

THE PINE TREE PATROL

A SYSTEM OF ORDERLY CAMPING
FOR THE BOY SCOUTS OF AMERICA

WILDER



For Sale By

Department of Scout Supplies
BOY SCOUTS OF AMERICA

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THE PINE TREE PATROL

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BY

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FOR SALE BY DEPARTMENT OF SCOUT SUPPLIES

BOY SCOUTS OF AMERICA

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FOREWORD

The Pine Tree Patrol System, as outlined in this modest little book, is not in any sense a tangent from Scouting. On the contrary, it is Scouting at its best, applied, intensified, crystallized Scouting - ideal Scouting, in fact.

The author of the book and the inventor of the system is himself a good Scout. He was started in Scoutcraft by such teachers as General Sir Julian Byng and Lieut. General Sir Robert S. S. Baden-Powell, and has practiced it in the British Isles, in France and in Honolulu, as well as in the United States, where he is at present engaged in piloting the new department of Sea scouting, as Chief Sea Scout. There are few better qualified to speak on Scouting and few to whom the subject is nearer or dearer to the heart, especially when he gets on his own characteristic contribution to the Movement - The Pine Tree Patrol.

It will be readily seen by those who read the following pages that Mr. Wilder's Pine Tree grows and flourishes - as all good Scouting should grow and flourish - out of doors. It is no nursery product, in any sense. It is for "big husky boys, at least those with a big and husky Scout spirit," as the author reminds us. It is not just a theory, though there is plenty of good, healthy psychology at its roots. Pine Tree campaigning is supremely practical, a simplified, perfected plan whereby boys may enjoy to the full the delights of camp life and learn at the same time, more or less subconsciously, thoroughgoing discipline, personal responsibility, unqualified efficiency, team play of the highest order.

The system, in part, at least, has been tried out many times and under many conditions and always with success. It is already famous, as countless letters of inquiry bear witness. It is a workable-playable plan. It is, indeed, such a happy blend of work and play as to make the two practically indistinguishable. And what more could anybody ask?

We believe the Pine Tree idea will appeal strongly to the older boy and keep him fast rooted in Scouting. We believe it will also appeal perhaps even more strongly to the busy Scoutmaster who will welcome it as a short cut to his own ideals of accomplishment. And what Scout or Scoutmaster, what anybody who is a boy at heart, can read of the Pine Tree Outfit and not get to "moving" in the direction of those fascinating all-scarlet wheels of the marvelous Kit-Cart?

To all who love the out of doors and the Grand Adventure, to all live boys, and those who love them., we commend this little volume written by a man who has not forgotten what it means to be a boy.



CHIEF SCOUT EXECUTIVE.

James E. West
Chief Scout Executive

THE PINE TREE PATROL

CONTENTS

CHAPTER	PAGE
I. THE PINE TREE PATROL: <i>Morale</i>	1
II. THE PINE TREE SCOUTS: <i>Personnel</i>	5
III. THE PINE TREE PATROL EQUIPMENT AND OUTFIT: <i>Materiel</i>	16
IV. THE PINE TREE DRILLS: <i>Pratique</i>	27
V. THE PINE TREE "EATS": <i>Cuisine</i>	85
READING COURSE IN SCOUTING	91
INDEX	93

THE PINE TREE PATROL

Definition of Terms

Baby -A Duffle Bag containing 10 Ration Bags.
Bucket (Blue) - Water bucket -Always kept Clear..
Bucket (Red) -To hold illuminants and drippy stuff.
Coffer-Box (Scout made) for storing Outfit at Headquarters.
Dry Rations - Stores such as flour, sugar, etc.
Equipment - Personal property of individual Scout. (See list p. 16.)
Gear - Part of Equipment, as Mess Gear.
 Red (-Blue) Gear, that allotted to special care of Reds (Blues).
Jack-rack -Towel rack, made of rope or cord.
Lobbing - Dipping out water a cup at a time.
Manta - Canvas, 6 x 9 (Khaki or White) grommated.
Outfit -Pine Tree Outfit. (See list P. 34.)
Paulin - (See Manta) Brown or Khaki. Canvas 6 x 9.
Tub-Nest - Tub in which Mess gear, etc., is stored. Later used as Hot Water Tub.

Drill Terms

Assemble Outfit (Mess Kits - Carts - etc.).
At the Hubs - Take positions as in Diagram (P. 29),
Display Equipment (Outfit, etc.) - Get Equipment ready for inspection.
Pass - Hand from Scout to Scout.
Place - To set down.
Scrum - Hold at arm's length from body in horizontal position.
Set up -Arrange as directed in drills.
Stow - Place under cover or put away.

THE PINE TREE PATROL

CHAPTER I

THE PINE TREE PATROL

Thanks to Lieutenant-General Sir Robert Baden-Powell, K. C. B., K. C. V. O., we have a new system of boy training called Scouting for Boys, known in this country as the Boy Scouts of America. The underlying principle of this system is that character building is best attained by means of games which call into play the latent, pliable germ cells of a GOOD SPORT, easily turned to good or bad account in boyhood, according as they are cultivated or thwarted.

The Scout Law and Good Turn, (some of these latter fairly national in scope, such as selling over \$100,000,000 worth of Second Liberty Bonds) ; -some very personal and confidential -(such as being considerate at home in not being late for breakfast), are the driving forces behind Scouting, but the **grand adventure** is the likelihood of a spell of campaigning under canvas; with all the fun that goes with it. Just fun! The great Scout game of camping out - that certainly appeals to boys of Scout age! The duties assumed in preparation for this inalienable right of boyhood, to camp, are the Scout Laws - and other things - that make up the Scout program. See "Handbook for Boys."

We owe it, therefore, to the, Good Scout that he shall frequently enjoy the American Boy's Paradise -a camp with his pals.

The author "took on" May 10th, 1911, in Honolulu, Hawaii, after being briefly tutored by General Byng, at his place in Essex. Seven years later he puts forth this "system" of camping for Scouts.

Notice that all regulations of the Boy Scouts of America are complied with - except for some nicknames (Handyman, Junior, etc.) - which are not official and need never be.

This style of Scouting is for older Scouts and for First Class Scouts. It is too hard work for a Tenderfoot! The only time it was ever tried on "Tenderfeet" (never mind where) it was a rank failure! They left the whole outfit in the rain, the first day they had it!

The Tenderfoot Scout is not ready for Pine Tree Work. It is a big Scout activity, and will succeed only with big and husky boys, or at least those with a big and husky Scout spirit.

It is not "hiking"- which means going light.

It is heavy going, with a heavy cart and full outfit and equipment. A Pine Tree Troop treks across the country, making, say eight miles a day - never more - often less - and gets its fun in going into camp against time and with precision. The fun of doing it right and in Pine Tree Time, leaves the Troop plenty of extra hours to scout about and enjoy themselves.

The Pine Tree Outfit can be sent by express to a certain starting point. The Troop can then go on campaign (regulated camping as against the "haphazard kind"), do its 100 miles, return by boat, train or any other way - don't tell me that of all our 325,000 Scouts there are not those who will set to work with a will to earn such an Outfit! Earn it! Make it! - and start a new era in Scouting.

The Pine Tree System of camping is an Ideal only. It has never been perfectly realized in its entirety as here laid down! (It has been tried, in fact tried often and successfully - but always some little thing was **missing**. These many trials have resulted in this book. In the Ideal Pine Tree Camp nothing essential is missing!) Pine Tree Camping and Scouting is a dream as yet - but one that may some day, somewhere come true. A really smart First Class Patrol, under a capable Scoutmaster. may some day gain the right to paint the wheels of the patrol kit cart - **scarlet**.

To do this - requires hard work in preparation, drills and tests.

The result will be a less messy and tangled, more safe, more comfortable, quicker and **cheaper** way than the average overnight or week-end trekking camp - where most of the work is done by grown-ups - who grow shy after a while and stop trekking entirely turning their Scouts over to a regular fixed camp - a boarding school under canvas - with a hired cook and the same old stick-around scenery for weeks.

The Pine Tree Style is **KEEP MOVING !**

No sit-still camps for me! I've tried them.

Moving is the fun - and being ready to camp anywhere in open country, where there is a decent site, water, wood and bedding.

The open road !

The Pine Tree Outfit may not do in a wilderness. It is rather for the country road, grandfather's pasture, and semi-civilized sorts of places.

The Pine Tree, then, is a system of games invented to teach safe and sound campaigning, with a standard outfit, and (for the joy of it) a series of challenge games against time for a national (even an International) record for efficiency.

