

Troop 1 ½

Santa Monica CA



Troop 2 Study Guide

Name: _____

Scout Oath

The **Scout Oath** or Promise is a pledge to help our community, our world, and ourselves.

“On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight. ”

Scout Law

The **Scout Law** consists of twelve points intended to guide the behavior and decisions of scouts. The Scout Law is:

“A Scout is
Trustworthy,
Loyal,
Helpful,
Friendly,
Courteous,
Kind,
Obedient,
Cheerful,
Thrifty,
Brave,
Clean,
and Reverent. ”

TROOP 1-1/2 DOCUMENTS

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The patches you earn as you advance in leadership. The Senior Patrol Leader is the highest position in the Troop

■ **Roster**

The form that must be filled out by parents with contact information for themselves and their son

TROOP 1½ REQUIREMENTS

NAME: _____

BECOME A TROOP 2 SCOUT BY COMPLETING THE FOLLOWING IN TROOP 1-1/2 :

- _____ 1. COMPLETE the Boy Scout application & health history.
- _____ 2. REPEAT from memory the **Scout Oath**. In your own words, explain its meaning. [Requirement 1a]
- _____ 3. REPEAT from memory the **12 points of the Boy Scout Law**. In your own words, explain the meaning of each point. [Requirement 1a]
- _____ 4. STATE the **Boy Scout Motto**. In your own words, explain its meaning. [Requirement 1a]
- _____ 5. STATE the **Boy Scout Slogan**. In your own words, explain its meaning and give examples. [Requirement 1a]
- _____ 6. DEMONSTRATE the **Boy Scout sign, salute, and handshake**. Explain when they should be used. [Requirement 1c]
- _____ 7. DISCUSS/EXPLAIN the **Outdoor Code** and principle of **Leave No Trace**. In your own words, explain what the Outdoor Code means to you. [Requirement 1e]
- _____ 8. DESCRIBE the **First Class Scout badge** and tell what each part stands for. Explain the significance of the First Class Scout badge. [Requirement 1d]
- _____ 9. REPEAT FROM MEMORY the **Pledge of Allegiance**. In your own words, explain its meaning. [Requirement 1f]
- _____ 10. SHOW how to **fold the American Flag** and how to display and carry it.

BOY SCOUT TROOP – TROOP 2

- _____ 11. STATE the **Boy Scout ranks and leadership ranks**. [Requirement 2c]
Describe how Scouts in Troop 2 provide its leadership. [Requirement 2a]
Describe the steps of Boy Scout advancement. [Requirement 2b]
- _____ 12. REVIEW/DISCUSS **badges of honor** you can earn in Troop 2, including merit badges. [Requirement 2d]
- _____ 13. REVIEW/DISCUSS **activities and opportunities offered by Troop 2**.
- _____ 14. REVIEW/DISCUSS some **highlights of Troop 2's history**.

- _____ 15. EXPLAIN the **patrol method**. Describe how patrols are organized in Troop 2 and what you will do to become an effective patrol member. [Requirement 3a]
- _____ 16. EXPLAIN what **Scout spirit** is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan. [Requirement 1b]
- _____ 17. DISCUSS a **patrol name, badge, flag, and yell**. Explain how these items create patrol spirit. [Requirement 3b]

SCOUT SKILLS

- _____ 18. TIE two ropes together with a **square knot**. Explain how this knot is used. [Requirement 4a]
- _____ 19. TIE one end of a rope to a post with **two half hitches**. Explain how this knot is used. [Requirement 4a]
- _____ 20. TIE one end of a rope to a post using a **taut-line hitch**. Explain how this knot is used. [Requirement 4a]
- _____ 21. TIE one end of a rope to a post with a **clove hitch**. Explain how this knot is used.
- _____ 22. TIE two ropes together with a **sheet bend**. Explain how this knot is used.
- _____ 23. TIE a **bowline** around your waist. Explain how this knot is used.
- _____ 24. SHOW how to whip and fuse the ends of different kinds of rope. [Requirement 4b]
- _____ 25. DISCUSS/TELL the safe way to **build a fire**, tend it, and put it out.
- _____ 26. DEMONSTRATE your knowledge of **pocket knife safety**. [Requirement 5]

YOUTH PROTECTION

- _____ 27. COMPLETE "[How to Protect Your Child...](#)" pamphlet, signed & phone #s [Requirement 6] Discuss internet safety with your parents. [Cyber Chip]
- _____ 28. WATCH the video "[Friend or Fake](#)". Sign the Internet Safety Pledge. Discuss Troop 2 policies on using electronic devices at troop meetings and other Scouting events. [Cyber Chip]

