown, with few dark dots	<i>Haunts:</i> Open ground, fields, downs, rough ground, banks, lanes, sandhills	April to Nov. Life about 18-20 days
Small Tortoiseshell	Slightly smaller	<i>Fore-wing:</i> Orange, with 3 large dark splashes and yellow along top edge; blue small scallops along outer edge <i>Hind-wing:</i> Light brown near body, thick band of orange, then dark band with small blue scallops and pale edging	<i>Fore-wing:</i> Brown, with large pale area along outer edge <i>Hind-wing:</i> Similar colourings as fore-wing	<i>Haunts:</i> Particularly near man, roadside lanes, gardens <i>Food plant:</i> Stinging nettles. In captivity will eat hops	June-Feb. Life may be as long as 11 months

<i>Name</i>	<i>Size in Relation to Large White</i>	<i>Upper-wing Markings</i>	<i>Under-wing Markings</i>	<i>Feeding Grounds</i>	<i>Time of Appearance</i>
Wall	Smaller	<i>Fore-wing:</i> Brown and orange, with dark eye near wing tip, dark band along outer edge <i>Hind-wing:</i> Brown, with dark orange splashes and dark eyes	<i>Fore-wing:</i> Similar colouring to upper fore-wing <i>Hind-wing:</i> Light brown and grey, with dark dots ringed with brown	<i>Haunts:</i> Wayside banks, walls, hedgerows <i>Food plant:</i> Grasses	May-Aug., in hot season to Oct. Life about 20 days

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## Twelve Rarer Butterflies

<i>Name</i>	<i>Size in Relation to Large White</i>	<i>Upper-wing Markings</i>	<i>Under-wing Markings</i>	<i>Feeding Grounds</i>	<i>Time of Appearance</i>
Gamberwell Beauty	Much larger	<i>Fore-wing:</i> Brownish-black, black band with blue spots near outer edge, with pale speckled edge. Yellow (2) splashes near wing tip <i>Hind-wing:</i> Similar to fore-wing, but without 2 yellow splashes	<i>Fore-wing:</i> Brownish-black, pale outer edge, 2 pale yellow splashes near top edge <i>Hind-wing:</i> Similar, but without 2 yellow splashes	<i>Haunts:</i> Woods <i>Food plant:</i> Trees	Aug. to Sept.
Comma	Smaller	<i>Fore-wing:</i> Orange, with 5-6 black spots and yellow splashes. Light brown area round edge <i>Hind-wing:</i> Orange, with 3 black spots; yellow spots near outer edge on lighter area	<i>Fore-wing:</i> Brown to grey, with dark spots near outer edge. Brown-grey, with 'C' in white	<i>Haunts:</i> Lanes, gardens, hop fields, wood clearings where there are flowers <i>Food plant:</i> Stinging nettles and hops	June to Oct.

<i>Name</i>	<i>Size in Relation to Large White</i>	<i>Upper-wing Markings</i>	<i>Under-wing Markings</i>	<i>Feeding Grounds</i>	<i>Time of Appearance</i>
Duke of Burgundy Fritillary	Smaller	<i>Fore-wing:</i> Brown, with orange streaks. Single row of black dots round outer edge <i>Hind-wing:</i> Brown, with single row of black dots, encircled with orange, round outer edge	<i>Fore-wing:</i> Fawn-orange, with dark spots and single row of black dots round outer edge <i>Hind-wing:</i> Fawn-orange, with pale pink streak, row of white splashes, and single row of black dots round outer edge	<i>Haunts:</i> Woodland clearings and rides	May to June Life about 14 days
Grizzled Skipper	Much smaller	<i>Fore-wing:</i> Grey or light brown, with dark splashes and white spots. Fringe of dark, pale, white round outer edge <i>Hind-wing:</i> Similar to fore-wing	<i>Fore-wing:</i> Buff, with odd dark and white markings <i>Hind-wing:</i> Greenish, with white and buff markings	<i>Haunts:</i> Dry open places in woods, meadows, and rough grass	April to June, sometimes Aug. Life about 15 days

Large Tortoiseshell	Slightly larger	<i>Fore-wing:</i> Orange, with 7 black spots and 2 yellow splashes along upper edge. Dark and light marking down outer edge <i>Hind-wing:</i> Orange, with dark area and yellow splash. Blue markings near outer edge	<i>Fore-wing:</i> Buff, wide-speckled band, darker edge <i>Hind-wing:</i> Similar, but with lilac spots towards outer edge	<i>Haunts:</i> Woods <i>Food plant:</i> Trees, chiefly common elm and wych elm	July to beginning March
Marbled White	Similar	<i>Fore-wing:</i> Yellowy-white, with dark splashes. Three light dots round outer edge <i>Hind-wing:</i> Similar, but with dark band near outer edge, with 3 blue spots; then white-scalloped edge	<i>Fore-wing:</i> Yellowy-white, with buff and fawn splashes <i>Hind-wing:</i> Buff-greenish white, with 3-5 light dots on dark ground towards outer edge	<i>Haunts:</i> Rough ground, grassy slopes, hillsides, meadows <i>Food plant:</i> Grasses	July to Aug. Life 20-30 days
Pale Clouded Yellow	Smaller	<i>Fore-wing:</i> Pale yellow, with 1 black 'apostrophe' mark near top edge. Large area of light brown at tip, extending down outer edge, with yellow spots on <i>Hind-wing:</i> Pale yellow, with large orange spot in centre. Light brown thin streak running down outer edge	<i>Fore-wing:</i> Pale yellow, with dark spot near top edge. Area of orange near tip, extending down side edge, with 4 dark spots on <i>Hind-wing:</i> Darker yellow, with large silver spot in centre and small dark spots near outer edge	<i>Haunts:</i> Rough flowery ground, clover, lucerne fields <i>Food plant:</i> Leguminous plants, mainly clover and lucerne	April to Sept. Life about 1 month

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<i>Name</i>	<i>Size in Relation to Large White</i>	<i>Upper-wing Markings</i>	<i>Under-wing Markings</i>	<i>Feeding Grounds</i>	<i>Time of Appearance</i>
Purple Emperor	Larger	<i>Fore-wing:</i> Brown, with purple refulgence seen only at certain angles. Dark splashes, and white, with light orange streak down outer edge. <i>Hind-wing:</i> Brown-purple, large white streak down centre, purple patch in hind quarter, with black eye ringed orange	<i>Fore-wing:</i> Mottled with grey, orange, white, dark brown. Large eye near outer edge, blue ringed black, ringed orange. <i>Hind-wing:</i> Grey-lilac, streaked orange, white, orange, grey, pink. One small blue spot on second orange streak	<i>Haunts:</i> Woods, chiefly oak woods, with tall trees <i>Food plant:</i> Sallow	July to Aug. Life about 4-5 months. Rarely seen, as they seldom leave top branches of large oak trees
Purple Hairstreak	Smaller	<i>Fore-wing:</i> Dark-purplish blue, with brown border. Purple only shows at certain angles of vision <i>Hind-wing:</i> Similar to fore-wing	<i>Fore-wing:</i> Buff-grey, with thin line black-white towards edge <i>Hind-wing:</i> Similar to fore-wing, with dark spots at tip	<i>Haunts:</i> Forests of oaks <i>Food plant:</i> Pedunculate oak	July to Sept. Life about a month. Rarely seen, as they seldom leave tree tops
Queen of Spain Fritillary	Smaller	<i>Fore-wing:</i> Orange, with about 20 dark spots; 3 white spots on outer edge of tip <i>Hind-wing:</i> Orange, with numerous dark spots and light markings towards outer edge	<i>Fore-wing:</i> Pale orange white at tip, single row silver spots running along outer edge, and larger silver splash on top edge. <i>Hind-wing:</i> Orange, many silver splashes, single line silver dots towards outer edge, large streaks of silver near edge		August from Continent. Does not breed here
Swallowtail	Larger	<i>Fore-wing:</i> Yellow, with black area near body, a large black splash at top of wing. Large black area extending down outer edge, with yellow scallops <i>Hind-wing:</i> Yellow, broad blue streak towards outer edge, bordered by black lines, yellow scallops on outer edge. Pointed 'tail' protruding from bottom	<i>Fore-wing:</i> Pale yellow, with brown-black markings similar to upper-wing <i>Hind-wing:</i> Similar to upper hind-wing, but in paler shades	<i>Haunts:</i> Fens or broads <i>Food plant:</i> Milk-parsley and members of parsley family	May to June, Aug. to Oct. Almost extinct now in Fen districts of Cambs., Hunts, Norfolk, Suffolk
White Admiral	Smaller	<i>Fore-wing:</i> Brown, with dark area from wing tip to base. White splashes down middle <i>Hind-wing:</i> Brown, with broad white streak down middle. Single-row dark spots near outer edge on lighter background	<i>Fore-wing:</i> Light brown, orange patches, white streaks, dark spots <i>Hind-wing:</i> Mainly orange, broad white streak, 8 series dark spots on orange background. Pale blue body	<i>Haunts:</i> Large woods <i>Food plant:</i> Honeysuckle	June to Aug. Life about 30 days. Name originally 'White Admirable'

### Chapter XIII

## The Patrol and Proficiency Badges

**A** FEW chapters back we dealt with Tenderfoot, Second Class, and First Class, and the tests contained in these badges are what we might call the 'must' of our Scout Training. This is where we open a lot of doors, and by the First Class stage we really have begun to explore the rooms those doors open to us. It is a fine Patrol that is all First Class, or at least Second Class, because then the Patrol Leader knows that he can venture on from there with the certain knowledge that all his Scouts know the particular things covered by the tests; in fact, until a Patrol is pretty well all Second Class, except the chap who joined last week, their further adventures in Scouting are going to be a bit limited. This basic training really is a 'must'. It is the Patrol Leader's job to help his Scouts to get on with it and to get up to the standard that is necessary.

Now I have stressed all this because until we are clear about it and, in fact, until we have done all, or at least most of it, it is not really sensible or indeed safe to think about Proficiency Badges, because here we have something that is quite different to our 'must' tests.



There is really very little 'must' about Proficiency Badges; certainly I hope not from your Scoutmaster, although, as I shall explain, a certain amount of 'must' from the Patrol Leader fits in all right.

I expect you know that for Scouts under fifteen there is a range of about forty Proficiency Badges covering more or less forty activities, but even then it is more true to say they cover forty different subjects and the subjects contain about 4,000 activities. Yes – as many as that if you really explore those badges.

Now, nobody expects you to get forty Badges, and I hope you are not going to expect your Scouts to get forty, or thirty, or even twenty; in fact, I should be very suspicious of anybody wearing so many Badges. Suppose we look at these Badges as the shop-window of Scouting. The difference between this particular Scout shop and the ordinary one is that here, instead, of paying in money, a Scout has to pay in time and effort if he is going to be lucky enough to buy one of the Badges set out in the window. To some extent, therefore, every Scout ought to be left free to

choose the particular Badges he wants to go in for, but not entirely so. I think it is a grand thing if a Patrol sits down and at one of its Council Meetings decides the particular line along which the Patrol as a whole is going to work.

They may decide to take Badges linked with Life-Saving, such as the First Aid Badge, Missioner, Life-Saver, and Fire-Fighter, or they may say they are going to become expert in camping and things of that sort, and they will take such Badges as Camper, Cook, and Backwoodsman, or they may take quite a different line and the aim of the Patrol as a whole will be that each Scout in the Patrol will get one or more of the Badges so that the Patrol become really expert at First Aid work or at campcraft.