THE PINE TREE SYSTEM

The Pine Tree System of Patrol organization was first tried out in Honolulu in an attempt to standardize certain games or "Stunts," thereby to save time, divide responsibility and practice the fundamentals of good camping in a manner resembling the drill on a racing yacht or in a field Battery, so that one team could challenge another, as they do in Baseball, to a trial of smartness. Since this first experiment the author has seen this system tried, over and over again, with more or less success, and this booklet essays accordingly to give the main features of the system now recognized as "Pine Tree Work" in order that it may be tried out by those interested.

PINE TREE GAMES

First of all remember the system is a series of **games**, valuable games if you like and serving some work-a-day purpose but still **games**, to be played or not as the Scouts choose. New Scout games are always in order. Here are fifty-five worked out, workable, playable. Try them. They should spell fun and profit for the Scout and if rightly practiced should, -in the long run, result in a saving of time and energy and worry for the Scoutmaster.

These games call for drills of greater precision than have hitherto been adopted by the Boy Scouts of America. However, enthusiastic striving for worth while precision teaches the ideal of doing the right thing, in the right way, in the quickest time. Here is a kind of individual and co-operative obedience, the foundation of Good Scouting.

With the outfit and eight raw Scouts the Scoutmaster finds something definite and interesting to do at the very start., He aims to train his patrol in effort saving actions, making quicker work of pitching camp, camp cookery, sanitation, etc., and at the same time he is getting efficient training for prompt action in case of a real accident.

It has held older boys, probably through its similarity to football, wherein play and action keep each member of the team alive and on the jump for better and better results.

It seems to foster patrol ambition to master the Scout requirements, for without such mastery the coveted record cannot be won.

THE PINE TREE OUTFIT

If learning to do his chores was a step in character training for the boys of fifty years ago - The Pine Tree Scout gets his in 1918 by much the same method.

The Pine Tree Outfit is the material which is to take the place for our modern town boy of the country boy's wood pile and milk pail. It is made of wood, iron, wool, canvas and other perishable stuff and costs money.

Its use for our purposes, the way it is obtained, its conservation and repair are the means we adopt to attain the end in view, namely, the making of eight good Scouts now, eight good citizens later.

The "Outfit," which includes the cart, mess-gear, stores, blankets, tents and so on, is the result of six years' Scouting(*) I and many long trips around Oahu with a Pine Tree Outfit and experiments in many lands. We owe the range gear to a writer in "Outing"; the cheap pans to an Italian family; the bakery

(which can do unbelievable things in pastry and breadmaking) to a summer in the Hudson Bay country, and one on the St. Lawrence. The tents are those lately adopted by the U. S. Forestry Department. The cart is a take down "go cart" adapted by Mr. Rankin, Executive on Cape Cod. From wherever it came - and the author has prigged and borrowed from every source he knew about, - it has been tried out and works. It costs a lot of money - worthwhile things usually do. But it is safe, and as the call is for a standardized Outfit, here you have it!

What it has done it can do again!

(* We can Scout every day in the year in Honolulu.)

CHAPTER II

THE PINE TREE SCOUTS

Organization may be undertaken long before the complete Pine Tree Outfit is in the possession of the Patrol. The plan of the organization is simple.

We assign to each boy in the Patrol a number, which requires of him:

- (1) Certain well defined duties which he performs for his Patrol.
- (2) Certain specified knowledge expected of him in the exercise of his "specialty."
- (3) Proper care of his special station gear.
- (4) Willingness to teach his "bunkie," or understudy, all he knows.
- (5) Willingness to learn the duties of the next higher numbers.

PINE TREE TRAINING

Precisely as the crew of a yacht is trained by its officers or a football team by its coach, so the Pine Tree Patrol is trained.

First the Patrol is divided into Reds and Pines, "Lodging and Boarding," so to speak, and the Reds are assigned the odd, the Blues the even numbers from one to eight.

This number makes certain definite demands on each Scout as above explained. It may be that the "position" assigned the boy in the Patrol is the one he is best fitted for. It may be not. Everybody cannot play fullback. At any rate the boy goes ahead and learns the job that has fallen to his lot. He is given the books to read that will help him most, told to fit himself and then he is let alone. We point him right, we set him on his way - the rest is up to him.

It will be seen in the chart of Pine Tree Work as given on pages 78-81, the Experts (xx) are assisted by other members of the Patrol in most, Pine Tree activities, so that every boy has a chance to help the other fellow and incidentally learn the other fellow's job.

If a Scout is called on to serve his Patrol as an authority or Expert and fails to make good he will look about for a chance to redeem himself. Meanwhile the Patrol will have moved on and forgotten the incident. A second "fall down" will stir the Scout even more. His reputation is at stake by now and -- never fear, Mr. Scoutmaster, you may "leave it to George."

Promotions are made at the discretion of the Scoutmaster, who is guided by the aptitude of his Scouts for certain stations. In the Troop the Scoutmaster need actually teach only his troop-specialists - the Troop Lighter, for instance. This Scout may be depended on to pass the lore of the RED BUCKET along to the Lighters of other Patrols.

In time the Outfit and its possibilities will become perfectly familiar to every Scout in the Troop. Boys grow up and go on their way to work, or college or war, but the Pine Tree Patrol must go on. Successors, ready and anxious to fill the places left vacant, must be found, and usually are.

The essence of the Pine Tree System is thoroughness. Pine Tree work is good work. Whatever the Pine Tree Patrol attempts it should do well.

There is only one laboratory in which we can get actual results OUTDOORS. Don't wait for summer, the Outfit must be put to the test of all weathers. Get busy training your patrol! It too must stand the test - at all times - everywhere - under all circumstances.

THE SCOUTMASTER'S RELATION TO PINE TREE WORK

In the Pine Tree organization, the Scoutmaster acts as does the contractor building a bridge. He is responsible for the plan and its execution. He works by delegated authority through his foreman, the patrol leader, and the working squad, the patrol.

He is responsible for the field efficiency of his Troop and its morale. He devotes a part of each meeting to the standard drills, correcting, admonishing, encouraging his teams against the day when the play will turn suddenly into all opportunity for real service.

He coaches, collectively and individually, as does a football coach.

As an adult his presence safeguards the raw Scout against fool-hardy, exhausting or wasteful acts. Old Scouts should need no safeguarding.

He is the arbiter of GOOD SCOUTING and the standing and efficiency of the Troop should be his greatest pleasure in life and he should watch it with jealous care. He "fires" the hopeless slacker, remembering that Scouting is not a reformatory institution. He must be full of vision inventions - resourcefulness - in turning drudgery into a game. He "simulates" danger, rescues, accidents, "on the spur of the moment," so that by constant practice in these matters his Scouts become steady, smart and trusty. He keeps throwing his Scouts into deep water, so to speak, where they must sink or swim. He puts them on their mettle and is in for surprises - "both ways" - pleasing and otherwise.

Scoutmasters! Read "Scouting for Boys" if you wish to learn Scouting! Baden-Powell was the first and the best.

No one has ever beaten the founder I The very last cry in Scouting usually turns out to be one of Sir Robert's early calls.

Collect a Scoutmaster's library and read into the subject. Whatever you learn will hang, like the candy at Christmas, on the Pine Tree. Read Kephart, Miller, Hanks, Nessmuk, Kyle, Richardson and Loomis, and our own Handbook and Scoutmaster's Manual. Read Captain Moss, Moss and Stewart and Waldron's "Scouting and Patrolling" for some real stuff!

Take "Boy's Life," Scouting," the "Scout" (British), the "Headquarters Gazette" (British) and the "Livre des Eclaireurs" (French).

These books will keep you abreast of modern thought in Scouting, for Scouting is like anything else; subtle changes are going on in the manner of presenting it. Read by all means, but don't stop there. Handling boys is distinctly an acquired art even with men gifted with natural fitness for this sort of leadership. Acquire it. My own experience is that the best Scoutmasters are those who work with boys impersonally, keeping a little aloof, demanding quietly the proper consideration and courtesy due to superior age and experience. Boys are "fussed" by so-called "loving kindness." What they want is strict impartiality and a square deal. When engaged in Pine Tree business "Poppy," "Goat" and "Brick Top" should be Scudder, Brown and Duncan. When you call for a special job, call out for "Handy," "Junior," "Lighter," etc. The master himself is "Sir." So is any one in charge to. the rest of the Patrol.

Note these points:

Take a firm stand against shabbiness, dirt, rags (not patches) ; in fact, against all laxity in dress, habits or deportment.