SCOUTMASTER CONFERENCE

- _____ 29. ESTABLISH date for Scoutmaster conference and pass it. [Requirement 7]

The Historical Development of Troop 2

In 1946 a group of Santa Monica parents asked Mr. Keith Monroe to become scoutmaster of a new Boy Scout troop. Mr. Monroe was only 31 at the time but had spent most of his life in Scouting. He was on the Emerald Bay (Catalina Island Boy Scout camp) staff as a teenager, and his father had been a scoutmaster for many years. He was also an accomplished freelance writer. Mr. Monroe was the scoutmaster of Troop 2 for the next 42 years. He was very involved in Boy Scouts at the national level in addition to being our scoutmaster. He served as BSA historian for some time, helped write many different books for Scouting, and contributed many articles to Scouting and Boys' Life magazines.

Soon after Troop 2 was started, Mr. Monroe was renewing his water safety instruction certificate and met an instructor named Bill Tobias. Mr. Monroe talked to Mr. Tobias about Troop 2 and convinced him to join the troop as an Assistant Scoutmaster. Together they developed a complete program for Troop 2, focusing on five core areas: 1) Advancement; 2) Physical Training; 3) Camping; 4) First Aid and Emergency Preparedness; and 5) Swimming and Water Sports. Mr. Tobias stayed with the troop for over 40 years until his death in 1990.

Every Boy Scout troop must be chartered by a community organization. Troop 2 was originally chartered by Franklin Elementary School but is now chartered by the RAND Corporation, Santa Monica.

In 1988 Mr. Monroe let the troop know that he was retiring. The parents committee searched for a replacement for months and finally asked Dr. Steve Marcy to become scoutmaster. He agreed and has been scoutmaster since 1989. Dr. Marcy had a son in the troop who became an Eagle Scout. He was a math teacher at Lincoln Middle School until retiring in 2007, and he also wrote and sells a series of math enrichment books to teachers. He is an avid outdoorsman and especially enjoys skiing and river kayaking.

Troop 2 has a great history of representing our community and our nation. The troop has attended several national jamborees as a complete troop. In 1971 the troop attended the World Jamboree near Fujinomiya, Japan (one of Santa Monica's sister cities). The jamboree was interrupted by Typhoon Olive, and most of the 20,000 scouts were evacuated to shelters, but the scouts of Troop 2 stayed in their tents and weathered the storm. In 1979 Troop 2 visited Taiwan, Hong Kong and Japan for its summer trip, finishing with a climb of Mount Fuji. The scouts stayed with Taiwanese scouts while in Taipei, many of whom had stayed in Troop 2 family homes the prior summer. The scouts also stayed at the homes of Japanese scouts while in Fujinomiya, and we hosted many of the same scouts the following year in Santa Monica.

Troop 2 has always focused on teaching leadership skills as part of its program. One reason Troop 2 is strong is that so many scouts stay in the troop through high school in positions of responsibility. They help run the troop and teach younger scouts, and they also have special high adventures that build both skills and camaraderie as they continue to advance toward Eagle.

A newer tradition in Troop 2 is the flag ceremony put on by our staff during summer camp. The staff practices for hours to perform an impressive display of pomp and ceremony while showing respect for the American flag. During summer camp Troop 2 stands out from other troops due to our size, sharp dress, organization and teamwork. Scouts from other troops quickly learn how friendly and helpful we are.

In 1965, Troop 2 built a set of 13 canoes under the guidance of a scout parent who was an expert hand crafter, and they were maintained for years by skilled parents and scouts. They were retired in 2006 and replaced with a new fleet, purchased with Christmas Tree Lot earnings. Soon after the original canoes were built, Mr. Monroe came up with the idea of canoeing around Catalina Island as he watched the scouts practice with the large Emerald Bay war canoes. It had never been attempted before, and some people thought Keith was crazy to try this feat. Troop 2 rose to the challenge, accomplished the circumnavigation in three days, and Troop 2 has been canoeing around Catalina ever since. Some alumni return every four years for the circumnavigation, and one person, Assistant Scoutmaster Ken Stahlman, has completed it all thirteen times it has been attempted.