Well, that is one way, and a very good way, but there is another way that is a thoroughly bad way, and that is just to leave it to each individual Scout to do something or nothing about Badges. Probably what would happen is that two or three Scouts get together and look through the list of Badges set out in the Scout Book of Rules, and their conversation would be something like this: 'Air Apprentice? That's too difficult; we'll not do that!' 'Athlete? Too hard!' 'Backwoodsman? That means going out of doors.' 'Camper is too much trouble.' So they go on, discarding one Badge after another until, perhaps, they would come to one, which had better remain nameless, and they would say, 'That looks easy; let's do that one.' Now, perhaps, I am wrong, but I do not think an easy Badge is worth getting. Unless we really have had to make an effort to learn something new and perhaps have failed at the first attempt there is not really much to be proud of in a Badge that has made no call upon our energies and skills. It seems to me it is much better to decide what subjects interest you and then pursue them, however hard the road may be.

That is all right for the general line of things if our Patrol is going to specialise in First Aid work or camping, etc., but mixed in with the other Badges there are some very personal ones that apply to hobbies, and with these I doubt if it is wise for a whole Patrol to take up one particular hobby. It probably strengthens a Patrol and makes life more interesting if each Scout has a hobby and can interest others in it. The Badges that fall into this group are such as Stamp Collector, Rope Spinner, Marksman, and Music Maker. Here I think Scouts ought to be left complete freedom to choose, with the Patrol Leader giving every help and encouragement that he sees needs giving.

There is a third group of Badges which rather coincides with the first group, and that is the Public Service Badges. Here we have got to set a pretty high standard; it is no use to rely only on the effort we have made. We really must know all that the Badge asks us to know, because when we wear one of these Badges what we are saying to the public is 'We are Scouts'. 'We can save life, we know how to do it, and we are willing to do it if necessary.' It is no use just being willing; we really must be able to do the things that the Badges cover.

This Public Service is really important. Suppose we look at it this way: Take 'Good Turns' and 'Being Prepared'. They are all part of Public Service, and it is your job as Patrol Leader to have all your Patrol on their toes – mentally as well as physically – ready to give help wherever help is needed, but being willing is not enough. You see, I might have been knocked over by a bicycle and have a broken collar bone, and along comes your Patrol, smiling and whistling under my difficulties, and you, the Patrol Leader, say: 'By George, chaps, here's a casualty. Here's a chance to do a good turn.' And they all set to to do their good turn, laughing and joking. The Second trips over my leg and gives me a twisted knee. No. 3 pokes his rucksack in my eye, and by the time you have finished with me the least of my troubles is my broken collar bone! And when I recover – if I do – my first thought will be: 'How much better I would have been if those Scouts had never tried to help me!'

That is where the Public Service Badges come in. Here you and your Patrol are going to learn the skill of helping. You are going to learn how, and it is not a bit of use learning one without the other. So remember, bring your Patrol up to be skilful and willing, and then I shall be able to have my accidents in a much better frame of mind than I can at the moment.

Now, one general thing about it all; surely it is a good thing if you can guide the Scouts in your Patrol to do a bit in each group – a bit of Scoutcraft, a hobby, and some Public Service. You will help them in that way to keep balanced. I never like to see a Scout whose badges all link up to each other, because he is becoming a specialist – an expert in a narrow field – and we want Scouts to take part in the whole of life and not just a little bit of it.

So much for all that side of it, but there is quite a different approach to Proficiency Badges that I want to offer to you as a Patrol Leader. I want to suggest that at least twice a year you read through all the Proficiency Badge Tests, because you ought to get a tremendous number of ideas for things that are worth doing or trying with your Patrol. I am going to do now what I am advising you to do, take each Badge and set out an idea that comes to me just by reading through it. I hope you will tryout these suggestions, but also work out some of your own.

**AIR APPRENTICE:** Next time you are in camp imagine that a plane has got to make a forced landing on the camp site. Train your Patrol to act as though the plane made a landing, so that every Scout knows what to do. This may mean moving your camp and packing up, but never mind, make it realistic and see if you can give the Patrol a good sense of what to do in the case of a forced landing.

**AIRCRAFT MODELLER:** This does not need much imagination, but what about making a flying model of a plane? You do not need to be an Air Scout to do that; it is good fun, and is a corporate Patrol activity for a winter's afternoon that I hope you will try some time.

**AIR SPOTTER:** This is just observation. Never let a plane pass overhead without trying to identify it.

**ANGLER:** I could say a lot about this, but do try to catch and cook a fish one of these days. Next time the Patrol, or even two or three of the Patrol, are in camp get permission to fish. It is a grand sport, and if you learn to do it when you are a boy you will do it much better in the years ahead.

**ATHLETE:** It is part of a Scout's job to be fit and to keep fit, and I am going to ask you especially to make sure the Patrol can do Scouts' Pace and use it.

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**BACKWOODSMAN:** For one of your weekend camps forget to take the tents; deliberately forget tents, so that your Patrol have to build shelters and use them.

**BOATSWAIN'S MATE:** This is a fairly difficult Badge, but there are some knots to do that are not in the ordinary tests, and the Patrol might well have a shot at them: the Fisherman's Bend, the Carrick Bend, the Single Wall Knot, and the Matthew Walker will keep you going for a bit.

**BOOKMAN:** Just occasionally find out what the Patrol is reading, and tell them what you are reading. Borrow books from each other and talk them over when you are on a hike or in camp. Do you belong to a library?

**CAMERAMAN:** I expect someone in the Patrol has a camera, and I think that bit about photographing the Scoutmaster when he is unaware will bring out all the stalking skill and all the decoy work that the Patrol has been practising.

**CAMPER:** We have already covered this, but you can think about the lists of kit and rations, and revise them pretty often.

**COOK:** Scouts don't cook very well as a whole, you know. Perhaps because they never practise. Next time you have a half-day hike leave the sandwiches at home and cook your meal on the trail.

**COXSWAIN:** Now, you don't have to be a Sea Scout to get this badge. Scouting on the water is good fun for everybody. Sea Scouts naturally do more than other Scouts, but all Scouts ought to know something about boats and be able to identify at least four types of pulling boat and know the names of the various parts.

**DESIGNER:** What better could you do than a bit of designing for your Patrol Corner or Den: it may be a new notice board or a new conception of the Patrol Totem, and everybody can take part in this.

**FIREFIGHTER:** As a start, what about checking up on the fire precautions in the Troop Headquarters and Patrol Den? You might ask the Scoutmaster if the Insurance Policy is still in order, and I think we might get the Patrol really using the Fireman's Chair Knot, or perhaps the Spanish Bowline, which I personally think is a better knot, and practise rescue work from a first-floor window.

**FIRST AID:** We shall be doing First Aid pretty often, but I suggest you make sure your Patrol really can use a telephone and get really good at passing messages by word of mouth from one Scout to another.

**GARDENER:** I hope you are lucky enough to have a garden or a plot of land with which you can experiment. There are few things so interesting and so worthwhile as tilling the ground and planting.

**GUIDE:** This is something that ought to be a matter of Patrol pride. Make sure you really do know your way around your own district and can direct any stranger. If you live in a district that is developing or changing, make sure that you do keep your knowledge up to date, and explore new roads and know the names of new streets or a new school.

**HOBBIES:** A good Patrol will have at least one evening a month for trying out new hobbies: bookbinding, carpentry, printing, and metal work. What about trying your hand as an amateur blacksmith? It is easy enough to build a forge and to learn to beat iron into some sort of shape. What about that last suggestion in the test concerning the soling of boots and shoes? The Patrol that can really do this is going to put a lot more money into its funds.

**JOBMAN:** Let's start on the Patrol Den, keeping it in order, painting and repairing where necessary and looking round for other jobs to do for people.



**LIFE-SAVER:** There is a great deal we can do that is mentioned in this Badge, but let us first make sure that we can get this artificial respiration business right, and it is something we can practise anywhere.

**LINGUIST:** It is a good thing to know a few words of another language. Why not try for ten minutes sometime running the Patrol using only French or some other language?

**MARKSMAN:** This is not such an easy badge about which to suggest something, because you must have proper conditions and a proper firing range, but a good Patrol Leader will get permission to take his Scouts to the local Rifle Club and see that they are given a chance to try their skill.

**MASTER-AT-ARMS:** This leads to all sorts of inter-Scout contests, boxing, ju-jitsu, and wrestling, as well as gymnastics. I hope you are training your Scouts to stand up for themselves and master the art of using their fists.

**MESSENGER:** A good Patrol Leader will check up to see that bicycles owned by the Scouts in the Patrol are in good order and that the Scouts are not sloppy about the Highway Code.

**MISSIONER:** This is a grand Badge for a Patrol. They can learn how to look after a patient, how to change the sheets whilst the patient is in bed, and how to prepare invalid food. Take it in turns to be the invalid and sample the cooking efforts of your Patrol.

**MUSIC-MAKER:** This is a badge to practise a long way from other people, but I hope your Patrol is going to have its own song, and perhaps even write it, learn it, and be willing to sing it when asked to do so.

**OARSMAN:** Why not take your Patrol for a trip on the river or canal, and don't forget that bit about throwing a life-line. It takes a lot of practice, but is just the thing to do out of doors on a cold morning.

**OBSERVER:** Take it in turns to set a Kim's Game for each member of the Patrol.

**PIPER:** If you must play the pipes do so, but I shall not mind if you don't!

**RIDER:** Let your Patrol save up to have half-an-hour's riding lesson sometime. It doesn't cost more than about three visits to the pictures, and the younger you are when you learn to sit a horse, the longer you will be before you finally have to get off it.

**ROPE-SPINNER:** This is a grand exercise, and we do not use it nearly enough in Scouting. It needs a lot of patience, but I hope your Patrol has a rope and every now and then makes an effort to master one of the spins. Lassoing, too, is good sport; and helps with knotting, because the Scouts get used to the feel of a rope.

**SCRIBE:** This is hardly a Patrol activity, but one person in the Patrol ought to have the job of keeping the records in order and looking after the Patrol books.

**SIGNALLER:** Signalling will fill in many a dull moment. Perhaps some of your Patrol live near enough to each other to fix up a signalling lamp from house to house. All kinds of things are possible in signalling if you really start to think about it, but make your signalling alive and real.

**SMALLHOLDER:** This badge links up with the Gardener Badge. If you have the room, try keeping a few hens, ducks, or rabbits. It is not a bad thing to have a Patrol goat or a Patrol rabbit, and it can be quite profitable.

**SPEAKER:** What about producing a really original Camp Fire stunt and rehearsing it in the Patrol Den until it is something you can produce proudly?

**STALKER:** 'Cross half a mile of open country to approach an observer in a known position.' The Patrol can take it in turns to be the observer, giving a report as to how, when, and where he saw the stalker.

STAMP COLLECTOR: We cannot do much about this as a Patrol, perhaps, but there must be somebody in the neighbourhood who is interested in the subject. Why not ask him down to show his treasures to the Patrol?

STARMAN: As a start let us make quite sure that everyone in the Patrol can identify the Pole Star.

SWIMMER: It is going to be a matter of honour in our Patrol that every fellow in it can swim and swim well, and we are not going to lose a single opportunity of practising.

WEATHERMAN: Let's try our hands for a few months at forecasting the weather and try to get local knowledge of what weather to expect.

WIRELESSMAN: We can talk over the programmes to which we listen and try to discover why they appeal to us and why others do not.