Set an example yourself in bearing, system, punctuality and other Scout qualities. Negligence of the Scoutmaster is the cue for the Scouts to follow suit.

Work through your leaders, but keep an eye on the job. "Leave it to George" may result in poor food, but leave it to George, nevertheless, after he has been tested near home.

Take a genuine, active interest in everything that affects the health, housing and feeding of the Patrol as well as its happiness, honor and morale.

Don't send a Tenderfoot to do a Life Scout's job.

"Don't shoot the musician when he is doing his best," as Baden-Powell says.

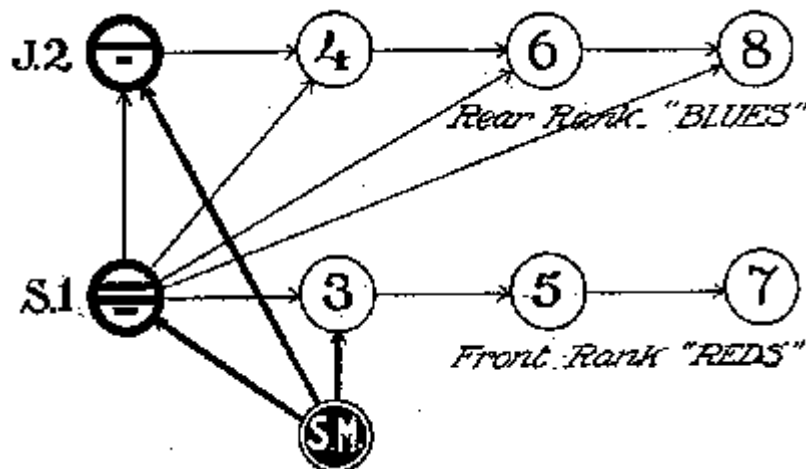
Build up every boy's self-respect.

Remember that American boys fret under severe coercion and resent undue pressure of authority and unnecessary humiliation.

Remember that American boys respond best to an appeal to their good sense, pride, fairness and loyalty to Scout Ideals.

Remember that psychology and theories are bully, but don't depend on them too much. One night with your boys in a wasp infested bamboo thicket may teach you more than many scientific educational systems.

Don't feel discouraged and dubious beforehand. Trust your boys and yourself. Plunge into the deep waters of Scouting with good courage. You'll do better work downtown after your dip. Playing with boys, working with boys, pays.



EXPLANATION

The above diagram shows the working plan of the Pine Tree Patrol System. The front rank (REDS) NOS. 3, 5 and 7; respectively the Scribe, Lighter and Handyman (see pp. 11, 13, 14), are in touch with and under No. 1, the Senior (Patrol Leader); the Rear Rank (BLUES) Nos. 4, 6 and 8; respectively, the Baker, Waterboy, and Woodman, are in touch with and under NO. 2, the Junior (Assistant Patrol Leader). The Senior (No. 1) gets his orders first hand from the Scoutmaster and transmits them not only to 3, 5 and 7, but also, to No. 2. The Senior, moreover, as ranking Patrol Officer, keeps an eye on the Junior and his rear rankers, especially in drills. The Scoutmaster notes particularly the work of the Senior and Junior as well as undertaking the general supervision of the whole patrol, while the Scribe, too, as the Record Keeper, is responsible directly to, the Scoutmaster.

The REDS play a part whenever tents are pitched or beds are made or duffles distributed and their duties as specialists begin as soon as the RED GANG work is finished (sometimes before). The BLUES undertake the Commissary.

On the completion of any work whatever, the REDS (and the BLUES) report to the Section Leader, Senior or Junior, and the Scoutmaster is informed of this by the Senior.

The detailed workings of this scheme are discussed in full in the following pages.

PINE TREE DUTY ROSTER

No. 1. Senior (The Patrol Leader).

The patrol leader (Senior, by courtesy in the patrol, actual Senior in a 3/4 Troop or Full Troop) is the Scoutmaster's right-hand man, chosen for his steadiness, cool-headedness and grit; qualities which must be supplemented by the indispensable Scout virtues of obedience, trustworthiness and loyalty. Great responsibility reposes in him at all times.

He is in charge of all that goes over, on, around or under his Scouts in order to keep them safe, happy and comfortable.

The honor of the Patrol, its health, housing and happiness, as a whole and individually, are subject to his watchful care. He reports to his Scoutmaster at once anything that concerns any of these important matters.

He is in charge of the Patrol Outfit and Equipment in general and the following articles in particular, namely, the Wangan, Paulin, National Flag, Patrol (Troop) Flag and Maps.

He watches the Scoutmaster for orders.

He superintends from his post as No. 1, many of the drills, supplementing the Scoutmaster's orders in a low voice, keeping his Scouts cool and steady. He closely supervises the Front Rankers, Scribe (3), Lighter (5), Handyman (7), who are, as REDS, told off to pitch tents, make beds and "sanitize."

He has charge of the following routine matters. "Falls in" the Patrol.

Calls the roll.

Reports absentees.

Posts notices, bulletins, orders.

Reads the same, when so ordered, at colors.

Presides at business meetings'

Reviews Scribe's work; roll and taxes, the log and progress chart. (See charts.)

NO. 2. Junior (Assistant Patrol Leader).

The Junior is second in command and Chief of the BLUES.

The official name for Junior, of course, is the Assistant Patrol Leader, but as this is too long to shout when people are excited, in work against time, a nickname for this heavily-weighted personage must be invented. We'll call him Junior for the present, by courtesy, but he is really Junior only after detachment in a 3/4 or Full Troop.

He understudies the Senior and holds himself ready at all times to take the latter's place.

His duties are mostly of a nature pertaining to what goes into, a Scout. He is a Commissary Officer, and culinary expert.

He takes charge, as supervisor, of perishable things like ice, milk, and stores in general.

He buys supplies and stores them properly.

He studies the fine art of camp cookery, both in theory and practice.

He looks out for ravages of rust, mildew and moths.

He must love order and cleanliness. He shines, polishes, and scours like an old-fashioned Yankee housewife.

He washes, sorts, discards, counts, checks and replaces mess gear, making report on same to Senior. Thus it arrives that most wooden and iron material is in his care.

He heads the Blues or rear-rankers; Baker (4), Waterboy (6), Woodman (8), who are told off to get wood and water, prepare and serve mess. He is responsible for the grub. As boss in the kitchen he has the chef's privilege of seasoning food.

He superintends wood and water getting, clean up and rubbish fire (garbage pit), wash day; Wangan (with No. 1), wipe-jack, and a clean camp at departure.

He sees that the Patrol leaves no sign -no trail of grease, tins, or paper to distress the owner of the land and make Scouts unpopular.

NO. 3. Scribe.

The Scribe is chosen for those neat, clean, exact, efficient qualities that go with a good bookkeeper, ambulance man, log keeper and librarian.

He serves as Secretary and Treasurer, with the regulated duties of such officers.

He keeps the honor's book. (See records.)

He marks charts (see charts) under orders from Senior and copies off the same, for a book record.

He attends to all routine papers; application blanks, transfers, merit badge applications and the like.

He must know local laws on Trespass, Highways, game, etc., as such law may be of use to the Patrol on the march.

He is the First Aid Expert and is personally responsible for a full and clean First Aid Pouch, which he packs in the Wangan, when advisable, or with the duffles.

He is the bird expert, carrying into the field a handy nature book for identifying new friends of the air. He is "second signal boy" and wig-wags with 5 for practice.

When his work is up to date (within 24 hours) he is fed first at mess, but if behindhand, he feeds after Junior, last.

He may sit up after Taps - sometimes.

Note: See H. B., page 21.

NO. 4 Baker.

The Baker is NO. 2's best man, and will, presumably, eventually succeed to the NO. 2 post. His work is no snap.

He takes care of the dry rations flour, meal, cereals, sugar, salt, and so on.

He lights cooking fire and nurses it - one of the most exacting of camp duties. He also (with No. 6) puts out the fire.

He unpacks the tub-nest and arranges mess-gear in accordance with the diagram. (Drill C.)

He must be up on camp cookery. He reads Kephart and practices and experiments on all kinds of camp cookery, at home on his mother's gas range or coal fire, against the day when he will be called upon to DELIVER THE GOODS to a hungry patrol. Every dish he attempts in the field, must have been tried out at home first on a small scale. This is only fair and a good test. If NO. 4 makes a poor cook, he will, ten to one, make a poor leader, for camp cookery, like leadership, is largely dependent on patience, perseverance and grit.