Troop 2 searches out isolated areas with springs or lakes for canoeing, camping, mountain backpacking and competition. For Summer Camp the troop will usually attend an organized scout camp for one week, then do some sort of high adventure in smaller groups, such as canoeing or backpacking. In a search for High Sierras camping, Troop 2 has been to Shaver Lake, Huntington Lake, Jackass Meadows and Twin Lakes. Since 2001, Troop 2 has hiked the Teton Range in Wyoming, the Collegiate Peaks in Colorado, the Olympics in Washington, Trinity Alps in northern California, and Haleakala Crater in Maui. The scouts have also canoed the Boundary Waters in Minnesota, Adirondack Park in New York, and the Klamath River in northern California, as well as rafted the Salmon River in Idaho and the Rogue River in Oregon.

Another focus of Troop 2 is first aid and emergency preparedness. Every two years the troop puts on a city-wide training exercise we call "Bloody Monday", which includes Santa Monica emergency personnel as well as troop parents, alumni and siblings. We can claim dozens of lives known to have been saved by current and former scouts. In 2001, four scouts and four assistant scoutmasters were awarded the Medal of Heroism for saving lives at the scene of an accident involving a high-speed van rollover on Interstate 5. A fifth scout was also awarded the Medal for a separate incident, in which he saved the life of a kayaker who was stuck upside down in a river. One of these scouts was later selected to represent Troop 2 and the Boy Scouts of America in presenting the 'Annual Reporting on Scouting' to the President of the United States.

Many of the parents of Troop 2 scouts have special abilities or training. They are encouraged to contribute their expertise to help the troop. For example, the biannual Bloody Monday event is organized by parents who are doctors or have other emergency training. Some parents continue to work with Troop 2 even after their sons have graduated. And several Troop 2 scouts have returned with their own sons, a testament to their rewarding experiences as scouts.

As a new scout you will have the opportunity and the duty to keep the traditions alive and to create an even more impressive history of Troop 2.

You CAN DO It!

How Troop 2 is Different From Other Troops

1. A scout must go through Troop 1-1/2 before becoming a Troop 2 scout. Once in Troop 2 he can participate in swims, camps, and other Troop activities.
 2. Troop 2 had the same scoutmaster (Keith Monroe) for 42 years before scoutmaster Dr. Steve Marcy took over in 1989.
 3. Older scouts remain with Troop 2 and help train the younger scouts.
 4. The troop has over 30 Assistant Scoutmasters, and there are several of them in attendance at each meeting and campout.
 5. Troop 2 runs its own swimming instructional program to insure that all Scouts have an opportunity to become excellent swimmers. We do the same with canoeing.
 6. Once a month Troop 2 goes on a weekend campout that is never canceled except for an emergency.
 7. All scouts who are eligible are included in activities, such as meetings, camps, and major trips. No one is ever excluded.
 8. First Aid is emphasized in Troop 2. Bloody Monday is a troop activity occurring every two years that emphasizes emergency disaster preparedness and first aid to save lives.
 9. Troop 2 has support from parents with many activities that include both moms and dads.
 10. Troop 2 has its own canoes and has produced many excellent canoeists. We have a three-day canoe trip completely around Catalina every four years.
 11. Troop 2 runs a Christmas tree lot every year to raise money for ski trips and summer adventures that often take us far from home.
 12. Troop 2 has many special badges including awards of its own. These include: Silver Skull, Silver Paddle, Golden Paddle, Storm Camper, Icicle Camper, Perfect Camper, Perfect Attendance, and the Century Belt.
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Once you have finished these requirements, you will move into the [Recruit Patrol](#) where you will work on the Tenderfoot Requirements. In the Recruit Patrol, you will wear a uniform and join most of the regular Troop activities including campouts.

The Twelve Points of the Scout Law

A Scout is **TRUSTWORTHY**

A Scout tells the truth. He keeps his promises. People can depend on him.

A Scout is **LOYAL**

A Scout is true to his family, Scout leaders, friends, school, and nation.

A Scout is **HELPFUL**

A Scout is concerned about other people. He does things willingly for others without pay or reward.

A Scout is **FRIENDLY**

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

A Scout is **COURTEOUS**

A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together.

A Scout is **KIND**

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

A Scout is **OBEDIENT**

A Scout obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

A Scout is **CHEERFUL**

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

A Scout is **THRIFTY**

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property.

A Scout is **BRAVE**

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

A Scout is **CLEAN**

A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean.

A Scout is **REVERENT**

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

Scout Motto

Be Prepared

Scout Slogan

Do a Good Turn Daily

THE SCOUT BADGE

The badge is shaped like the north point on an old compass. The design resembles an arrowhead or a *trefoil*—a flower with three leaves. It is also known by the French name *fleur-de-lis*, which means lily or iris flower. It is the basic shape of the badges used by Scout organizations in other countries, too.

The **three points** of the trefoil stand for the three parts of the Scout Oath.