WOODCRAFTSMAN: This is one of the best badges. Make some of the collections suggested. Every time the Patrol goes out on a hike let us be quite sure we find something new, and either bring it back or make a drawing so that we can identify it and discover what it is.

Well, I have just been through the list of badges for you, and these are a very few simple ideas of the kind of things they suggest to me. If I went through the list again I should think of as many things again to do.

These badges are not just tests, they are invitations to explore. If you read them in the right spirit they all say: 'Come and have a shot at this.' Don't let us think in terms of 'Passing badges', but think of the badges as something that will lead us into new fields and new experiences. If you, the Patrol Leader, will only look at the Badge Tests now and then and use them as the basis of your programmes you will find your Scouts getting badges almost without knowing it, and then you will become a good Patrol and not a Patrol of badge hogs who sit down to swot up enough to pass the tests, neither will you be those aloof, ignorant fellows who say: 'Badges are not for us.' You will be real Scouts earning badges in a natural and, I hope, an enjoyable sort of way.

### Chapter XIV

## The Patrol Out of Doors

**U**P to now we have dealt with the Patrol in various aspects and with your job as Patrol Leader in a vast number of different situations, and I expect you have noticed all through the Handbook how often I have referred to getting out of doors, to Scouting in the open air on the rivers and mountains, in the woods and the fields and, indeed, in the parks and gardens.

I wonder if you know that when Scouting first started there was not really any suggestion at all that anyone should have a headquarters; in fact, many Patrols started their existence simply by meeting together at some convenient street corner under a lamp post, or in an old barn in a field – just a place to gather together. Nobody has ever *held* a meeting under a lamp post (at least I don't think they have), but a lamp post was as convenient a place as anywhere to arrange to meet, and as soon as everybody had turned up, off the Patrol went to get on with its Scouting wherever it had decided to go.

I ought to remind you, perhaps, that really the Patrol came before the Troop, and that is why I have already said the Troop is not divided into Patrols, it is built up of Patrols. In fact, the Patrol is the oldest and most important unit in Scouting. Well, as Patrols were formed they came together in Troops and most of their Scouting consisted of Saturday afternoon Scouting. Patrols and Troops meeting together in some wood or open space a little way out of the town, and playing a Scouting game, the kind of thing that has come to be known as a Wide Game (hot wild, but wide); wide in the sense that it took place over a fairly large area and its ingredients were really stalking, use of

cover, and eventually a good wholesome scrap. Then, of course, after the game was over the competing teams would gather round some central spot, usually make a fire, cook a meal of some sort, and talk over what had been happening and make plans for next week's game. The Scoutmaster would perhaps give a yarn and gradually there grew to be a custom of singing a few songs, and so the Camp Fire as we know it was born, too.



*... full military uniform plus a Scout hat*

I cannot vouch for this personally, but the story was told me by a very good friend of mine who was present, that one memorable game on Hampstead Heath was conducted by, two Commissioners on horseback, completely equipped with full military uniform plus a Scout hat, that they were armed and the game was started by firing a revolver into the air. The story goes on that it was also finished in the same way because the Scouts were so terrified by these fierce mounted gentlemen that they put their stalking practice to good effect and disappeared into the undergrowth!

I have heard, too, of the Scoutmaster who always took his revolver to camp and fired it at odd times during the night. His idea was that we ought always to be prepared. This is true, but his method was a little odd. He was heard to remark on several occasions that he believed in frightening the boys, and there is no doubt that he was quite successful!

But to come back to our Scouting game, our Saturday afternoon Scouting. What happened was just this. After a while the Troops began to discover that if they met on, say, Tuesday evening and planned next Saturday's game, talking over what had happened last Saturday; well, the game next time they played it was rather better. And now, in a sentence, I can tell you the whole tragedy of Scouting, because it really is a tragedy, and that is that by degrees Troops started meeting on Tuesday evening and they stopped going out on Saturday, and so much of our Scouting became what B.-P. called, very rightly, 'parlour Scouting'; that is, playing at Scouting instead of playing it. Now, I think I have said already that a Patrol Den or Troop Room, however beautifully equipped and elaborate it may be, is no place to do Scouting. It is the place where we learn to do Scouting and when we have learnt we go out into the woods, the fields, the mountains and rivers, and then we *do* it. That is why I have asked you, in the training you give your Scouts, to be realistic, to learn a knot in the Patrol Den and then to go and put it into practical use in a game, on a bridge, anywhere out of doors.

Somebody once said a very lovely thing, the kind of thing I think all Patrol Leaders ought to know, the kind of thing I should like to see inscribed over the Patrol Den and Troop Room of every Group in the country as a constant reminder that we are an outdoor Movement: 'Civilisation is no substitute for the woods, the fields and the trees, but the spirit that these things engender in us made civilisation possible and will keep it tolerable.'

I know it is good fun to go to camp, to build bridges, to go on hikes and to sail, but fortunately it is more than that. It is a very vital thing if the world is going to have any future at all, because you and I are natural human beings. We grow out of Nature and we belong to Nature, and

the only successful way in which we can remain natural is by constantly going back to the natural things and in a quiet, sensible way making sure that we still have a root in the ground.

That is why I say to you that wherever else you may fail as a Patrol Leader – and I expect that will be in all kinds of small ways – you must not fail to take your Patrol out of doors.

Just think for a moment and compare two Patrols. The one meets regularly round a large fire and discusses all the problems of the world; they can tie all the knots sitting comfortably in their armchairs; and the speed with which they can send the morse code across three feet is astonishing and quite useless. They can bandage each other neatly and perfectly; in fact, they can do it all in theory; they have lots of badges; their uniforms are always immaculate, beautifully pressed and ironed, and never a wisp of hair out of place amongst the whole Patrol.



Let us compare them with the other Patrol. These meet in their own Den, but just long enough to collect the gear they want, and then they are off out. Sometimes there is a plan and sometimes there isn't. It doesn't matter if it is a fine day or a wet one, they are still out. Uniforms get a little begrimed now and then, and their knotting ropes have lost that pipe-clay appearance because they have been using them to swing across a stream on the branch of a tree. They, too, discuss the problems of the world, but not quite so

seriously. Their signalling is not so fast as the first Patrol's, but at least they do it from hill-top to hill-top. They have not quite so many badges, although a close examination shows the few they have are somehow the worthwhile ones.

If you line the two Patrols up there is no doubt that you would say that the first one was the smarter. If you had them in a competition on a sort of Brains Trust basis, you would say the first Patrol was the more clever. Well, which are the better Scouts? But that is not really the question; the question is who are the Scouts? Every Patrol Leader always has the choice of which kind of Patrol he is going to lead. Don't think I am decrying smartness: and efficiency. I am not; but it needs to be smartness and efficiency based on true outdoor Scouting. After all, the surest way to keep your uniform smart is never to wear it at all! Some Scouts do it that way. Not nearly enough Scouts and not nearly enough Patrols meet out of doors more often than they meet indoors.

I want to ask you for the next year to keep a record – a log if you like – of all the activities of your Patrol, and every three months add up the time that has been spent indoors and the time spent out of doors, and unless the outdoor time is more than the indoor time, you must say to yourself: 'I am not much of a Patrol Leader.' Now, I am not interested in how wet, or how cold, or how dark it is. If you are just going to be a fair-weather Patrol – well, that is hardly better than being no Patrol at all. I don't think you need carry it to the extent of one Patrol Leader I had in my Troop. For a whole summer that Patrol Leader only went to camp when it was raining on a Saturday morning. As a matter of fact there was more sense than might appear in the idea, because he said and the summer seemed to prove it for him – that a wet Saturday meant a fine Sunday, and equally that a fine Saturday meant a wet Sunday, and as they had more time in camp on the Sunday than they had on the Saturday, he preferred to get the wet over first. But he had something, that Patrol Leader, you know, because despite all the joking and chaffing that went on about this queer method of choosing his camping dates, he did give his Patrol a wonderful experience of setting up camp in all weathers; making a fire when all the wood was wet and cooking when it was pouring with rain, carrying out

worthwhile Scouting activities on a wet day, going to bed when it was deluging down; and how often they had the joy of getting up when the rain had left off. Perhaps it is only fair to add that when it came to the Patrol competition, both in the Troop and in the District late that summer, that Patrol won so easily that it was hardly worth while the others having entered. And they were the happiest Patrol I ever remember, because they habitually faced up to bad conditions, dealt with them, and enjoyed the experience.

I often think of that Patrol when after a fine week the telephone starts ringing at Gilwell on a Friday or Saturday and Patrol after Patrol of Scouts ring up to say they would like to camp tomorrow. While I suppose that is one way of dealing with it, the other way is really better, you know, to fix in advance when you are going to camp and then to go, whatever the weather, whatever the conditions.

I hope your Patrol will experience one day being flooded out of your tents.. I hope one day your tent will be blown away. I hope one day you will get up and find the rain has got into your store tent and the flour is wet and the wind has blown the milk over. I hope it will take you two hours to light a fire one morning, and I hope you will have, as I have had, the tremendous run of dealing with all these situations and of tramping home in the evening wet through and tired, but with that sense of achievement that you get from having met a difficulty and having overcome it. It is a feeling you cannot get in any other sort of way and I should hate to think you were going to miss it.

Mind you, you need not go as far as we did once. Two of us camped on a very little island in the middle of the stream. It really was very small; no bigger, perhaps, than an averaged-sized room. It seemed all right. It was about six inches above water and there was a nice smooth place for a tent. We arrived there, I remember, on Easter Saturday. We pitched our tent, ate our supper and went to bed. It seemed to be getting dampish during the night. We got a bit restless and at about three o'clock there seemed to be rather more water inside the tent than we thought was necessary and so we go up and looked out of the tent, and we seemed to be camping in the middle of the river, because there was not a single sign of ground anywhere. A queer experience! Yes, we were very wet and very cold, too, when we got back to the mainland, lit a fire and dried out a few things; and, you know, although it is a long time ago I don't think we suffered any ill effects!

Yes, the real place for Scouting is out of doors, not in the Patrol Den; that is the place we adventure out from and later we return to it to talk over our adventures and to plan those for next time. And if only you Patrol Leaders will look on your Patrol Den as a place to come back to, then and only then have you got the right idea.

### Chapter XV

## The Patrol and Hike

**I BELIEVE** that of all the many activities of Scouting I have enjoyed hiking has almost the top place. I don't mean by that covering fantastic distances with incredible loads, because I never thought very much of that sort of thing. What I really mean is a hike of about First Class Journey standards, twelve or fourteen miles in a couple of days, carrying a comfortable pack, with enough in it to make sure that I would have a reasonably comfortable time; because, you know, there isn't much sense in deliberately going out and being uncomfortable. No, it's the ordinary Scout hike that's really worth while: you and a pal, or part of your Patrol, or sometimes a shorter distance with the whole Patrol, because some of the Scouts are not very old. Let's talk about that first.