When NO. 2 is cook, NO. 4 stands by to pass him anything he may want. No. 6 does the same while No. 8 hustles wood, or does any other job demanded.

When breadstuffs are in order, Baker reigns supreme. Camp bread is his "specialty." He is in charge of the whole process. Unassisted he must "come across" with the staff of life.

NO. 4 is personally responsible for pans, pots and cooking gear generally, counting and replacing the same under NO. 2'S orders.

Waterboy and Woodman may help him at any time, but he is expected to do hard work himself.

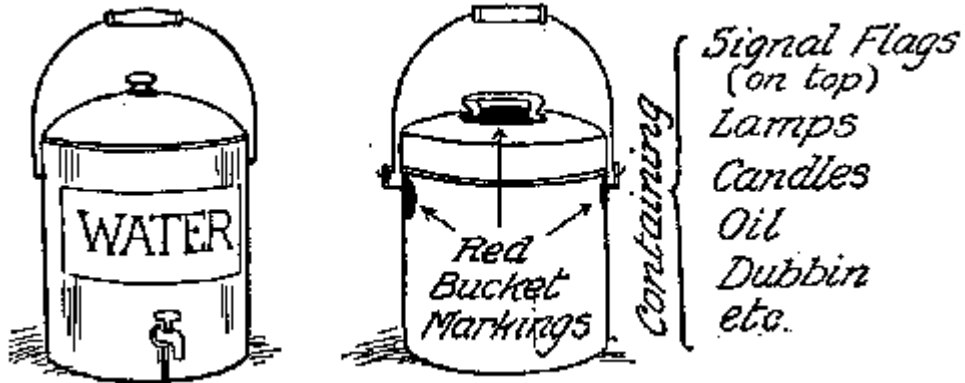
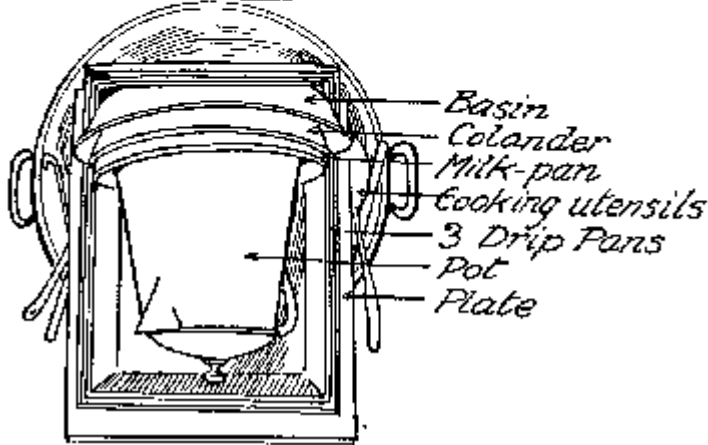
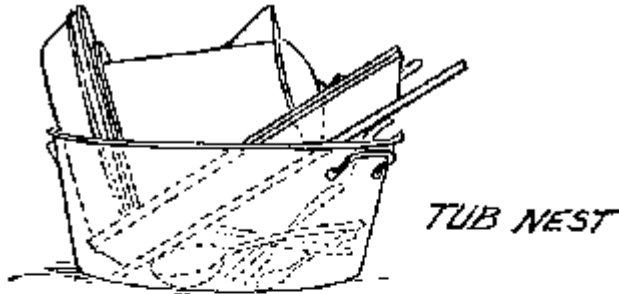
He must keep his nails clean and his head bound by his kerchief while cooking and must wear a cook's apron. While wearing this regalia, he cannot be called away for



THE POT

any business not connected with the mess.

On the march he has the right to ride in the cart one mile in five.



NO. 5. Lighter.

The Lighter is in charge of Camp illumination of all sorts. He is the lighting expert and must thoroughly understand the carbide lamp. He is also electrician, wireless mail, chief signaler (with NO. 3), telephone operator, heliographist, postman, messenger or dispatch bearer.

He lights up kitchen at nightfall when necessary, and is in charge of smoke-signals, tracking, torches, flares, signal fires, council fire, and (in winter) night fires. He keeps in the RED BUCKET an assortment of candles (which he doles out), matches, lantern, oils and other "drippy stuff" such as might spoil tents and blankets if spilled, or be liable to cause fire if not safeguarded.

He locates the nearest doctor and nearest telephone, upon arrival in camp, unless otherwise directed by Senior. He carries rubber gloves and a small rubber sheet for use in case of electric accidents, in the manipulation of which lie is specially trained by an expert electrician and physician.

No. 6. Waterboy.

The Waterboy locates and investigates water supply for bathing, washing and drinking purposes. He marks the same with blue, red and white flags, respectively.

He reports water which he considers suspicious (see H. B. 242).

He boils such water, 20 minutes, cooling the same and filling the water jars.

He prepares, with the cooperation of the local board of health, a water map on which tabooed streams and wells are marked.

He knows about Typhoid and other dangers due to contaminated water. He makes a study of the subject from books and experience and by talking with specialists and older Scouts. Clean water is his "hobby."

He hauls all water needed in kitchen. He cleans out springs, digs "Indian Filters," makes the ice hole, when required.

He is personally responsible for the BLUE BUCKET, which is kept scrupulously clean, the Water-jar, which is scalded frequently, and the Blue Spade, a necessary adjunct to smart campaigning.

He is in charge of the perishables; the green stuff, vegetables and so on, and looks out for cool and safe places to hang or store the same.

He is also Fish Expert and Butcher. He studies the cuts and prices of beef, mutton and pork. He buys beef and fish for his patrol and learns to store them properly. He reads Kephart on game, beef and fish camp-cookery and cooks all animal food. He carves and serves the meat or fish dishes.

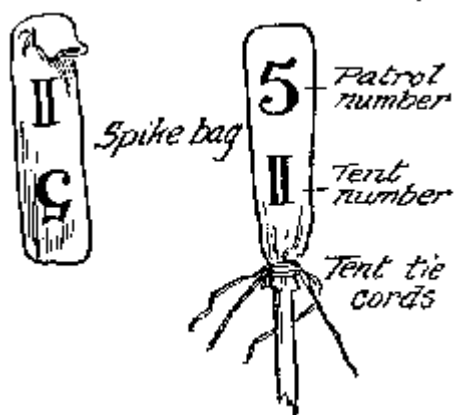
He makes the Biltong or jerky, when this is wanted.

He is Washerman. In the clean up he rigs the Wiper-Jack.

He is Head Fireman, trained by an expert to fight fire.

He is a sort of Fire Warden puts out campfire and is last Scout, after No. 8, to leave camp. He reports "All safe from fire" to the Scoutmaster. Watch this, Scoutmaster!

He treats burns and makes a study of this branch of First Aid.



No. 7. Handyman.

The Handyman is the Field Engineer. He knows all about shears, gins, lashings, both cross and long, and bridges, derricks, and the like, are his special interest.

He is an expert in splicing, whipping and knots. He makes netting, traps, and snares, for emergencies.

He is also Carpenter, Plumber, Blacksmith and Tinker, as well as Tailor, Sailmaker and Tentmaker.

He is in charge of ropes, twine and tools. He carries the cart wrench and spare washers, nuts, nails and wire, and sees to it that the cart is kept in perfect

repair. He is personally responsible for the tool case and rope bag and all they contain. Under no circumstances must he let rust appear on tools, which lie must keep razor sharp at all times ready for use.

No. 8. Woodman.

Normally the Woodman is the last Scout taken into the patrol and the youngest. He is carefully taught, all hands assisting, the noble science of woodcraft, or at least its fundamentals. He is instructed in the use and care of the axe and the arts of felling, topping, barking, splitting, broad-axing, etc.

He must know, or be able to find out quickly, the kinds of trees not only close at hand, but for a considerable compass near the camp. He collects leaves and Bark for patrol museum. He should have a growing enthusiasm for delving into nature's lore of flowers, fruits and herbs.

Wild food-stuff and its possibilities should be his pet subject for investigation, without any dangerous experimentation's, since mushrooms are sometimes toadstools and poison ivy isn't as pretty as it looks.

For humbler duties he provides and replenishes the wood pile, digs the garbage pit under NO. 2'S supervision, tends the pick-axe, polices the camp, gathers rubbish, especially in kitchen area, has charge of garbage tub and incinerary in Clean Up, and does many other needful tasks, as set down in drills, where he needs to practice hard and honestly in the interests of good team work.