The **eagle and shield** stand for freedom and a Scout's readiness to defend that freedom.

There are **two stars** on the badge. They symbolize truth and knowledge.

The **shape** of the Scout badge means that a Scout can point the right way in life as truly as does a compass in the field.

The **scroll** bearing the Scout motto is turned up at the ends as a reminder that a Scout smiles as he does his duty.

The **knot** at the bottom of the scroll represents the Scout slogan, *Do a Good Turn Daily*.



TROOP 2 SPECIAL AWARDS

Camp Spirit - Scout completes requirements for service and participation at summer camp. The requirements are listed at camp & are earned the first week. This award is required for Star Rank, an additional one for Life Rank and a total of three are required for Eagle rank.

Century Belt - Scout hikes 100 miles, camps 100 nights or combines hiking miles and nights for total points of 100. Each individual hike must be at least two miles, all camping and hiking must be done on Troop activities, and camping nights must be spent in the open or in a tent pitched by the Scout. Also counted are up to ten nights spent at summer camp. Scouts are responsible for maintaining a log of miles and nights. Once completed, the log should be presented to the Scoutmaster for review.

Den Chief - Scout undertakes the responsibility of serving as a Den Chief to a Cub Scout den. This is considered a leadership position for advancement purposes.

Den Chief Cord - Scout completes a year of responsible leadership & service to a Cub Scout den. **Gold Paddle** - Scout paddles at least halfway around Catalina Island as a member of a war canoe crew.

Honor Patrol - Scout is a member of the patrol that earns the most points in Troop competitions either at a summer camp or for a semester during the regular year. Patrol leaders keep the Honor Patrol banner until the next award, and their patrol gets to present the flags at Courts of Honor.

Honor Scout Award - Scout below patrol leader who, by vote of the Troop, best exemplifies living by the Scout Oath and Law.

Icicle Camper - Scout camps in wet, freezing conditions, sufficient to produce an icicle. He must stay warm and dry and have all equipment needed to cook and sleep comfortably despite these conditions.

Invisible Man - An award earned each day during the first week of summer camp by one older and one younger scout, for a clean, complete labeled uniform at dinner. The recognition allows the scout on the following day to cut in line, stand during line-ups and receive other privileges.

Keith Monroe Leadership Award - Scout voted most valuable staff member by staff.

Keith Monroe Scholarship - Graduating senior who, by vote of the Assistant Scoutmasters, has made the greatest contribution during his years in the Troop.

Perfect Attendance Medals - A scout attends all troop activities and events for a year.

Perfect Attendance Pin - Scout attends every troop meeting for a full year without missing for illness, injury or any reason.

Recruiter Strip - Scout brings a friend into the Troop, with the friend completing Troop 1-1/2 and earning a scout badge.

Scout Spirit Award - Scout below staff level who, by vote of the Troop, best demonstrates Scout spirit in word and deed.

Service Stars - Scout receives a star for each complete year of troop participation, beginning with the Court of Honor at which he received the Scout badge.

Silver Paddle - Scout paddles completely around Catalina Island as a member of a war canoe crew.

Silver Skull Award - Scout writes a paper for a school class on a subject related to scouting and receives a grade of "A" for the paper.

Steve Marcy High Adventure Award - Awarded to an alumnus scout or parent who has continued to contribute to the troop. The recipient may attend a future summer camp at no expense.

Storm Camper - Scout camps during a rainstorm and keeps all essential gear dry. He must stay warm and dry himself and have all equipment needed to cook & sleep comfortably.

Tobias Slide - Scout is voted most outstanding first year camper at summer camp.

100% Camper - Scout attends every camp for a year including summer camp and patrol camp.

Patches and Awards



Honor Patrol



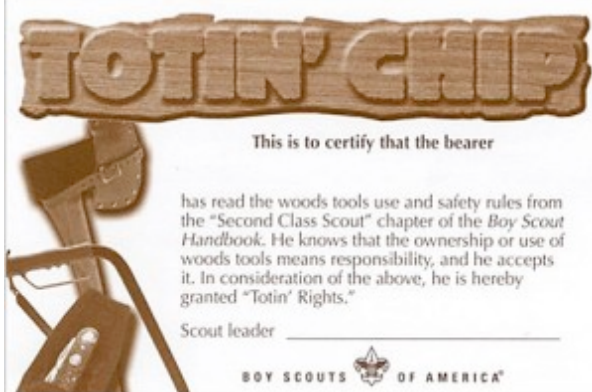
BSA Life Guard



Totin' Chip Patch



Mile Swim, BSA



Totin' Chip Card



**Leave No
Trace**



**World
Conservation
Award**



World Crest



Interpreter

Patches and Awards



Service Star



Troop 2 Numeral



Meetings



Camps

Perfect Attendance



One Year



Second and Following Years

Perfect Attendance At All Meetings & Events



Storm Camper



Icicle Camper



Silver Skull Award



Gold



Silver

Paddle Award

Badges with RED Highlight are of Special Merit for Troop 2

Eagle required badges have a silver rim; the electives have a different color rim.