I expect you have seen in *Scouting for Boys* a diagram showing the Patrol in formation. Now, millions of Scouts must have seen it, yet I have hardly ever known a Patrol to use it. They either straggle, or else they go in a sort of crocodile line, or else they go in twos or threes. I want you to

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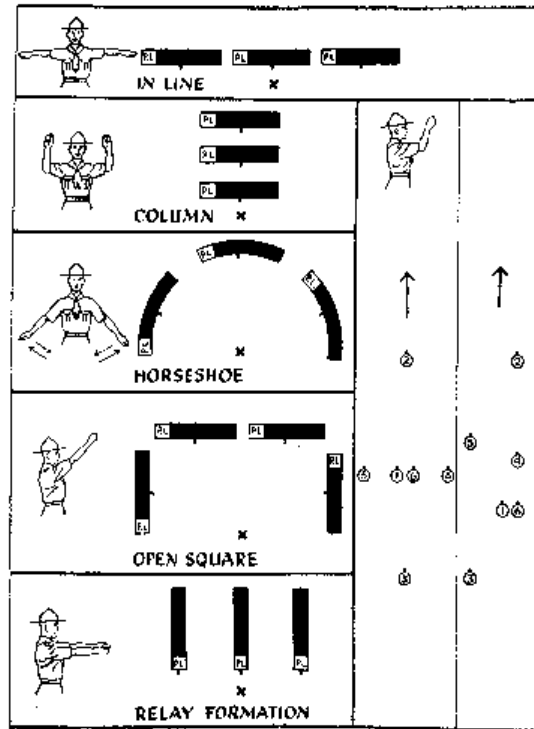
have a look at that diagram again, because there are three very important things about what the Old Chief has suggested on Patrol formation, especially on hikes, that I think we ought to understand and, I hope, put into practice. The first is about you, the Patrol Leader. You will notice that you don't lead from the front, you don't lead from the rear, but you lead from the middle. Now, that may seem strange to you, but you will find it is the best place to lead from. Always to be in such a position that you are in contact with all your Scouts. You know exactly what is going on ahead, and in the rear and on each flank. Certainly on the hike the Patrol Leader in the centre is quite in the best place.

The next point is the Second. He is out in front, he is the advance party, the chap with the map and the compass, leading the way. You are in close touch with him, but he is out ahead, an experienced Scout who has the particular job on the hike of finding the road.

The third point is the Tenderfoot, that fellow who joined last week or that chap who came up from the Cubs a little while ago. He is with *you*; not left to straggle miles behind, not pushed out in front to fall in the bogs and over the logs, or, indeed, to be first in the field where the bull is – that is the Second's job! No, he is alongside you, giving you a chance to get to know him, giving him a chance to get to know you, and giving you both an opportunity for understanding, and for you to teach him some of the tricks of Scouting and of hiking.

Use this Patrol formation. Use it in the town; use it in the country, where you will find it quite the best way and the one way in which all the Patrol can look about, observe different things; then at your halting-time compare notes and share in everything that has happened.

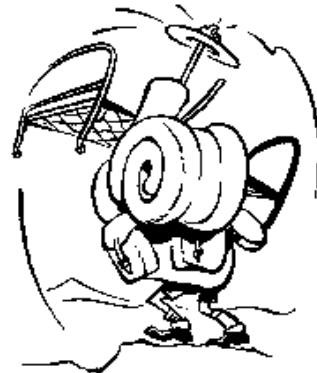
Now, where are we going to hike? You know, hiking can always be a real adventure or it can merely be just going for a walk. Going for a walk is a good thing, but hiking is a better. I think the difference between just walking and hiking is where you go, and when you take your Patrol on a hike try always to go somewhere where most of them have never been before. So that they will really have to use a map and compass; they will really have to be observant, because they won't be going over old familiar paths; and they will be striking out on new land, seeing new things, meeting new people, getting all the fun and adventure of rear exploring. You don't have to go thousands of miles to explore. I know how many hundreds of people who live in Chingford don't know where Gilwell Park is. (In a way I am rather glad, between you and me, but there it is!) Here is this lovely camp site right on their doorstep and they have never been up to have a look at it. That applies to most people, you know. They don't know the place they live in. They certainly don't know the woods and the fields a little way beyond. If you live in any town, or indeed in any part of the country, however much hiking you do, a twenty-mile radius of where you are will keep you very much occupied for Patrol hikes for as long as you are likely to be a Patrol Leader. Don't always tell the rest of the Patrol where you are going. You must know and so must the Second in case you can't turn up, but let them have the adventure of not knowing where they are going. A good thing, perhaps, if you and the Second try a hike on your own



*Drill by Signals*

first. When you are satisfied, know all the snags, know all the opportunities, all the things worth doing on that hike, then you try to get them to trail along on it too.

Now a word or two about hiking kit. It doesn't differ very much from camping kit, except, remember, that when you are hiking you have to carry your kit and, what's more, your Scouts have to carry their kit. Getting the right amount of kit is just a matter of experience. Like everything else, the first time you won't really know what to take, and that's where the Patrol system comes in again; for to you, the Patrol Leader, it won't be the first time, so you will advise the Scouts who are going on their very first hike the kind of things they ought to take. But leave them a bit of freedom of choice. Let them learn through bringing some of the wrong things and forgetting some of the things they ought to have taken. Anyway, before you start out with them do have an inspection. None of that travelling tinker business I talked of earlier on. A decent rucsac or a kitbag or a pack wrapped in a groundsheet, everything to be taken inside the pack. None of this strapping on odd bits here and there, looking as though you are going to try to sell your wares from house to house. Try to go off looking really smart, because looking smart when you are hiking is part way to being comfortable.



*None of that travelling tinker business*

A tall, thin man writes a book about hiking and he says you want a very long, low tent. Fatty buys the book and buys a long, low tent, and doesn't like it very much, because it isn't the sort of tent Fatty is ever going to like or find of any use to him whatever. Hiking kit needs to be personal. It needs to suit the chap who is going to use it. So do leave your Scouts some freedom to decide what they like, and this is really one of those occasions when it is quite right to be selfish. We do want a Scout to be able to make up his own mind, and in this very personal question to suit his own needs. What are the essentials? A rucsac (you can't really hike with a kitbag); groundsheet; tent. Tents are really things to share. I have a great liking myself for the 'bivvy' type of tent, because it divides fairly into two parts, and you and your companion, or the pairs of Scouts in your Patrol, can carry half a bivvy each. Then if you do happen to get lost – well, at least you have half a tent, and half a tent is something to loaf under, anyway. Others, however, hate them; you must come to your own decision.



*Not the sort of tent Fatty is ever going to like*

Don't take a lot of poles away with you. It will be a funny sort of place you are going to camp if you can't find something to fix the tent to – a pole cut from a tree (but not from a hedge, please), or fix it to the side of a gate post, or use your staff. I hope you take that when you hike, because it is really part of your uniform. The Old Chief didn't put it in for fun. I know it is an awful nuisance in buses or trains, but then B.-P. never thought we were going to spend much time in buses and

trains; that was an idea that somebody must have had later on! You carry on on your own two feet, then you will find the staff is a very necessary part of your uniform, not least for helping you to pitch your tent when you are hiking. So we've got the obvious essentials of a pack, a groundsheet, a tent. Now we want something to keep us warm at night. Blankets? Well, yes. The funny thing about blankets is the lighter they are the warmer they are, and the heavier they are the less use they are. The test of a good blanket is how much fluff there is on it – fluff, incidentally, that stays on it, not fluff that comes off it. But best of all for hiking you want a sleeping bag – a flea bag, if you like; though it only becomes that if you forget to turn it inside out every day, give it a good shake and let

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the sun get at it! There is nothing quite so satisfactory as a sleeping bag, and it is worth working and saving to get a really good one. (Working and saving to buy your own personal hike kit is one of the most satisfactory things I know.) I hope you have got one and that you are encouraging the Scouts in your Patrol to follow your example. There are all sorts and most of them are pretty good, but the better you can get – well, the longer it will last and the warmer and more comfortable you will sleep.

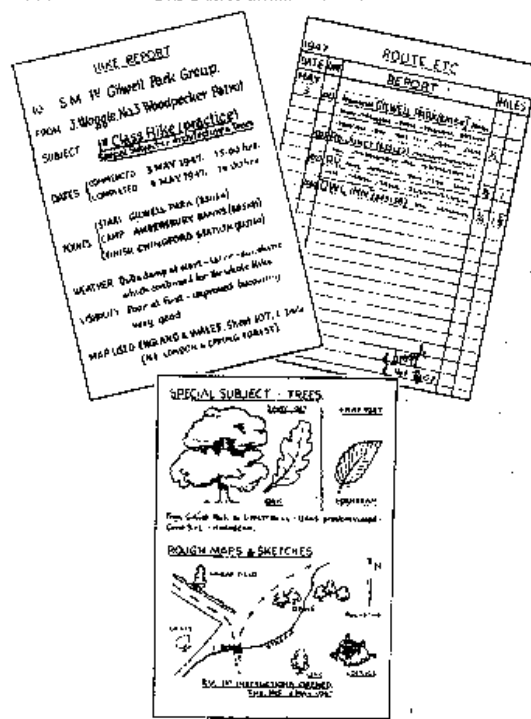
Then you will want something to cook in. The old Gilwell type canteen is ideal – not too easy to get these days, but worth waiting for; for it really has all you want for hiking – dixie, frying pan, the plate you can use for cooking as well as for eating out of.



A change of socks – that is essential – and some mending wool, and, if possible, if you are going any distance at all, a change of shirt and shorts, a sweater and a mackintosh. Now, I know a lot of people like the cape groundsheet, but I don't, and I'll tell you why. You really want a groundsheet and a mackintosh. A cape groundsheet is fine when you are going along, but what happens when you stop? You've got to pitch your tent, you've got to unpack your kit, and

surely before you unpack your kit you have got to put your groundsheet down. If you put your groundsheet down you can't be wearing it, so you have either got to put your kit on the wet grass or you have got to run about in the rain for wood for your fire and water for your meal, and so on. No; have a lighter groundsheet and a light mackintosh, too. They really are both essentials.

Ration bags? Yes, you must have those. Make them yourself out of canvas. Don't have waterproof ones which will make the food rancid; some sort of linen, like old flour bags washed out, are as good as anything. Ration bags, of course, but what about the rations? I have seen Scouts on their First Class Journey accompanied by mountains of sandwiches that would last a fortnight. They are usually quite good sandwiches, but enquiry shows that the mothers of the Scouts have done the work and not the Scouts themselves. Anyway, sandwiches are a poor sort of fare for adventure. I think it is a good rule when on a hike to take only things that can be prepared and cooked on the journey. Leave the loaf at home and take flour to make twists and dampers. You might even be lucky enough to snare a rabbit, which you can cook backwoods fashion. You can cut down the weight a lot if you are prepared to be ingenious, frying your egg on a hot stone and baking your potatoes in the hot ashes, so that you need to take only a small billy to make a hot drink. Try a cooking hike with your Patrol one day and give them experience in starting



*Specimen pages of a First Class hike report*



with raw foods and preparing and cooking them. If you are half the Patrol Leader I think you are you will have no sandwiches and very few tins. Here, again, is something you can practise at Patrol Meetings, so that when you really go out on a hike you are quite sure that most of the Patrol at least are capable of looking after themselves and keeping some sort of lining on their stomachs.

Have bags for your pots and pans also. It is difficult on a hike to get a pot thoroughly clean – you can get it hygienically clean, but you can't get all the soot and smoke off entirely, so you do want a bag to put your pots in. .

That list, plus a towel, comb, toothbrush and that sort of thing, is really all you want. You may want to add a few things. I had almost forgotten a very important one – a notebook. It is a good thing to get into the habit of having a notebook with you, because we always think we are going to remember, but somehow we don't. The kind of things we want to note down are the things that strike us as amusing, interesting, the names of the places we go through, the people we meet, so that we have a real record, not necessarily a complete log – that's part of the First Class Hike – but always a real log, something we can look through in the winter evenings and recall some of the times we had when we were hiking.