CHAPTER III

THE PINE TREE PATROL EQUIPMENT AND OUTFIT

No. In Supply Catalogue if listed	Equipment (Scout's private property and responsibility)	Price Each	Total Price
503	Hat		\$1.65
	Leather Hat Band		
568	Neckerchief, troop color,	per 8 or more	.20
516	Woolen Shirts (2)	@ \$2.25	4.50
509	Scout Breeches (2)	@ \$1.85	3.70
591	Leggins		1.10
	Woolen Socks (2 prs.)		
	Light Woolen Undershirts (2)		
	Woolen Underdrawers (2)		
53t	Athletic Shirt		.35
532	Athletic Drawers		.35
	Handkerchiefs (3)	@ \$0.15	.45
1261	Lanyard		.15
	Tan Shoes -Munson Last		5.00
	Sneakers		.75
529	Belt		.50
	Belt Axe with Sheath		1.35
1006	Whistle		.15
1004	Scout Knife		1.25
1201	Canteen		2.00
1001	Mess Kit		.75
1213	Telaway Compass		.50
1269	Scout Watch		2.00
	Lashings-2 yds., small window cord, straw size.		
1098	Carrying Straps		.06
536	Poncho		2.00
594	Sweater		3.00
	Shorts		
527	Woolen Stockings (1 pr.)	@ \$2.00	2.00
	Sterilized Compress and 2 safety pins in Rubber case sewed to waist band.		
	Duffle Bag, troop colors, 2 1/2 ft. x 10 inches diameter, round, flat bottom; draw string; patrol and scout number marked.		
	Ditty Bag, Whetstone, fish books, line, buttons, needle and thread, dental floss, tooth paste. tooth brush, comb, nail brush, wash cloth, nail file, etc.		
Total cost			\$35.76

The above list includes everything necessary for a Scout who is to compete for the Pine Tree Record as elsewhere outlined.

Note that the coat is replaced in this equipment by the woolen O. D. shirt and (in cold weather) the woolen sweater. TWO woolen shirts are warmer than a mackinaw. The Scout badges may be worn on a shirt just as well as on a coat. Anyway, a real camper hates a coat, and Pine Tree Scouts CAMP.

As Safety First is fundamental in the Pine Tree idea nothing must be left out.

In mild weather and warm climates the following articles of equipment may be omitted: Sweater, one woolen shirt, breeches, leggins. The following may be substituted: Two shirts, Scout shorts, woolen stockings.

The complete equipment is to be earned by the Scout himself. He may even begin to earn the money for it before he comes to Scout - age 12 years. It will give him something to work for and look forward to. It is good preliminary Scout training. The boy who has the grit and vision to get his equipment together before he is even a Tenderfoot, won't remain a Tenderfoot. Like cream, he's bound to rise. Here's a word to the wise, Younger Boy I Whatever a boy can make let him make.

At present day prices (steadily climbing), we require a candidate for a Pine Tree Patrol to have earned \$35-76. Those Scouts or candidates who cannot or will not earn this sum must give up the idea of being a Pine "Tree Scout. That's all. I think this, however: the necessity for earnings combined with Pine Tree ambition, will keep many a lazy boy at work until he has the money.

Second-hand clothes are no disgrace; nor is a neat patch. A homemade thing, however, must be of the correct dimensions and material.

In ordering ask for the "Pine Tree Model."

THE PINE TREE OUTFIT

No. In supply Catalogue if Listed		approximate price
	Pine Tree Trek Cart (J)	\$40-00
	Mounted on oak wheels, 10' circumference; hubnuts ringed for drags; frame, pole, cross-bars (oak) ; sides (benches) of pine with iron angle-irons, hook and eye Braces. Floor with wing nuts, king and queen; table racks. with hooks and eyes; axle bed of maple, and axle tested to 1000 lbs. Bolts, washers and screws; cleats and maple tenons to hold on the sides; 2 notched stanchions to hold on the pack. (Prairie schooner hoops, not recommended.) Note: Such a cart is made by the Ames Plow Co., Boston, Mass., "Pine Tree Model."	
1277	2 drag ropes (lassoes) with rings and snaps	1.00
	1 hitching rope, 35 it.; sash cord (macaroni size) (7)	.20
	Pine Tree Tents (S, 3, 5, 7)	5.00-
1301	1 S. M.'s Tent (7' x 6 x 5')	7.50
1300	4 Scout Tents (7'x 5'x4') @ \$5.00	20.00
	Staves (S)	
1133	10 Marquee Staves (Bologna Size) 2 metres long (6 ft. 6 in.) x 1-1/2 in. for S. M. tent	
	8 Bamboo staves (Banana Size) 5 ft long x 1 1/8 in. for scout tents	
	30 8-penny spikes (tent pegs) issued with tentage (7)	
	5 red canvas spike bags (6 spikes per bag, marked respectively S. M., 1, 2, 3 and 4) made by Scouts (7) 1'x4".	1.00
	15 Sash cords (macaroni size) 2 ft. long for tying tents, dyed (7)	.15
	1 Paulin, khaki colored, heavy canvas, grommeted, 6 ft. x 9 ft. (S)	3.50
	1 manta, white canvas, medium weight, grommeted, 6 ft. x 9 ft. (J)	3.50
	18 Best Army Blankets (36 in cold weather). embroidered with owner's number or S. M. (S., 3, 5, 7) @ \$6.00	108.00
	8 mosquito nets (when necessary) for pinning over ends of tents *	2.00
6 doz.	safety pins*	
	1 Wangan - a stout box of one inch tough wood 2'5" x 1'4" x 1'4" outside measurements, with rope handles, racks for 3 bottles, racks for stock jar and condiments, a compartment for the treasury - "Spillables, Breakables, and Valuables"; bread board, hinged top, which, opened and braced, provides small kitchen table. Painted with Patrol Totem and colors. See Diagram, page 10. It can be made by a carpenter or scouts themselves. (S. J.)	9.00
	The Wangan contains the following articles purchased locally:	
	Small tins of cinnamon, nutmeg, cloves, ginger, curry, etc.	1.00
	Baking powder	.25
	Cleanser (Old Dutch, for instance)	.25
	Lux	.25
	Salt tube (small wooden box, screw-top)	.10
	Poultry seasoning	.25
	Tomato paste, or hydrated tomato brick	.25
	Kitchen Bouquet	.25
	Bottles of Vinegar, Soy,(1) and Molasses	.75
	Cans of Crisco or Wesson Oil	1.10
T 7463	1 Funnel (for filling canteens)	.10
	1 Measure, 1 pint., graduated	.10
	1 Biscuit Cutter (3" diameter)	.10
	1 Record Book for menus, accounts, honors, etc. (3)	.25
1101	1 I First Aid Pouch (3).	3.25
1058	2 Signal Flags (general service) (5)	.75
1059	1 Red Bucket for illuminants and "drippy stuff," galvanized iron garbage can (5)	.75