Merit Badges

				
American Business	American Cultures	American Heritage	American Labor	Animal Science
				
Archaeology	Archery	Architecture	Art	Astronomy
				
Athletics	Automotive Maintenance	Aviation	Backpacking	Basketry
				
Bird Study	Bugling	Camping	Canoeing	Chemistry
				
Chess	Cinematography Moviemaking	Citizenship in the Community	Citizenship in the Nation	Citizenship in the World
				
Climbing	Coin Collecting	Collections	Communication	Composite Materials

				
Computers	Cooking	Crime Prevention	Cycling	Dentistry
				
Disabilities Awareness	Dog Care	Drafting	Electricity	Electronics
				
Emergency Preparedness	Energy	Engineering	Entrepreneurship	Environment Science
				
Family Life	Farm Mechanics	Fingerprinting	Fire Safety	First Aid
				
Fish and Wildlife Management	Fishing	Fly Fishing	Forestry	Game Design
				
Gardening	Genealogy	Geocaching	Geology	Golf
				
Graphic Arts	Hiking	Home Repairs	Horsemanship	Indian Lore

				
Insect Study	Inventing	Journalism	Kayaking	Landscape Architecture
				
Law	Leatherwork	Lifesaving	Mammal Study	Medicine
				
Metalwork	Mining In Society	Model Design and Building	Motor Boating	Music
				
Nature	Nuclear Science	Oceanography	Orienteering	Painting
				
Personal Fitness	Personal Management	Pets	Photography	Pioneering
				
Plant Science	Plumbing	Pottery	Programming	Public Health
				
Public Speaking	Pulp and Paper	Radio	Railroading	Reading

				
Reptile and Amphibian Study	Rifle Shooting	Robotics	Rowing	Safety
				
Salesmanship	Scholarship	Scouting Heritage	Scuba Diving	Sculpture
				
Search and Rescue	Shotgun Shooting	Skating	Small Boat Sailing	Snow Sports
				
Soil and Water Conservation	Space Exploration	Sports	Stamp Collecting	Surveying
				
Sustainability	Swimming	Textile	Theater	Traffic Safety
				
Truck Transportation	Veterinary Medicine	Water Sports	Weather	Welding
				
Whitewater	Wilderness Survival	Wood Carving	Woodwork	

BOY SCOUT RANKS



SCOUT



TENDERFOOT



SECOND
CLASS



FIRST CLASS



STAR



LIFE



EAGLE

LEADERSHIP RANKS



SENIOR PATROL
LEADER



SENIOR STAFF



PATROL LEADER



DEN CHIEF



ASSISTANT PATROL LEADER



FIRE



RULE ONE

NEVER LEAVE A FIRE **UNATTENDED**

Never means **NEVER!**

You make it, you are responsible for it!

[Corollary – if you are part of a group that makes the fire, each of you are responsible for it even if you did not personally “light it”.]

RULE TWO

**NEVER START A FIRE UNLESS
YOU ARE PREPARED TO PUT IT
OUT.**

That means before you start it you need whatever is necessary to put it out on hand and immediately available.

NO EXCEPTIONS!

It is not an excuse that you thought someone else was providing the things necessary to put out the fire.

With Rules One and Two in mind, lets learn to make a fire.

[What are Rule One and Rule Two?]

A fire exists when three things are present – air (oxygen), heat, and fuel. Without all of these present, you have no fire. So, in addition to having them present to make a fire, removing one or more makes the fire die out.

Putting the fire out. Strange, we *start* with putting out a fire, but remember Rule Two.

1. Spread the fire out. To help put out the fire, separate the fuel to reduce the heat and airflow.
2. Smother the fire. Take away the air (oxygen) by putting dirt, sand, or any similar non-flammable substance on it.
3. Remove the heat. Use water to cool the fire. Rather than dumping all your water at once, slowly pour and sprinkle it to cool hot spots.