The Patrol that never goes hiking isn't really much of a Patrol. It is one of those things that, done occasionally, pulls a Patrol together as well as testing it out. It's good sport and it's good Scouting, and it's the finest opportunity you have as a Patrol Leader of getting to know your Scouts.

And now, what about the First Class Hike? Here the District Commissioner is going to set the test for you or for one of your Scouts. Let's suppose it is No. 3 in your Patrol who is the chap who is going in for it. First of all, what practice has he had? Has he been on hikes with you? Have you shown him the tricks you have learnt? Can he really cook and pitch his tent. Can he really pack his kit? Does he know how to choose his firewood, how to make his camp site, can he read his map and his compass, and all the rest of it. Has he ever had a shot at making a report or is this the first time he has ever done a hike? I see a lot of Scouts on their First Class Journey, and believe me some of them are not enjoying it. Quite easy to understand why. They have never hiked before – and they are never going to hike again if they can possibly help it. A bad show, really; partly the Scoutmaster's fault, but very largely the Patrol Leader's fault. He hasn't taken the trouble to train his Scouts so that when they come to do their First Class Journey it means just making another little extra effort, and not a fantastic superhuman effort that you can't expect No. 3 in a Patrol to make anyway. Unless a Scout enjoys his First Class Journey it would have been better had he never started out on it. He wants to go out trained and with a real spirit of adventure, knowing that he is going to succeed – going up smiling for his instructions from the District Commissioner, opening them, plotting his course on the map, setting out with his companion in a real spirit of gallant and high-hearted happiness. But you can't set out in that spirit if you have never hiked before. You can't set out in that spirit if you have got a moth-eaten kitbag and all the wrong things in it.

Just a word, now, about the report. You won't be able to do a good report unless you have had plenty of practice. I know I keep saying that, but, you see, it is so very true. It is an awful labour to do a report if you have never done one, but it is the easiest thing in the world to do a good report if you have done it before, if you know the snags, and if you know how to set about it. You can do quite a bit of your report before you start – filling in all details of the maps you need to use, the area you are covering, what the weather is like, what kit you are taking, who the report is to, and all that.

You will find on the previous page a sort of suggested way of setting a report out. It is not the only way, but it is a good way, simple; it's clear and the important thing about it is that when it's finished it does look like something and not like a dirty piece of paper that's been left out in the rain.

You want to encourage your Scouts to be proud of their reports. I hope the one you made for your First Class Badge is so good that you can show it round your Patrol as an example of what a report should look like. I hope yours is like that. If it is not – well, what about doing it again? Have

another try, and have something you can show them to encourage them to achieve as much as you have done.

Now, I want to look for a moment beyond the First Class Journey at other hikes, at other ways of hiking. Tucked away at the end of the test about First Class Journey you will find a note to say that a Sea Scout can do part of his hike by water. Jolly good luck to him. You may not be a Sea Scout. You cannot do part of your First Class Hike by water, but there is nothing in the world to stop you doing some hikes by water. They are great fun. Take a canoe on a canal or a river, exploring the banks, watching the natural life, learning to manage the craft, finding a camp site – the real stuff. I did it years ago. Some of the happiest week-ends I ever spent were just mucking about in a boat. Finding my way about with a good companion – a little different from ordinary hiking. You don't cover quite so much distance, but there is nothing quite so pleasant in all the world as mucking about with a small boat.

I am assuming, of course, that you can swim and that the chaps you take with you can swim; because it would be foolhardy to go hiking by boat; and by swimming I mean up to the standard of Swimmer's Badge and with your clothes on, because, somehow, you never fall into the water when wearing a swimming costume. As a Patrol Leader, I am sure you have a copy of the Scouts' Book of Rules, and if you haven't one – well, it doesn't cost much and is a very necessary part of the Patrol equipment. Every time you go out in a boat look up the rules concerning boating and bathing, and if you are going to a stretch of water where you need a Boating Certificate or a Charge Certificate take along with you someone who has the necessary qualification. Remember that the rules are not there for fun, but are there to protect you and the Scouts in your Patrol. Keeping to the rules will not take the adventure out of it, but will take away the foolhardiness, and foolhardiness is something the Patrol Leader will always try to avoid.

Then there is your bicycle. Don't forget that. Take it across country; cover more distance. Don't stick to the roads all the time.

The trek cart I have talked about. I mention it again: a fine thing to go on a trekking holiday, a trekking camp, or just for the week-end.

Last, but by no means least, what about you and your Second trying your hand with a horse one day. A horse introduces rather a different hazard into hiking. You see, when you get off a bicycle it does stop, but when you get off a horse it is by no means certain that he is going to stop! And when you get off your horse you have got to look after him, unsaddle him, water him and feed him, make him snug for the night before you begin to attend to yourself.

I am not suggesting you will be able to do all this, but I am quite certain if you make up your mind to it, you will be able to do some of it. Scouts have done these things; don't you let your Patrol be one that never adventures with anything unusual. Commonsense, that is all you need to hike on the water, to hike on a horse. Commonsense, the spirit of adventure and perhaps a gay heart. They are the things. I hope you and your Scouts have got them.

So just to sum up about hiking. You are opening the gate to one of the cheapest and freest things that are left to mankind – the fun of seeing your own country (and perhaps, later, other countries) on your own two feet, with your own two eyes. Theatres, cinemas, books and the rest are all wonderful. I love them all, but best I love the countryside, the smell of the wheat, the smell of the woods, the feel of the grass under my feet, and best of all waking in the morning on some hillside in strange surroundings and seeing the sun come up and open up a new day. That's the kind of life that's worth experiencing. That's the kind of thing that will make your Scouts into a real Patrol. So go hiking, Patrol Leader; get away from that fire in the Den. If you think summer is the only time, believe me you are wrong. Winter is different; in many ways it is the best time of all for hiking. Try and do a hike, say, once every six weeks; that will get you in about eight in the year, and out of those eight hikes you will have eight hundred added strengths to that Patrol of yours.

Chapter XVI

The Patrol and Other People

**W**ELL, what other people? All other people, but some particular groups that I think we ought to consider and decide where they fit into the Patrol system and where, indeed, we in the Patrol have to fit in with them. I'd like to begin by warning you of something that can happen to a Scout, to a Patrol Leader, to a Scoutmaster – in fact, perhaps most of all to a Scoutmaster. I want to warn you about it, because it is one of the pit-falls of Scouting (and a very real one, more real than most people realise, and consequently a very dangerous one). That is, the trap of becoming so keen about your Scouting that you forget really what it is intended to do for you. Suppose I remind you what that is, what we are trying to make Scouting do for you, and you, for your part as a Patrol Leader, ought to be trying to make Scouting do for the Scouts in your Patrol.



I think the simplest way I can put it is this: we hope that Scouting will fit you better to take your place in the world of tomorrow; but by tomorrow I don't just mean tomorrow, Thursday or Friday or whatever it is, but I mean all the tomorrows – next week, next month, next year, ten years, twenty years, thirty years ahead. 'To take your place in the world.' Now, you can't hope to take your place in the world - successfully, that is – unless you are part of the world. You can't ever enter into anything successfully unless you know something about the thing you are entering. Do you remember what we talked about in the very first chapter – about playing football and knowing the rules? Well now, obviously no one could play football if they had never heard of football, if they had no idea whether the aim of the game is to send the ball between two posts and an upright or to hit the referee with it. The fact is that you have to know about a thing, however little, before you can really take part in it successfully or even intelligently. Well, you and your Scouts have to take part in the life

of the world. At the moment it may be in the life of the world at school and at home, tomorrow it may be the life still at home but also in the office or the factory or on the land, even outside this country, and most of you will spend part of it in the Services. Today your life is fairly simple, but all the time you are advancing to the stage when it will become more complicated, and ultimately I hope you will be taking your place in the world of your own home, your own family, as well as in the world of factory or office – the world of work.

If all you do in your spare time is just Scouting – by that I mean in the rather narrow sense of carrying out the activities of Scouting (I don't for a single moment mean carrying out the spirit of Scouting which you should do, or try to do, all the time) – then what you really will be doing is cutting yourself off from the world. However old you are, however young you are, remember that Scouting is concerned with others. It is not a thing apart from life; it is a thing that is part of life.

And what does this mean in terms of you and your Scouts? Well, let's start with school. I suppose in a theoretical sort of way it is possible for a chap to be a good Patrol Leader but bottom of his form, not in the eleven or fifteen, not representing his school at anything whatever. I suppose it is possible, but I don't believe it is possible that a chap can be a *real* Patrol Leader and a failure at everything else. Now, I don't want you to think from that that I expect all Patrol Leaders to be captains of cricket and football and all the rest of it, and top of the class. No, of course not; but I don't think you can be completely uninterested in everything connected with the school and at the same time a good Patrol Leader. The reason is that the Scouts in your Patrol will have very little respect for the chap who never achieves anything at school, although he may be pretty good at first aid, knotting, and all that. In other words, being a good Patrol Leader means setting the good example we have talked about, talked about very often in this book, all the time and in every place. That means, in short, you have to be a good Scout in school as well as a good Scout in uniform at Patrol and Troop Meetings.

Now, what about home? How do you measure up to good Scout standards in relation to your parents? Are you a good son, or are you out every night? Scouts Monday, Wednesday, Friday; pictures Tuesday and Thursday; Scouts or a football match Saturday, and off somewhere all day Sunday? I hope you are not. I hope you realise that your parents probably like to see you sometimes, like you to be at home sometimes, even if you do make a bit of a mess with carpentry, or model aeroplane making, or photography or philately, or whatever it is. They like to see you, and it is good that you should see them. It is true that your Scoutmaster, your schoolmaster, the parson of the church you go to, a great many other people, can help you and advise you; but really none of those people can do the job as well as your parents can, if only you'll let them. But it is very difficult for them to do their job as they probably want to if you are never there to let them do it. I am not going to talk about the obligation that you as a son have to your parents. A lot of people will talk to you about that, quite rightly. I am going to leave you to work that one out for yourself, because I think you can. I think that deep inside you you will know what you ought to do in regard to your parents very much better than I or anyone else in the world can tell you. All that I can remind you of is that your parents have a great deal to give you and you are a very foolish young fellow, let alone a pretty mouldy sort of Scout, if you don't give them a chance to give it to you.

And what about your Scouts and their parents? First of all a question. Do you know the parents of your Scouts? Do you know what young Bill's father does for a living? Did you know that Jim's father is out of a job? That Jack's mother is very ill – do you know that sort of thing? You ought to; in fact, you must if you are really going to help those Scouts of yours to be good Scouts. You need to know them, not just as they appear to you at Troop and Patrol Meetings, but you need to know their backgrounds, what their Mums and Dads are like, the kind of house they live in, whether they have any brothers or sisters – you probably know that, anyway! We are all part of something else, part of the home we live in; whether it is a good home or a not very good home, we are still part of it, and it affects us; and if as a Patrol Leader you are trying to help a chap you will need to know his background, his environment, as it is called.

Soon perhaps, possibly already, you will be going off to try to earn your own living. Will you just think, 'Well, that's fine. Instead of having to ask Dad for five bob at the end of the week I shall have fifty bob of my own?' or will you think 'I'm going out to work. I'm going out to be part of the whole community who try to keep our civilisation going and to improve it. I am going out to be part of the world, to take my share in it, to *make my contribution* to it?' If your Scouting means anything at all to you, that is the kind of way you'll go out. It's the kind of way you'll be training the Scouts in your Patrol to go out when their time comes. All I am really saying is when you go out to work carry the Scout spirit into the world you go into. Never mind about the other chap, the chap at the next desk or the next bench; you stick to your Scouting. And what if he laughs at you? You're the one that ought to be laughing. You've got something he hasn't got.