	The Red Bucket packs the following articles:.		
1267	1	Baldwin Carbide Lamp	2.50
1259	1	Stonebridge Folding Lantern	2.00
1166	1	Flashlight and Battery	1.00
	1	dozen Plumbers' Candles	.75
	1	vial Ambroid cement for repairs on leather and canvas	.25
	1	tin Dryfoot or Homemade Dubbin (Tallow - 1, Wax - 1, Rosin - 1/16)	
	1	can lubricating oil for tools	.10
	1	small pry-can axle grease	.10
	1	can carbide	.25
	1	bottle Lysol	.25
		Assorted soaps-Toilet and Kitchen	.25
	1	Blue Bucket-new galvanized iron garbage can-kept clean (6)	.75
	1	Water-jar, 5 gal. new gasolene can (6)	1.00
	2	Wash-basins (6)	.50
	2	Spades, Red and Blue (8 and 6)	2.00
	1	1 Pick-Axe (sledge hammer) (8)	1.00
1272	1	Hudson Bay felling axe (anvil) (8)	1.75
	1	Sheath for same (8)	1.00
		Range (4)	
		2 pieces 3/4 inch gas pipe 5' 10" long	1.00
		4 iron rods, 1/2 inch and 1"x6", bent and sharpened at both ends. These are "range irons" to support pipe	1.00
		2 bent wires for lifting hot plate	.05
		1 blacksmith's tongs for lifting hot pans (or blacksmithy work)	.50
		Tools (7), strapped in neat roll of canvas	
H 37.	1	hammer (medium)	.65
	1	square, small	.50
	1	chisel (3/4 in.)	.40
H550	1	screw driver	.35
	1	corkscrew, goes In Wangan	.15
821	1	pliers, for cutting wire	.75
	1	rough whetstone for axes	.25
	1	weighing scale (Little Giant)	1.00
H668	1	small saw	1.00
	1	cart wrench (carried in Rope Bag)	.45
	1	box-opening jimmy (cold chisel)	.35
	1	large adjustable auger and bit (camp furniture)	.65
	1	small plane *	1.50
	1	bag assorted nails	.25
	1	Rope bag, 2'x 1', with draw strings, patrol colors, made by. scouts (7)	
		Rope Bag contains:	
	4	hanks (skeins) spaghetti cord (H. & S) " straw"	.40
	4	hanks macaroni cord (H & S) " pencil"	.42
	1	ball linen twine	.10
	1	spool fish line	.50
	1	small Marlin spike	.10
	1	Sailor's Palm, with heavy thread, wax, bodkin, leather, canvas and cotton patches, button, sail needles and any trifle that is lost and found.	.50
	1	"Tub Nest" 1 wash Tub, 18 inch diam. at base, with handles, used for Hot Water Tub, packed with the cooking gear inside (4)	.80
		Cooking gear consists of:	
	4	drip or roasting pans, 4 inches deep, 12" X 17" (these come 2" deep, but we want 4")	.80
	2	serving pans, 1' at base (milk pan or miner's pan)	.40
	1	collander - 1' at base (perforated milk pan)	.10
	1	Hot Plate, 18"x13"-rolled steel, 1/8" thick, used as Baking Oven under coals	1.00
H 5318	1	Flesh Fork	.08
H2953	1	Large spoon	.18
	1	cake turner (hotel size) with hook	.30
H2951	3	serving spoons	.30
T 5311	1	perforated ladle	.15
T 5409	1	ladle	.15
1332	1	can opener	.25
	1	scrubbing brush	.15
	1	griddle swab	.10
	1	garbage swab, packed In bottom of tub (8)	.10
T 3681	1	cocoa pot-enamel-3 1/2 qts.	1.50
		Cocoa pot packs:	

2 prs	cooking gloves	.20
1	cook's apron	.25
4	marked dish towels (red border)	.40,
4	marked hand towels (blue border)	.40
1	Long roll of green cloth - 2o' x 4'. with thumb size poles, sewed in, for latrine cover (S) *	5.00
	The Baby (brown canvas duffle bag) painted patrol totem, containing:	
10	Ration Bags for Dry Rations (4)	
	Dry Rations (4-J)	
	Sugar, granulated*	
	Corn meal *	
	Grits (samp or hominy)*	
	Flour (whole wheat)*	
	Rice *	
	Cereal*	
	Beans (navy)*	
	Split peas *	
	Lima beans (dried)*	
	Mixed prunes, peaches, apricots (dried)*	
	Spaghetti *	
	Wet Rations	
	Beef *	
	Box codfish or bake*	
	Piece corned beef *	
	Piece salt pork-cured dry*	

- Soy is bean sauce-like Worcester Sauce.

Ration quantities will be provided by Junior (in conference with the Scoutmaster). Prices determined by local conditions,.

Asterisks indicate that the article may be omitted in drills, for the record.

The Outfit is designed to meet the needs of an over-night Trek or for longer periods - anywhere - in any climate - at any season. The Outfit as here given is standard but not official. The estimated cost, exclusive of rations, is about \$250.

S, J, 1, 2, etc., indicates the person or persons to whose trained care and handling the articles are specially entrusted. See also Pine Tree Work Chart.

NOTE: The Supply Department, B. S. A., will sell all articles listed in their catalogue at the lowest possible price, either by the piece or in quantity. Many articles are, however, best purchased locally. Some the Scouts will or must make for themselves.

GENERAL HINTS

THE CART.

Never leave the cart unprotected overnight. Grease wheels for every trek. Avoid hammering the thread of bolts and screws. Avoid strains.

TENTS.

Air and dry tents after each Trek. Hang them on a line for a day or two to prevent mildew, Wipe guys. Your job, REDS.

BLANKETS.

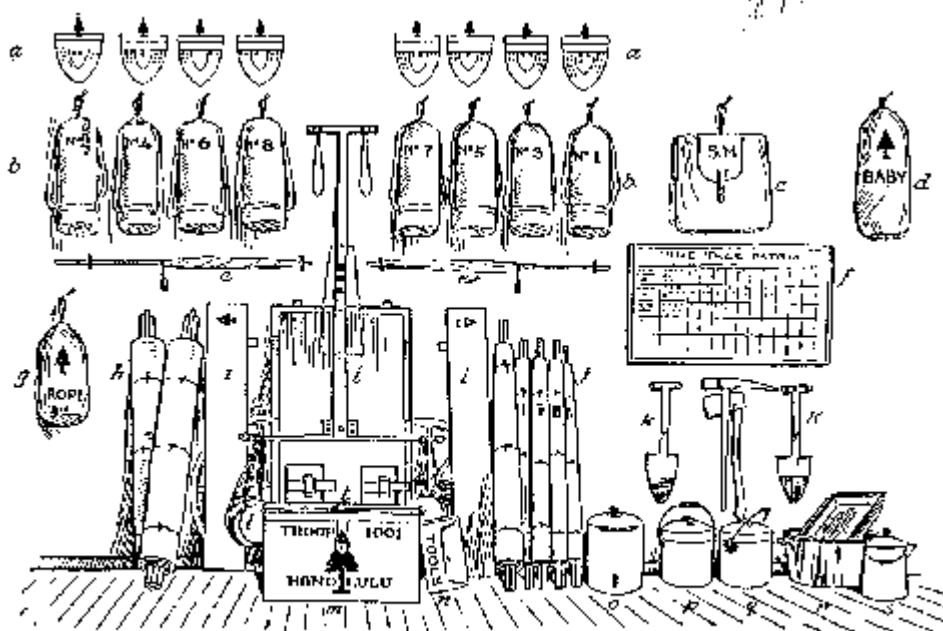
Sun and air daily in camp, when possible. Sun and air after Trek. Look out for moths! RED job, especially Senior.

DUFFLE BAGS.

Wash by scrubbing -plenty of soap and hot water. Must be clean. All hands.

PONCHOS.

Ponchos may be oiled with cotton-seed oil for preservation. Wipe off oil after applying. Air often. Patch with Ambroid.



The Pine Tree Outfit

COOKING GEAR.

Smear lightly with grease, when not in use, to prevent rust. Before use, heat hot and boil water in utensils, otherwise corners may harbor germs. Baker!

THE COFFERS. (Long boxes used to store tents and blankets.)

The outfit can be squeezed into a very small place if hung on a wall and kept at headquarters. The sketch shows an Ideal Pine Tree headquarters. It is supposed to be a wall in the meeting room. The outfit and the equipment are so arranged as to make a decorative pattern against the wall. This enables others to use the room and is quite ornamental besides. Wheels may be hoisted to stout hooks on the upper wall -but here they merely lean against it, behind the cart floor, or table top.

This is a sketch from "Life." The coffers can be Scout-made and will be found most useful in case outfit is to be shipped.

The two spades are really "entrenching tools," short and bandy and indispensable. They are on the market as Automobiling Spades, at about \$2.00 each. Paint one Blue, the other Red. The Pick-axe is also our sledgehammer; hold fast (in Spanish Windlass) anchor (in case we want one) and is on the market, as a "Geologists or Prospectors' Pick."

The handle may be one to two feet long.

COOK'S GLOVES: Alas! not popular. Useful, in rallies, to show the ideal of cleanliness to which we aspire.

COOK'S APRON: After Baker has disqualified the team once or twice for dirty uniform, he will welcome the apron, which is a sign of "pure food" and "clean food," and at Rallies most fetching, always causing applause.

SASH CORD: This is now very expensive. Any rope will do if of the right size. "Pencils and straws..... Macaroni and Spaghetti explain the sizes.

STAVES: Two sizes - 10 long and stout "Bologna" size, say 1-1/2 inches, for blankets and Scoutmaster's tent.

Eight five-foot staves-Banana size, or 1-1/4 inches.

Ash is the best - kiln dried.

"Yellow wood" and Service Berry (Shadbush) have been recommended.

Bamboo, if you like it.

All we require now are the men and boys to work the ship.

We know it will keep a Patrol happy, and well fed in the tropical desert, under torrential rains, and along the highway. It needs, however, to have housed and made "snug and comfy" a Patrol in Zero Weather. The author is assured that the Baker tent formation, with hay for bedding and plenty of wood for a night fire, will certainly do that. He waits the proof of it!