None of these methods will immediately extinguish the fire, but by using all three continuously until the fire is out you will be certain that it does, in fact, go out. Test this with your senses –

1. Smell – you can smell burning wood – when the smell is gone, so is the fire, but since the smell will linger in the air, this is only an indication.
2. Hearing – listen to the fire – outdoors, away from the background sounds of the city, you can hear the “crackling sound” of the fire burning but, like smell, this is only an indication.

3. Touch – feel for heat – as the fire dies out the heat diminishes. Once the flames are not visible, you can hold your hand over the fire and feel the heat or lack of heat. As the heat diminishes, you lower your hand carefully until you can touch the fire area and feel no heat.

4. Vision – look at the fire – if embers are still burning, you will see the points of light they emit. The fire is not out if there are visible red embers, in which case the fire may come back to life. The fire must be "dead out" so this can't happen.

Building the fire. Now that we know how to put the fire out, let's build the fire safely.

1. Obtain what you need to put out the fire – remember Rule Two.
2. Obtain the materials to start the fire – remember Rule One.

Collect tinder. Tinder is material which can be lit easily and will burn quickly, such as dry leaves, dry grass, small twigs, or broken up pieces of dry bark. You can also make tinder by shaving slivers from larger pieces of wood. Wood with flammable resin (sap), such as pine, works well

Collect kindling. Kindling consists of thinner sticks of wood, $\frac{1}{4}$ inch to no more than $\frac{1}{2}$ inch in diameter and, again, depends on the type of wood. Gather lots of kindling, more than you think you'll need.

Collect fuel. In the outdoors, fuel is wood that has fallen on the ground. You want wood that is dry. Generally the wood you want is 1 to 4 inches in diameter and, for most purposes, two feet long or less. Different woods burn at different rates. For example, a soft wood such as pine burns quickly while a hard wood like oak burns more slowly. How much fuel you collect and bring to the place where you will build the fire depends on the type of wood you find and how long you want the fire to burn. Get more wood than you think you'll need.

Remember Rule One – if these materials are not located at the fire site, it is not available. You cannot leave to get more. When you have an ample supply of all these "ingredients", you are ready to assemble the fire.

At most campsites, there is an established campfire ring in which to build the fire. *Always use an established fire ring if available.* On rare occasions, you may have to clear an area. In that case, select a location away from trees and overhanging plants. The size depends on the size of the fire you intend to build. For example, a small cooking fire needs a “relatively” small cleared area – six to eight foot diameter, while a larger campfire will require a larger cleared area. Remove anything flammable so that the only thing available to burn is the fuel you provide.

It's a good idea to make a circle of rocks around the area where you intend to build the fire. The rocks will not necessarily stop the fire but they mark off the area within which you will build it. They provide a visible “barrier” to keep people not involved in making, maintaining, or putting out the fire from being in the fire area. Do not use wet or damp rocks – heat from the fire can make them explode. You are responsible for everything that happens in the fire area – Rule One.

There are many designs for building a fire, but all have the same basic construction.

1. In the center of the fire ring, place a “reasonable” amount of tinder. The amount of tinder needed depends on the type of wood you collect for kindling and fuel. You want the tinder to start burning quickly, and you need enough of it to ignite the kindling and keep it burning until larger pieces of fuel ignite. Use more rather than less.

2. Place the kindling loosely on top of the tinder. You want it to burn but you do not want it to smother the tinder. It must be “loose” enough to allow the hot air from the tinder to rise around the kindling so it will burn. The purpose of the kindling is to provide an easily burning material that will burn longer than the tinder, long enough and hot enough to ignite the fuel. Softer fuel such as pine will ignite more quickly, while harder fuel such as oak will take longer. Use lots of kindling. If you don't have enough, the fuel may not ignite or continue burning after it does.

3. Place the fuel on top of the kindling. This is where the “real expertise” in making a fire comes in. To understand how to place the fuel, you need to understand how a fire “works”.

The heat from the burning tinder and kindling heats the air above the fire area. That heated air rises and draws cooler air into the fire area from the bottom. That cooler air feeds air into the fire, heats up, rises, draws in more cool air at the

bottom, and the cycle continues. Too little kindling and the heat will not continue long enough to ignite the fuel and get it burning.

In order to make this happen, the fuel logs should be spaced so that hot air from the fire can move up and through the fuel. If they are too far apart, you don't get the needed airflow, and the fire smothers. If there are too close together, hot air is “trapped”, cannot move up quickly, and the fire smothers. Start with just a few logs (as few as three), then add fuel as needed. As the fire becomes established, you can adjust the logs to improve airflow. You can also fan a fire or blow on it to increase airflow and whip up the flames. Be careful!