I've dealt with three particular groups of other people, but there are lots of other 'other people'. People in your church, perhaps in some club you belong to, societies for this, that and the other, and I expect you'll belong to many before you've finished. Wherever you go, be part of them, enter into them, carry the spirit of Scouting that you have learnt with you. With it infect the other people that you meet, because they'll come to respect you and thank you if you do. Yes, 'other people' are very much part of being a Patrol Leader.

And I have left to last a group of people that you know and I know rather well – that is the Scoutmasters. I wonder if you ever thought what it means to be a Scoutmaster? I expect you thought it means jolly good fun. Well, so it does. I suppose I know more Scoutmasters than most. I think it must run into – well, many thousands. Do you realise that all of them, *all of them*, are running Scout Troops because they like doing it; because, strange as it seems, they like you, and even those scruffy merchants in your Patrol? That they believe it worth while giving up their time – very precious leisure time – spending their money, going off to camp and doing all sorts of things that perhaps they really don't want to do very much. They think it's worth it because of you. Not for any other reason. Just because of you. They won't get any prizes, they certainly won't get paid for it! The only possible thing they can get by way of reward is that one day they can see you grow up, and the Scouts in your Patrol, to become men. That really is all they can ever hope to see, all they can ever hope to get – to see you grow into *men*. Well, of course, you will grow into men, anyway; but I mean as they mean, into worthwhile men, not just good men, but real active worthwhile men. We do not expect you all to become cabinet ministers or mayors or tremendously important people, though some of you will. We want to see you growing up good, God-fearing, proud of your country, thoughtful towards your neighbours. We want you to be gentlemen, not hobbledehoys. I suppose above all – yes, I think it is above all – we want to see all of you growing up carrying a few words of the Old Chief into real living. What are those words? Just these: 'A Scout is active in doing good, not passive in being good.' *Active in doing*, not passive in being. That is what I have been talking to you about in this chapter. That is what I have been saying all through.

Can I just give you a little thought of my own to finish off this chapter? I hope it will help; it helps me and it helps a lot of other chaps. I hope it will help you and your Patrol. Well, here it is: 'It all depends on me, and I depend on God.'

### Chapter XVII

## Patrol Meetings

**T**HIS is a chapter I don't want you to read! I am quite serious about this. I really don't want you to read it, because there is a lot in it – mostly ideas of things I think you can do, or, better still, you can improve on and use for your Patrol Meetings. I think the way to use this chapter is to look at not more than three of the things suggested, try to do one of them, and then look at a few more and try another.

So here we go with 'a hundred things to do'.

- (1) Try and take a photograph of the District Commissioner or your Scoutmaster without him knowing that you have taken it. You may be able to sell him the negative afterwards!
- (2) Send your Scouts out to discover the following information:
  - (a) What film is going to be shown at the local cinema two months from now.
  - (b) How many season tickets have been issued from your local station.
  - (c) How many Scouts from the Troop down the road have passed their Second Class in the last three months.

- (d) What colour are the station sergeant's eyes at the local police station.
  - (e) How many football teams are there in your town or village, and where they play.
- But why should I give you all the ideas? You add half a dozen of your own!

(3) What about a salvage hunt? Here are a few things that won't be too easy to find. See if you can add to them:

- (a) Hair from a cow's tail.
- (b) Hair from a goat's beard.
- (c) Copy of the Manchester Guardian.
- (d) Autograph of the sexton at the local churchyard.
- (e) A stone with a hole in it, or rather a hole with a stone round it.
- (f) Sixteen feet of convolvulus.
- (g) A bun penny.

Well, you can think of the rest for yourself. Not more than a dozen, though. .

(4) Then what about a night hunt? Rather simpler things here:

- (a) Half a pound of acorns.
- (b) A ninepenny bus ticket.
- (c) Plaster cast of somebody's footprint.
- (d) Leaves of the oak, ash, hornbeam, beech, birch and blackthorn. Never mind if it is winter, they will still be around somewhere. Once again you fill in the blanks.

(5) Try and invent three new knots. Take all the knotting books you can find down to the Patrol Den and whenever a Scout produces a new one make sure that it isn't in them. This really is not so difficult as it sounds. There really are knots that are useful ones that have not been written about.

(6) While we are on knotting, what about trying to build a machine to test the breaking strain of various knots to find out just where they break.

(7) Talking of ropes, what about trying to make a rope yourself? Not too easy, but it can be done. It is a very good activity for a wet night in the winter when it is difficult to do much out of doors.

(8) Play the old 'shop window' game. On the way down to the meeting you look into a particular shop window, decide what is in it, and set some questions. Send the Patrol down to find out, and don't let them be too long about it!

(9) Invent some games. This is quite easy, really. One of the simplest ways is to take a collection of any old articles and try to get the Patrol to invent games using them, e.g. croquet mallet, billiards cue, an old dixie, cricket ball, a yard of rope, a candle, a penny, an old pair of Wellington boots.

(10) While we are talking about inventing, what about a new song? First, perhaps, a parody on all old song. Don't worry too much if some of the words are a bit corny; they are in most songs, really.

(11) When you have done this have a go at inventing a tune. This isn't so difficult as it sounds, though it may sound difficult when you have done it!

(12) And what about one or two on mapping? Blank out a part of a map – stick a bit of paper over it. Go out with the Patrol and see if they can complete the missing part from actual observation and measurements on the spot. You want a 6-in. map, really; the 1-in. one is a bit small.

(13) And there is another mapping one you might like. It will take longer, but is worth trying. Get hold of an old map and try to bring it up to date. Even a modern map, especially near the towns, can do with being brought up to date. All sorts of things have happened in recent years that haven't got on to the maps. New housing estates, aerodromes perhaps, factories – all these things are worth mapping. Try to keep a really up-to-date map in your Patrol Den or Corner, and then you will really be able to call yourselves Pathfinders.

(14) Here is another long-term one. Try to collect some caterpillars, keep them until they become cocoons, keep a record of what they look like and all the changes they go through, and see what sort of butterflies come out. Perhaps you will get butterflies or moths, or maybe something quite different, but that's part of the fun. Remember to keep the air-holes smaller than the caterpillars otherwise they are going to be a bit of a nuisance round the Patrol Den.



(15) Now, what about making something? First, make something for the Patrol Den. New fireplace? Well, let's have an original one. Work it out on paper first and then work it out on the job.

(16) Make a new notice-board for the Patrol. An original one that really looks as though it belongs to your Patrol.

(17) Decorate your tents. Be careful not to damage the fabric. It is a good thing to see a Scout tent with a few totems painted on it. Some Patrols have the whole history of the Patrol on the tent. Not a bad place to have it, I think.

(18) What about a little cooking experiment? Get everyone in the Patrol to bring something down – something that can be cooked – and see what you can make of it. If the worst comes to the worst – call it stew and like it!

(19) And what about firewoods? We have talked a lot about this, but take any six woods and test them out for their burning properties. See how long it takes from striking the first match to boil a billy of water.

(20) We can go a bit further and see how the woods burn by observation,. See what colour flame they give and what smoke. You will be surprised at the variety.

(21) Then try listening to them to see if you can tell what sort of wood is being burned by the sound it makes. It is not easy, but it can be done. Start with a couple of easy ones like holly and birch.

(22) Some more making things. Try to invent a gadget you have never seen in your life. Perhaps you will never want to see it again, but have a go. A camp gadget.

(23) What about weather? Every Patrol wants to have a go at forecasting. It is not so difficult as you think. You can make a rain-gauge, wind-vane, etc.

(24) And what about a clock? Try and make one. I don't mean a clock that will go for eight days, but one perhaps that will go for five minutes. Experiment with water and a pendulum, and sand moving from one place to another.

(25) Signalling? Well, what can we do here? Try a signalling station in a tree top.

(26) What about making a signalling apparatus which you can operate from, say, ten feet away?

(27) What about a morse apparatus that can only be seen from the air? The operator is concealed and is nowhere to be seen!

(28) Now a bit more mapping. Maybe a pond. Get all the contours for the depth. You will have to build a raft to do this.

(29) That is another one. Make rafts. All sorts of rafts out of old groundsheets, out of barrels, out of old petrol cans, out of anything. Make them and use them. Although it is good fun to fall off a raft, the real test of a raft is to make one that you don't fall off.

(30) Plaster casts. Use for footprints. Also try and make leaf impressions and colour them; this will help you recognise them. Press a leaf in plasticine and take the cast from that. A useful piece of equipment here is a rolling-pin, but don't let anybody know I said so.

(31) What about carving a Patrol Totem? You won't do this in an evening or in a week. Plan it on paper, make a model in plasticine, then set to work on a good piece of wood with hammers and chisels.

(32) Write a new sketch for Camp Fire; learn the parts and rehearse it.

(33) Make all the necessary costumes for it. I am not trying to turn you into needlewomen.

(34) I should like you to mess about with papier mâché. Some of the best messing about I have ever done was with this. Years ago I had to make the head of an ass for the part of Bottom in *A Midsummer Night's Dream*. It turned out that I had made a cow – so we had to alter the play!

(35) Try tracing a stream to its source. And by this I mean really do follow it wherever it goes, except perhaps underground.

(36) Have a shot at fishing. Have a competition within the Patrol as to who catches the most fish within a specified time.

(37) If you get keen about it make your own fishing rods. This will test your whipping.

(38) Try making a hammock and try it out in camp.

(39) See if you can lay on a good turn for the Cub Pack. Go down and see the Cubmaster and see what help would be most welcome.

(40) Make a collection of fungi. You can look them all up. The Ministry of Agriculture publishes a very good book for 2S. See if you can really learn to identify them and the kind of places where they grow.

(41) Find the oldest building you can and delve into its history and architecture, and make drawings, take photographs, and see if you can write a log of its history.

(42) Try and find out the origin of all the street names within a mile of your Headquarters. You will meet a lot of people doing this.

(43) Try growing trees from seeds. Don't forget to water and weed them.

(44) Practice rope climbing and start junior trapeze work, but start near the ground – it's not so far to fall.

(45) Learn to identify at least one new bird a month.

(46) Build a canoe. It doesn't take a long time and is worth it. Carve your own paddles as well, out of the solid.