A full and complete camp for Eight Scouts and a Scoutmaster can be set up in practice by the Pine Tree System in ten minutes, including the storing of the personal equipment and the hoisting of the National I-Flag!

This means quick work and careful rehearsing. The system and the outfit so lessens the time required and the confusion natural to inexperience and ignorance, and adds so materially to the comfort, efficiency and safety of a campaign that it is believed Scoutmasters will be glad to introduce both wherever possible. For details set the Pine Tree Drills, Chapter 4.

THE PINE TREE TROOP

The typical Pine Tree System is worked out primarily with reference to the Patrol only, with the Patrol Leader ranking, directing and working with his seven fellow Scouts, one of whom will be delegated his assistant and second in command.

We must first study the Patrol system, taking it as the unit for all Pine Tree Work. But the same system is applicable to the half-troop (2 patrols), the three-quarter troop (3 patrols) or a full troop (4 patrols), including if desired four candidates on the waiting list. The leading leader (Senior) and the Leading Second (Junior) are detached from patrol duties and become troop Petty Officers when the Troop numbers over 24. See Troop formation.

HOW TO ACQUIRE THE OUTFIT

How does a Patrol acquire this outfit of limitless fascination and infinite possibilities? Well, there's more than one way to skin a cat.

(1) Sometimes a public spirited citizen has been known to give the outfit to a patrol.

(2) The Patrol may earn and buy the outfit by out and out purchase, piece by piece, or complete, at one fell swoop.

(3) The Patrol may purchase the outfit on the installment plan at the rate of 20% a year, from the above P.S.C.

No. 1 is delightful, like Christmas, but like Christmas, it doesn't often happen. Don't count on it anyway. Besides it's fun to do it yourself.

No. 2 is a safe and sane plan, but it is rare to find a patrol with the required earning capacity.

No. 3 is the commonest method. By it the Patrol pledges itself to earn 20% of the cost of the Outfit every year. If it doesn't keep up its payments it loses the cart.

Local Councils may, occasionally be willing to offer a cart for purchase. Individuals may also be found who have sufficient faith in Scouts' honor, to offer the outfit for purchase on the installment plan.

Several "show" carts are in existence which are loaned out for a moderate sum, the object being to familiarize Scouts with the various pieces of the Outfit, their use, quality, etc., as well as to stimulate them to band together and earn the money for one of their own.

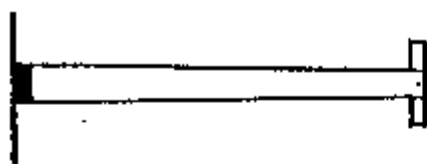
Each payment is marked on the pole, as is every due payment (namely 20% annually). Two payments due and not paid (one year and three months' use without payment) are equivalent to foreclosure on the mortgage. In this case the Outfit must be promptly returned to the person who offered it, to be sold or reassigned, but (it is hoped and believed) this will never happen anywhere. Scout Honor and Scout Thrift are to be counted on.

Naturally no Outfit should be offered an untested patrol nor to one with less than 50% First Class Scout membership. The author believes that the Pine Tree System of "International Scout Games" will appeal only to tried and faithful Scouts. (If some British or South American Troop challenges us, the Pine Tree Work is "International." This is a chicken in the egg, as yet.) Those who cannot be sure of themselves or their patrol had better leave the Pine Tree to others.

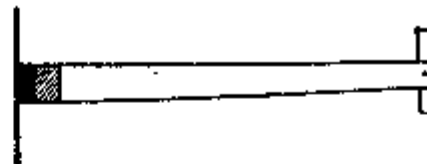
The system of markings outlined in the following paragraphs is the outward and visible sign of Stout Trustworthiness and Scout Thrift. It is to be hoped that this sign will serve as an additional incentive to keep Scouts hustling for the price of the Cart and the Outfit.

MARKINGS:

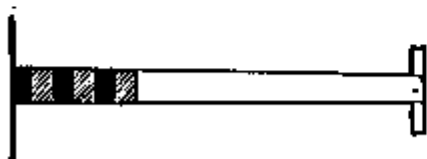
The Cart is, issued painted Khaki Color. When bought and paid for by the patrol, and not till then, it can be painted Patrol colors. To show the status of the cart each due payment (20% annually) is indicated by a ring of black paint on the base of the pole, next to the cart floor, one inch wide. A payment is shown by a red ring. See cuts 1, 2 and 3. The Cart is in "Good standing" (ready to be used in a record test) only when the marks are properly painted.



No. 1—One Payment



No. 2—Two Payments



No. 3—6 Payments



No. 4—Paid in Full

Alternating black and red rings indicate "Good standing."

All red rings indicate "Superior standing," that is payments made before due date of payment, first payment in cash.

A purchase outright, complete, or piece by piece, when complete, is painted With 20 inches of red, from base of pole, the whole cart being ready for the patrol colors. See No. 4.

CONSERVATION AND MAINTENANCE OF OUTFIT.

The Outfit, to be in good standing, must be in first class condition.

Tools must be sharp and bright, blankets clean and free from moths, tents in good order and with no sign of mildew. No rust or filth must intrude in any part of the cooking gear, or diggers. Linen and

duffle bags must be clean and in good condition. Ropes and rope ends must be whipped and ready for instant use.

The "bright and shining," the well aired purity of an orderly household is the standard.

Inspections should be frequent. The Pine Tree Scout should realize that an unpatched moth hole, a rust stain or any other blemish disqualifies the patrol for a trophy record. It just has to be perfect! Moreover, every Pine Tree Scout should realize that the-whole Pine Tree idea stands for thorough, clean cut work, well done "pon honor" whether it shows or not.

The Senior is responsible for the up-keep of the patrol outfit, and the honor of its standing.

The outfit is to be kept in the pink of condition ready for instant use at any time. If this seems too much like work to any boy, let him seek refuge under some other Tree than the Pine.

CHAPTER IV

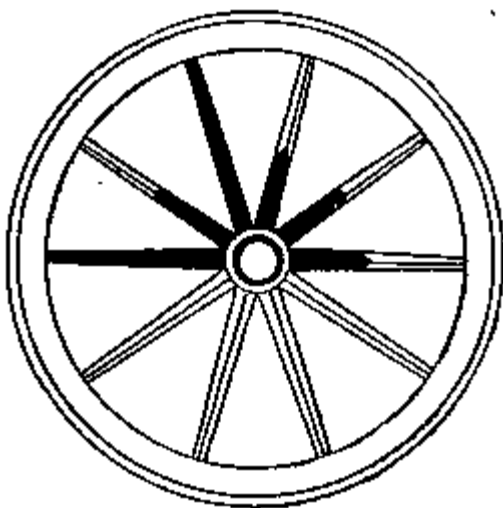
THE PINE TREE DRILLS

The Pine Tree System, as has already been stated, consists of a series of games, pursued in the spirit and with the zest of games, but games which get somewhere and mean something, games which are character builders.

RECORD REQUIREMENTS

Any patrol may play at them informally for what fun and scout training there is in them, one team pitted against another, with incomplete outfit and equipment, but patrols wishing to establish a national (or international) record must conform as follows:

1. 50% of patrol must be First Class Scouts.
2. All 8 contestants must be in good standing.
3. The cart must be in good standing (i.e., no payment overdue) and owned (or being paid for) by competing patrol.
4. Equipment must be complete and in good order.
5. Outfit must be complete and in good order.
6. Scoutmaster and witnesses must be present at competition.
7. Scoutmaster must sign affidavit (P. 28) before the test, and after.
8. Work must be absolutely "ship-shape."
9. The patrol must be a bonafide patrol, not a team picked for the occasion, by transfer from other patrols.



RECORDS

Records will be published in "Boy's Life."

The winning of a Letter Drill record entitles the Patrol to a scarlet spoke on the right wheel, with year in white figures. See accompanying cut.

The winning of a number Drill entitles the patrol to a scarlet half spoke. See cut.

Winners of "Complete Pine Tree Patrol Camp" may paint both wheels red, but red must be painted out if the championship is lost.

Note: It may be years before we hear of a Pine Tree Record, nevertheless, when we do get one, it will mean something.

These records, formally and punctiliously kept, will be as interesting as those of football and other athletic contests and tend to standardize Scout activities.

The outfit and equipment is subject to variation, on the principle of the "survival of the fittest." The "best ever" is what we are looking for. Suggestions in order.

SCOUTMASTER'S AFFIDAVIT

Should a patrol (troop) qualify for a national Try-for-the-Record, the Scoutmaster must, on his honor, affirm that all the outfit and equipment was present in the Cart or on the competing SCOUTS, in good order.