We practice “leave no trace”, which means that the fire should not be made next to a large rock, even though the rock might serve as a handy reflector to warm the area. This puts smoke and soot on the rock, which will discolor it for years.

If you have extra fuel you don't use, you can either scatter it or pile it up neatly for the next person who comes along. *If you do create a new fire ring*, after the fire is cold out as described above, you should scatter or bury the ashes. Ideally, the next person to come upon this location won't know that you made a fire there.



KNIFE SAFETY

General

A knife is a tool, a valuable and important tool that will last a long time if treated properly by keeping it clean and sharp. It is not a weapon and must never be treated as one.

Whether you are dealing with a folding knife or a straight blade, the "rules" for safe knife use remain the same.

Not all knives are appropriate for all uses and not all the blades of a multiple-blade folding knife can be used for all purposes. Use the correct blade for the job you're doing.

A folding knife should be carried in the closed position and closed when it's not in use. A straight blade knife should be kept in its sheath.

Never try to catch a knife that has been dropped.

Passing the Knife

Whether you are handing another person a fixed, straight blade or a folding knife, handle it as if the blade is open and exposed.

If the blade is exposed, hold the knife by the blade, with the sharp edge away from your hand, so that the person receiving the knife takes possession by taking the handle.

Retain control of the knife until the person receiving it has taken control. The person receiving the knife must say "thank you" before you release the knife. "Thank you" tells both of you that the recipient has taken control of the knife before you let go.

If you are dealing with a folding knife, it's a good idea to close the knife before handing it to the other person.

Maintenance

Every tool requires maintenance. A knife is no exception. Keep it in good condition and sharp.

Moisture and dirt can damage the knife, so it should be kept off the ground. Because the blade is made of tempered steel, it must be kept away from heat. Too much heat can cause the blade to become soft and lose its edge.

Corrosion is the "enemy" of all knives. Corrosive substances include saltwater, as well as various foods such as lemon juice, mustard, ketchup and vinegar. Wipe your knife after using it with any corrosive material and, at your first opportunity, give the knife a coating of light oil and finish with a non-abrasive metal polish.

If the knife is used to cut food, clean it as soon as possible with soap and hot water. If you cut raw meat, use a bleach solution.

For a folding knife, oil the moving parts with light oil. Open the blades and use a Q-tip dipped in light oil to keep the inside of the knife clean.

Folding knife

Open and close your folding knife properly. Keep your fingers clear of the sharp edge.

Pull the blade out gently holding both the body of the knife and the blade until the blade snaps securely into the open position.

To close the knife, hold the body or handle securely and push against the back of the blade with your fingers, bringing the body of the knife up to meet the blade. Let the knife snap shut.

Sharpening your knife

Sharpening the steel blade is done with an appropriate abrasive material that is harder than the blade. There are various types of sharpening materials and devices including both natural and synthetic stones (whetstones), some of which incorporate diamonds as the abrasive material. Some whetstones are used dry, while others are moistened with water or oil. Follow the directions that come with your stone.

To sharpen the knife using a whetstone, hold the edge of the blade against the stone at an appropriate angle and draw it across the stone as if you were slicing a layer off the top. Move the blade so that its entire length contacts the stone. Sharpen both sides of

the blade the same way. Here's a link to a short online video from Boys' Life that demonstrates the process:

<http://boyslife.org/video-audio/145217/how-to-sharpen-a-pocketknife/>

The sharpening angle of the blade should be between 10° and 30°. The smaller the angle, the keener the edge, but the edge will also be less durable and need to be sharpened more often. A general use blade sharpens to a 30° edge while a whittling blade will be better at 10°.

A "razor strop", which can be made using a piece of leather, will remove any burrs left after the sharpening process. Online information is available.

Carry some type of sharpening device with your knife. A good size whetstone to carry is about 3 inches long by 3/4 inch wide. Hold the knife stationary and move the stone along the edge, away from you, at the proper angle. Sharpen in only one direction.