- (47) Take up penknife whittling.
- (48) Build a platform and shelter in a tree when you are next at camp and take it in turns to sleep up there. If you walk in your sleep, tie yourself in.
- (49) Make a rope ladder out of natural materials.
- (50) Invite a Patrol from another Troop to camp with you. Act as hosts.
- (51) Spend a week-end on a farm, but don't just camp. Work on the farm, and don't forget to get up early!
- (52) Try to arrange to visit some of the following: newspaper office, film studio, telephone exchange, market garden, sewage farm, factory; in fact, anywhere you can poke your nose in without being a nuisance.
- (53) Try to design and make an original tent.
- (54) Build a trek cart for the Patrol.
- (55) Go on a weekend hike by water.
- (56) Try to go across country on a straight line; on a compass bearing, in fact. If you have to go through a pond – good luck! If you have to go through somebody's garden – ask!
- (57) Try to invent a new kind of bridge; and when you have invented it, make a model of it and really build it.
- (58) Go out and see if you can find any good turns to do. Come back to the Den and discuss what you have been able to do.
- (59) Go out with 6d. each and see who can bring back the biggest thing he has been able to get for the money.
- (60) Devise a secret code for use within the Patrol – and use it.
- (&1) Think up new ways of using the morse code; for example, scratching your right ear for a dash and your left ear for a dot. This is much too obvious, though. Think of a less obvious one.
- (62) Stage a debate with another Patrol on some such subject as 'Are Patrol Leaders Necessary?'
- (63) Learn to sharpen and re-haft an axe.
- (64) Encourage your Scouts to get their own axe and then to make suitable masks for them.
- (65) Design and make a pennant for flying in camp.
- (66) Do a panoramic sketch from the top of a hill, each Scout doing one section. Do this two or three times in varying weather conditions.
- (67) Keep a log of any aeroplanes that pass over the Den.
- (68) Learn to use a primus stove (very useful when you are a Rover!).
- (69) Practise packing kits in the dark. Start with a big mound of kit and six rucsacs. Blindfold yourselves and get on with it.
- (70) Learn to write reports in the dark.
- (71) Make a collection of grasses and try to identify six of them.
- (72) Get down to the sea and try half a day's beach-combing.
- (73) Make a bow and arrow and learn to be a toxophilite.
- (74) Try using a bow and arrow to get a rope over a high branch of a tree.
- (75) Practise cross-cut sawing and chain sawing.
- (76) Build an incinerator and then clean out the Patrol Den.
- (77) Try and design some original forms of Camp Fire attire.

- (78) Try making moccasins.
- (79) Make some snow-shoes.
- (80) Build a sledge.
- (81) Try playing football on the ice next time it freezes.
- (82) Try fishing through the ice.
- (83) Try inventing a new dish that you can eat when you have invented it.
- (84) Make a catapult for throwing a line across a stream. If you use it for anything else it is nothing to do with me.
- (85) Practise swimming with your clothes on.
- (86) Try to discover the reasons and the use for the various parts of the Scout uniform.
- (87) Try to find out the stories of all the saints who have given their names to churches in your neighbourhood.
- (88) Try to find the history and heraldic meaning of your town's coat of arms, and make either a plaster cast or a wooden carving of it.
- (89) Go on a night hike.
- (90) Try to find the natural haunts of the otter, water rat, badger, stoat, weasel, fox, Scoutmaster.
- (91) Invent a new yell for the Patrol.
- (92) Plant some trees. And look after them when you have done it.
- (93) Visit a reservoir and discover just how it works. Take a fishing rod!
- (94) Go to an area of a forest, find out the proportion of the various types of tree growing in it and make a full report of the whole of the natural life.
- (95) Go and camp on a really unsuitable site, where there is no water and there is very little wood and the ground is rough. This is a really worthwhile experience for a week-end, but keep away from towns.
- (96) Run a mystery camp for the Patrol. Don't let anybody know where you are going, but try to know yourself.
- (97) Go on a 'left-right hike'. That is, taking every turn you come to alternately left and right.
- (98) Go on a bicycle hike. Trying to follow as straight a line as possible, take your machines across country where necessary. You may have to make rafts to take them across rivers.
- (99) Invite a Patrol with a similar name from another country to come over and spend some time with you. Not necessarily in camp. This kind of thing in the Christmas holidays is as good a time as any.
- (100) Link up with a Patrol in the country if you are a town Troop, or in the town if you are a country Troop.
- (101) When you have done all these things, write and tell me how you enjoyed them.

Well, there are a hundred things to do. It did not take too long to think of them or write them down, but it will take a long time to do them. All of them have been done by Scouts, and thousands more. For every one of these you use I want you to promise yourself that you will think of an original one out of your own head.

Chapter XVIII

**The Patrol and the Scout Law**

**I** SUPPOSE more has been written about the Scout Law and Promise than about any other aspect of Scouting, and this is quite right, because there is no question it is the foundation of the whole business.

It is the most important thing in Scouting, and I am not going to try in this chapter to deal with it in any great detail; but I do want you to think about one or two aspects of the Scout Law and Promise, and I am going to ask you to ask yourself a few questions about it.

There are two sorts of questions, you know. The first is the one to which you can give a definite answer. For example, if I were to ask you: 'How high is Mount Everest?', if you know the answer you can tell me: 'About twenty-nine thousand feet.' I have asked a question, you have answered it – that is fair enough. Or I might ask you: 'What colour are a peacock's eggs?' It might catch you out, or it might not. The answer, of course, is that there are no such things – the peahen lays the eggs! Whenever I ask a question of this sort you can give me the same answer always. But suppose I ask you: 'When did you last take your Patrol to Church?', it would depend very much on when you did take them as to what your answer would be; and it is this latter kind of question that I am going to ask you in this chapter, questions that you won't be able to give the same answer to all the time; but questions that, if you are a good Patrol Leader trying to do his job, you will go on asking yourself very regularly.

Let us have a look at that Scout Promise:

'On my honour I promise that I will do my best to do my duty to God, and the King, to help other people at all times, to obey the Scout Law.'

'*On my honour....*': It is your honour, you know; not mine or somebody else's. Here is the first question: 'What does your honour mean to you?' And the answer I expect you will give me is: 'That I can be trusted to be truthful and honest'; and that is the answer you ought to be able to give every single day of your life. Suppose you try to get your Patrol sometimes when you meet together to say: 'What does our honour mean?', and then just have half a minute's silence to think about it. Well, that is all I am going to say about honour, because it is really a matter for you, and you alone, and your Patrol and their consciences.

'*I promise that I will do....*': Yes, that is what it says: 'Do', 'Do', 'Do'; and 'do' is really the most important word in the whole Promise. Remember the words of the Old Chief I quoted to you earlier on in another chapter? 'A Scout is active in *doing* good and not passive in being good'; well, here it is again. You must regard the whole of the Scout Promise as something you and your Patrol are going to do something about. You are going to be as active about this as you are about camping and cooking and all the other things, with the exception that you are going to be active about your Promise all the time, whereas camping, cooking, etc., are things you only do sometimes. Other than that there is no difference. They are all activities, but one is a permanent activity.

Here is my next question. 'What, since yesterday, have you done about your Scout Promise?' Well, you must answer that.

'*To do my duty to God....*': Questions: 'When did you last say your prayers?' 'Did you start or finish your last Patrol Meeting with prayers?' 'When did you last take your Patrol to church?' They are the kind of questions you ask yourself and you should ask yourself every week. Don't be ashamed of starting a Patrol Meeting with a prayer. It will make it a better meeting. You ought to be just as proud – in fact, very much more proud – of standing up to ask God in prayer for guidance than being able to tie forty-two knots in sixteen seconds, because it is very much more use, anyway. I just want to say to you about duty to God: 'Be as proud and genuine about this as you are about

anything else in your Scouting, because if you don't really do your duty to God – well, the rest of your Scouting is a waste of time.' That is all I am going to say, except do remember to ask yourself the questions pretty often. It might help, incidentally, if you asked yourself a question out loud sometimes.



Next, '*Duty to the King....*': 'Well, do you ever talk about the King and the Royal Family at your Patrol Meetings?' 'Do you start your meetings by saluting the Flag?' 'Do you try sometimes to find out more about the life of the King and his family?' 'About the great Commonwealth of Nations of which he is the head?' A lot of people today are pretending that the King doesn't matter; that it is an old-fashioned idea. They are the stupid people who don't understand. They are the people who would like to pull their country down and make a mess of it; but the real people, and amongst them I hope we can include all Scouts everywhere, they believe in 'The King', not just as a good idea, but as a man who sets a fine example that we are proud to follow.

*'To help other people at all times....'*: 'Have you done any good turns lately?' You and the Patrol, individually and collectively, I mean. Don't be ashamed to talk about them. It is your job to find out what your Scouts have been doing. Suggest new fields of service for them, and find new ways for yourself, too. Remember what I said about being willing and being skilful. We might add another question: 'Have you learnt anything recently that will help you to do good turns better?' I wonder what a good turn means to you? It ought to mean some sacrifice. Well, does it? Does it mean that you are prepared to give of your time and energy, however inconvenient it may be, however much of a nuisance it may be, however much you may have to give up something else? Are you prepared not to go to camp because it is right to stay at home and help your mother when she is ill? 'Are you prepared to make a sacrifice?' Well, there is the question and you have to answer it.

*'To obey the Scout Law'*: Let us have a look at that now. First, look at all of it together. You ought to know this one particular thing. All Scout Laws are activities. They are all something to be done. None of them says 'Scout must not', or 'a Scout is not', nor indeed that 'a Scout must'. They all say 'a Scout is'. In other words, if you do not keep the Scout Law you are not a Scout. That is really all there is to it. So our question is: 'Do you keep the Scout Law?', and this is the one question you have to answer most frequently.

Suppose we say a word about each one.

(1) *A Scout's honour is to be trusted.* Well, we have really dealt with this under the Promise. Your honour is to be trusted; no one else's; it is your honour, a very personal thing, belonging to you. There are all sorts of honour that we are concerned with. Your honour personally, and the honour of your Scouts personally, and the corporate honour of the Patrol as a whole which is made up of the individual honour of the Scouts in it. I think the question becomes this: 'Is ours a Patrol which we are proud of ourselves?' Not just 'Can our honour be trusted?', but 'Has it been trusted?' Well, ask yourself that one very often.

(2) *A Scout is loyal:* Yes, loyal to the things he is not enthusiastic about, as well as to the things he is keen on. This means turning up to some activity you think you are not going to enjoy. It

means standing up for your honour and the honour of Scouting and your Patrol if this is ever attacked, as well as the honour of your King, Country and the Scoutmaster; and a special word to you, the Patrol Leader, for 'those under him'. This is a real test of leadership: whether you are prepared, if necessary, to take the blame for something somebody has done that has let you down. Whether you are big enough to cover up the weakness of a member of your Patrol. All too many people, when something goes wrong, look for a culprit – who can we blame for this? There is only one person to take the blame in Scouting, or anywhere else, and that is the Leader, and that is you. So ask yourself this question: 'Am I really loyal to those under me?'

(3) *A Scout's duty is to be useful and help others:* We have dealt with this under the Promise; it is really the same as part of the Scout Promise, so our question here is: 'Are we keeping the second part of the Scout Promise?'

(4) *A Scout is a friend to all and a brother to every other Scout:* This means being a brother to the chap in the Troop down the road who has eyes on the same girl as you have, just as much as it means being a brother to a Scout from another country which, believe me, is very much easier. Brotherhood begins at home really, at home in our relationships with our family, with other Scouts in the same street and town. If it is going to be real brotherhood it must reach out from us until it embraces all the Scouts and peoples of the world. So here is our question. 'Am I a brother to the Scouts I know, as well as to the Scouts I would like to know?'

(5) *A Scout is courteous:* Yes, this is one of the difficult ones. Whenever I ask a Scout what it means to be courteous, he nearly always answers: 'To be polite.' That is only half of it. Courtesy is the way you think, as well as the way you act. Courtesy means paying proper respect to those who should receive it from you. I don't expect Scouts to be little angels; in fact, I haven't much use for little angels (not at the moment!), but I have got time for red-blooded boys who are courteous. Courtesy is really chivalry. You will have read in *Scouting for Boys* and in other places of the standards of the knights of old and they were red-blooded men all right. Anybody who could ride about all day encased in a tin can on top of a cart horse was pretty tough, but it was the way they thought and acted that was their chivalry. They went about trying to help people who needed help. We are past the days of giants; dragons and ogres. It is a pity really, because they were noticeable. Our giants are not quite so obvious – giving your seat up to a woman, helping a child across the road, going out of your way to carry somebody's parcel – not quite so exciting as having a crack at a fire-eating dragon, but much more helpful!