Using your knife

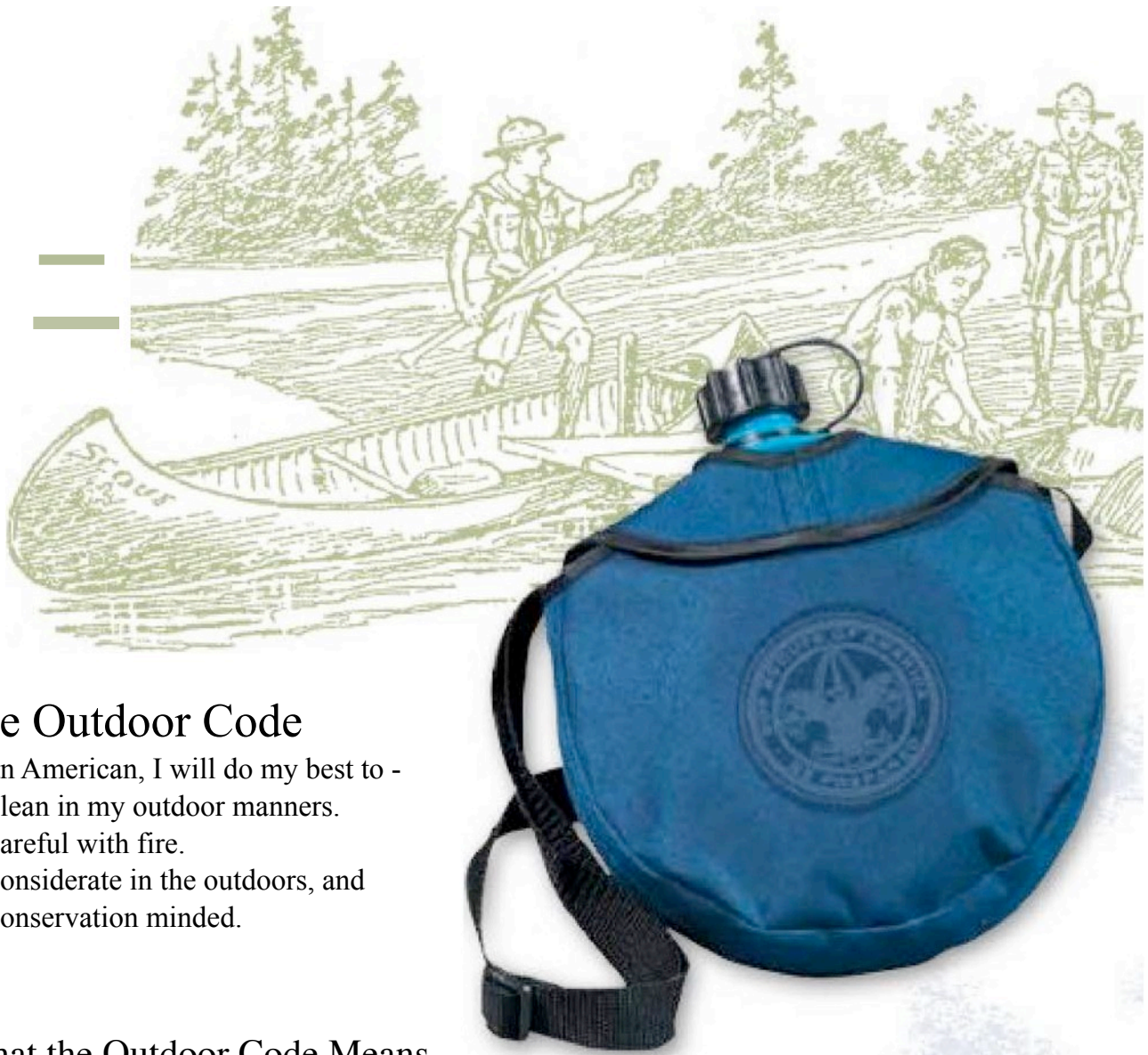
Except when whittling, which involves specific cutting techniques, always cut away from yourself.

To avoid injuring anyone with your knife, maintain a "safety circle" (sometimes called a "blood circle"). This is a space around you created by holding your knife in your hand (blade folded in), extending your arm, and turning 360°. While you are using the knife, nothing should be allowed to come within that safety circle area.

Hold the knife securely. Cut on a slant - never "chop" with your knife. Do not hold an object being cut by someone else and do not allow anyone else to hold onto anything you are cutting.

If you cut against anything, it should be made of either wood or polyethylene. Acrylic, ceramic, and similar hard surfaces will damage the edge of the knife.

If you are using a folding knife, putting your thumb on the back edge of the knife may cause the blade to close, cutting your fingers. Be careful!



The Outdoor Code

As an American, I will do my best to -
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors, and
Be conservation minded.

What the Outdoor Code Means

The Outdoor Code reminds Scouts of the importance of caring for the environment. Its ideals take on special meaning whenever you are camping, hiking, and taking part in other outdoor activities.

Being clean in your manners, careful with fire, and considerate means you can enjoy the outdoors in ways that do the environment no harm. For example, using the principle of Leave No Trace, you can hike and camp in an area without leaving any sign that you were there.