To imagine that being rude shows you are a man is one of the silliest ideas that ever was, and if Scouts do nothing else in this world but bring back some courtesy and thoughtfulness into it, then we shall be entirely justified, because courtesy is the oil that makes the wheels of civilisation go round. There is not nearly enough of that sort of oil about in the world at the moment. I think our question for courtesy becomes this: 'Have we gone out of our way to do something for somebody else to make them feel more comfortable, more at ease?'

(6) *A Scout is kind to animals:* This doesn't mean not tying tin cans to dogs' tails. It means that animals need help, and especially do they need help when they live in towns and cities. It is the little things that matter here, like putting out fresh water for dogs and cats to drink when all the ponds, etc., are frozen up. Putting out scraps for the birds when there is nothing natural for them to eat. A few years ago, when it was a very hard winter, birds were dying right and left because there was too little for them. It was difficult at the time because we were very severely rationed, but there is the question: 'Has your Patrol taken a practical step to help a bird or animal?' It is no use saying: 'We haven't hurt anything.' That is not the idea. It is something to be done. It is these less obvious things that matter more than the obvious ones, which I am sure you will deal with. Trying to help a dog that has been knocked down by a car, or helping to get a horse up that has stumbled on a slippery road – do all these certainly, but try to do the thoughtful things that are not quite so spectacular as well.

(7) *A Scout obeys orders*: Well, you are in this one. I hope you notice the order. Parents first, Patrol Leader second, Scoutmaster third. This ought to mean that the Scoutmaster issues orders to the Troop through the Patrol Leaders, and the Patrol Leader makes sure that the Scout is fulfilling his parents' wishes in the first place. Now, it is easy enough to obey an order you want to carry out anyway; the test comes when obeying orders you don't particularly want to carry out, doing some job or going to some place you would rather avoid. Well, that is the test, so our question is not: 'Am I willing to obey orders?', but 'Have I obeyed an order that I did not enjoy?'

(8) *Smiling and whistling*: I don't think you will have many difficulties – I hope you won't. You will have a few problems like being lost on a hike, going to camp and finding you have no tent – well, that is nothing to worry about, but something to be cheerful about. If you can keep cheerful yourself and keep your Patrol cheerful whatever happens, then the rest of the Scout Law becomes so much easier, so our question is: 'Am I always cheerful?' And I don't mean by that do you go about with an inane grin on your face, and when somebody starts to tell you something you roar with laughter and whistle at them, but I do mean that deep down inside you, 'Are you cheerful, are you willing to enter into anything that is offered?' Are you an enthusiast? The world is full of half-dead people who are afraid to laugh. This is another place where Scouting can set all example. Question: 'Are my Patrol enjoying themselves?' If they are not it is up to you to see they do.

(9) *A Scout is thrifty*: Never mind about money for the moment. There are a lot of other things more important, and the chief one is time – the most precious thing in the world, the one thing you cannot get more of. You can get more money, but never more time. Any time you waste can never be replaced. As Kipling said: 'If you can fill the unforgiving minute with sixty seconds worth of journey run....' Well, it is the odd minutes that matter, the minutes that you might use getting a bit of information, learning a new thing, saying a prayer; they are the minutes that are worth filling, so our first question under thrift is: 'Have we wasted any time?'

Now, there are other things, uniform, equipment, etc. I am all for a good rough-house, but don't let us have a rough-house that is wasteful, that is unthrifty. If we want a rough-house, let us go outside and strip down for it to save our clothes. It is daft to spend three months getting our Patrol Den in good shape and decorating it, then going down for the opening in full uniform and smashing the whole place up the first time we use it. Question: 'Do we look after our gear and our uniform?'

And last, and I think least, money. Let us try to budget our money. Patrol funds – and I hope you have some – and your pocket money. Don't spend it all in a burst of energy and then have nothing left. Try and keep a little bit by for a rainy day. They come to all of us some day, personally and as Patrols. If you have been thrifty it means you will never be a burden to other people.

(10) *A Scout is clean in thought, word and deed*: I want to start with the literal meaning of this. First question: 'Am I clean?'; that is, Have I washed behind my ears lately? When did I last clean my shoes? Why is my toothbrush getting so dry? Ask yourself that, and your Patrol. I don't mean by this that we can always be tidy and spruce. If you are going to do some real Scouting you are going to get dirty. But there is all the difference in the world between the grime of ages and recent dirt. Usually by about four o'clock in the afternoon I am filthy, but that is because I am working out of doors; but by half-past four I am clean again. The question here is: 'How long have I been dirty?' If the answer is very long, then you had better do something about it.

'Clean in thought.' Well, queer and, indeed, horrible thoughts come into all our minds, and the only way to keep them out is to have such a lot of good things to think about that we have no time for them to come in, and that is where Scouting helps.

'Clean in word.' I want to remind you about the old mug of cold water up the arm. Use it on yourself and the Patrol. If anybody slips up with a bit of loose talk or a word they shouldn't use – well, up comes the mug of water and they won't forget, and neither will you.

There is always a danger that when men or boys gather together the standard drops. Nobody knows why this is, but it has always been so. Often dubious stories are told by people, and I suppose

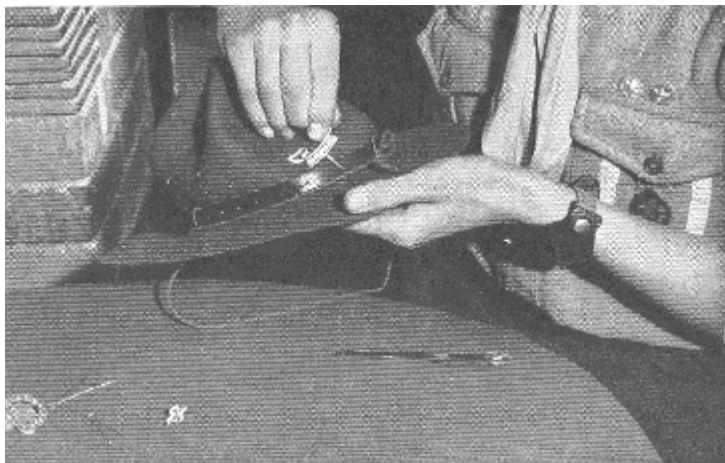
it is because they are trying to show off and that is the easy way of doing it. I think one of the best tests is for a Scout to ask himself: 'Would I repeat that story to my Mother?' if the answer is 'No', then it is a story he had better not tell to anyone and he had been better not to have listened to. The whole secret of keeping clean in thought, word and deed is keeping occupied; so the question I am going to ask you as Patrol Leader is: 'Am I keeping my Patrol fully occupied?'

Well, there it is. There are a lot of questions, and if you answered all these successfully, not only today, but tomorrow and the day after, you will be a pretty useful Patrol Leader and your Scouts will be on the way to being worthwhile men. But don't let us be mealy-mouthed or miserable about the Scout Law – one of the happiest things that ever happened. It is grand fun keeping it, so go out and enjoy yourself and have the Scout Law pinned on you as the knights of old had a breast plate of righteousness.

### Chapter XIX

## P.L. No More

**T**HE time will come when you will hand your Patrol Leader's stripes back to your Scoutmaster and he will be passing them on to your successor, who I hope will be the Second who has been training alongside you for some time. This will probably be the first time in your young life when you have had to give up something that you cherish and you have had to give up a job that you have felt, not without reason, that nobody could do in quite the same way as you. I am not sure that this is not one of the most valuable parts of the Patrol System, this learning to give up a job. I think it is quite true that nobody does a job in quite the same way as the person who has given it up. Usually they do it rather better. The next Leader in your Patrol ought to be better than you are, because he will have the benefit of your experience, as well as, I hope, some ideas of his own.



Naturally, when you give up your Patrol you are going to feel a bit sad about it. If you have been any sort of Patrol Leader at all, the Scouts in the Patrol are going to be sad at your going. It is a funny thing in this world how often we seem to get sad about the things we ought to be glad about, and you should be glad you are handing over your Patrol for two reasons. The first is that now you are going on, as a Scout, into a wider field. All kinds of new activities are going to be

open to you, all kinds of new friendships, and I hope before long you will be meeting very many more Scouts from other countries than you have been able to up to now.

The second, and perhaps more important, reason is that now is coming the real test of your leadership. If, of course, your leadership has not been very good, you will have fears at giving up and it is right to be sad, but if you have been a reasonably good Patrol Leader, if you have tried to carry out some of the ideas I have put down in this book – well, then, you ought to be able to hand over your Patrol to your successor with complete confidence that unless he is a hopeless fellow – and I am sure in your Troop he will not be that – your Patrol is going to be better than ever. There is a quotation that you may have had to learn at school (I did) which goes: 'The evil that men do lives after them, the good is oft interred with their bones.' Well, it is a well-known quotation, but I don't

think it is altogether true. In fact, I think it is much more true to say the reverse and to say that the good that is done lives on. I hope it is true, anyway, and I hope for you it is going to be true. You are certainly not going to be interred yet, but you are going to give up the personal leadership of your Patrol, and I hope you will have added to the traditions in such a way that for a very long time to come the Scouts in your old Patrol will be benefiting from what you gave them.

However, I know it is going to be a wrench at parting. That is bound to be, and we cannot do anything about it except that, for yourself, throw yourself whole-heartedly into the new sphere that opens up to you in Senior Scouts or whatever it is. That will fill the gap that no longer having a Patrol to lead will undoubtedly leave. And for your Patrol, give the new chap a chance. Don't hang around on the threshold and try to interfere. If you have led wisely in the past the new Patrol Leader will come to you when he wants advice; but let him come – don't go to him.

I hope that for many years ahead you will be a welcome guest at the Patrol. You will see them at Troop functions, in camp, and other places, but wherever you see them remember you are an ex-Patrol Leader and not any longer their Patrol Leader. They won't be in the future quite the same as they have been in the past. They may have different ideas, do different things, or the same things in a different way; but Scouting is big enough to allow all that to happen and for it to be good Scouting, and your old Patrol a good one. Yes, Scouting is big enough; but the question is are you big enough to realise it, understand it, and let changes happen without feeling cross about them? I think you are; I think you are bigger than you know you are. I think that if you have gained anything by being a Patrol Leader you must have learned that there are, at least nearly always, two ways of doing a thing. Your way and the other fellow's way, and very often both ways are right. One of the great strengths of our Scout Movement is its flexibility. Not flexibility in regard to the Scout Law and Promise, but flexibility in regard to methods. So, while it may be natural to look at your old Patrol and shake your head and say things are not what they were, try shaking your head in the other direction and saying (which is probably the truth) how much better they are – how I wish I had thought of that.

Well, there it is, Patrol Leader. I have tried to help you, not just out of my own experience, because all I have done is to pass on to you the experience of many hundreds of Patrol Leaders that I have met in many places, that I have known, and that I have come to respect. No book on Scouting can be any more than a guide book. Scouting is always up to you – personally and to all of us – and so as we come to the end of our road together may I wish you as much fun along it as I have always had. There are so many people in the world who seem to go about glorying in being miserable and finding reasons for not doing things, that I want to feel that, at any rate in Scouting, we are going on doing things, doing a great deal, and we are going on doing 'singing joyfully unto the Lord'.