A witness (Troop Committeeman or other responsible person) must sign the affidavit, at the time of the trial.

Here is the form:

I, John Doe, Scoutmaster in good standing of Troop 20, Aurelia, New York, Certificate NO. 11224, do solemnly affirm that the Patrol Outfit and Equipment of the Eagle Patrol, Troop 20, Aurelia, was to the best of my knowledge and belief complete in every detail and in good standing at the. time and during the trial for Drill -No. A, for the Pine Tree Record, held this second day of June, 1918, at Aurelia, N. Y.

Witness..... Signed.....

2. Time Keepers.....Signed

LETTER DRILLS

DRILL A

The outfit and equipment being displayed "At the Hub" as in Diagram on P. 34:

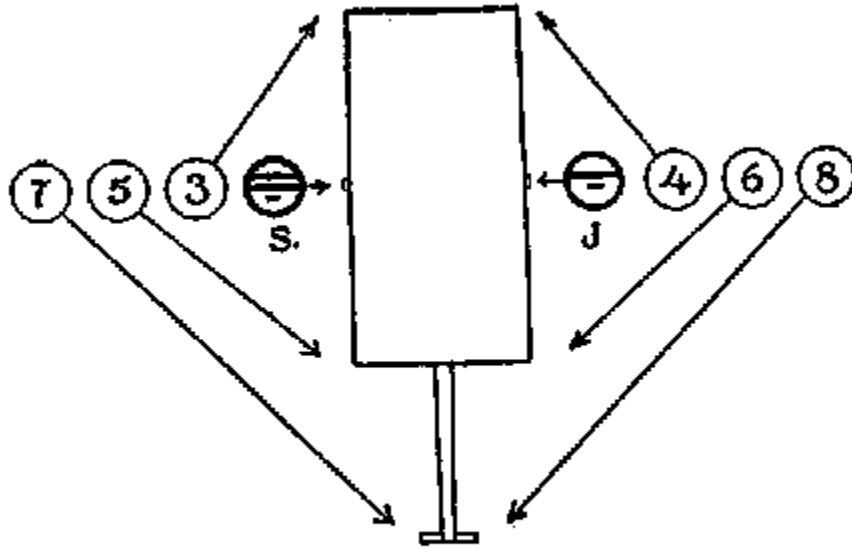
The Patrol at the places indicated, Reds to right, Blues to left of the Cart, each Scout opposite his allotment or station gear, the line dressed on No. 7, and at Attention:-

TO PACK THE CART:

Command:-PACK THE CART-Ho! (Ho! is West Point for March.)

1 and 2 slide the WANGAN into place at (b) and place pipes at (c).

I.



"At the Hub" Drill A

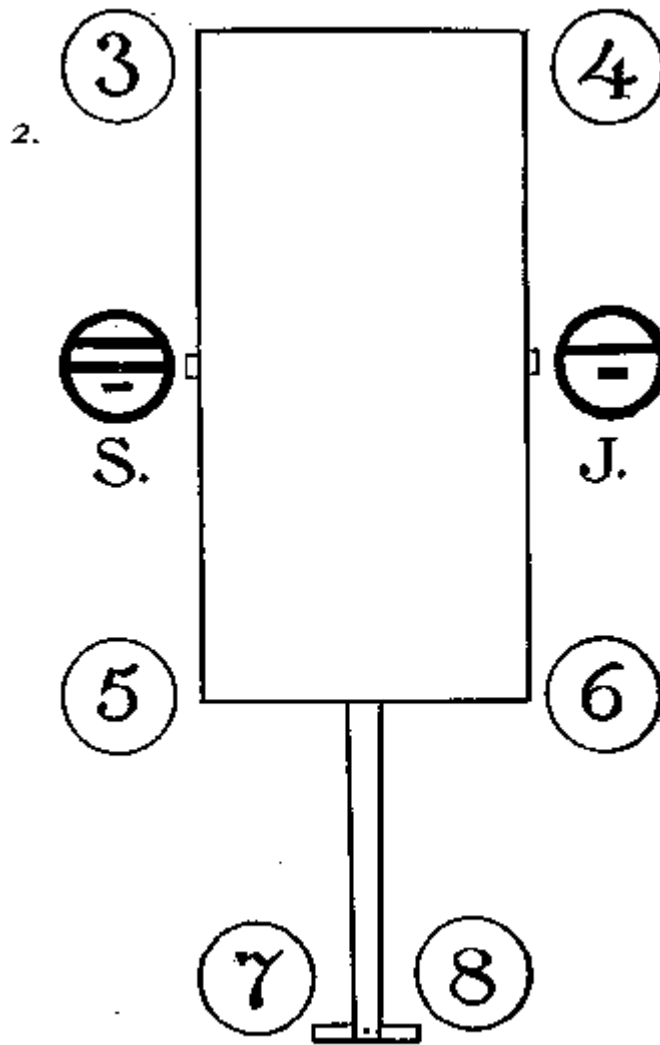
7 and 8 run to the pole.

7 snaps on the hitching Rope at (a) and runs out the end straight-away to avoid a tangle.

1 and 2 slide the WANGAN into place at (b) and place pipes at (c) and (d).

8 at a sign from 1, tips the cart level, 4 lifts the TUB-NEST (6 assisting) to (e).

6 lifts in and places the WATERJAR at (f), 4 assisting. 3 falls back.



"On the Cart" Drill A

5 lifts the RED BUCKET and RED SPADE to (g).

6 lifts the BLUE BUCKET and BLUE SPADE to (h).

NOTE. In drill practise the diagram should be carefully studied at this stage to avoid a jam.

3 and 5 pass up I and II tents, to 2, who places them in the space (dh), heavy ends to the rear.

3 and 5 pass up III and IV tents to 1, who places them in the space (cg), heavy ends to the rear.

4 places the folded Manta over the TUB-NEST.

7 places the tool-case and rope at (i) on top or between the buckets.

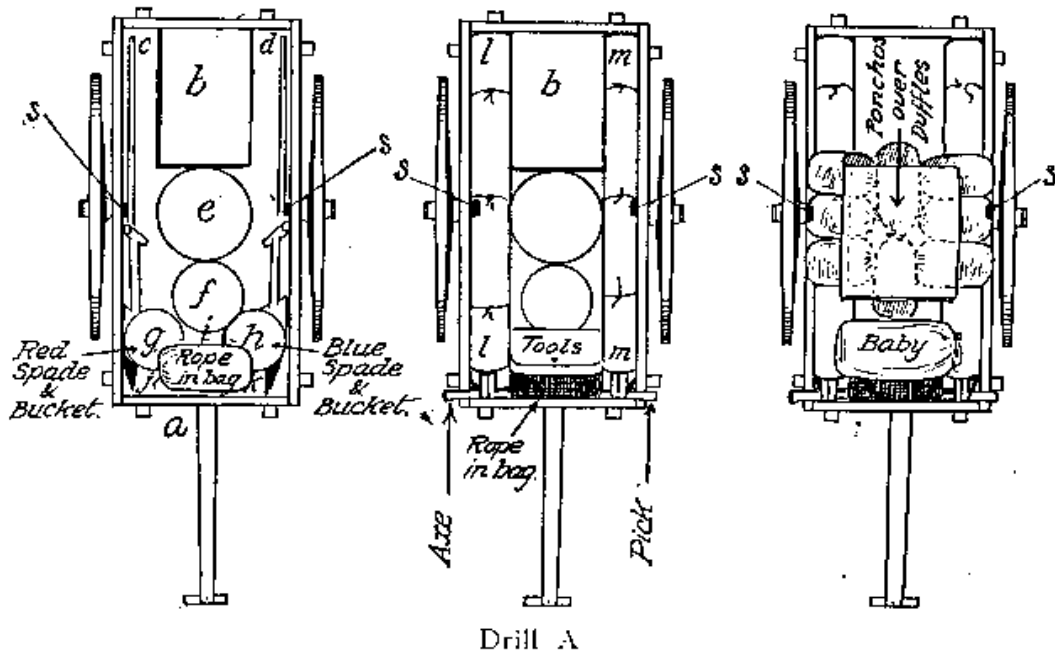
8 places the AXE and PICK in the space at (j) and (k) and stands by, with the BABY.

4 and 6, 3 and 5 lift the blankets, (rolled tightly on the staves, and tied in three places with red and blue sash cord) and place them at (ll) and (mm) against the stanchions: (s in diagram.).

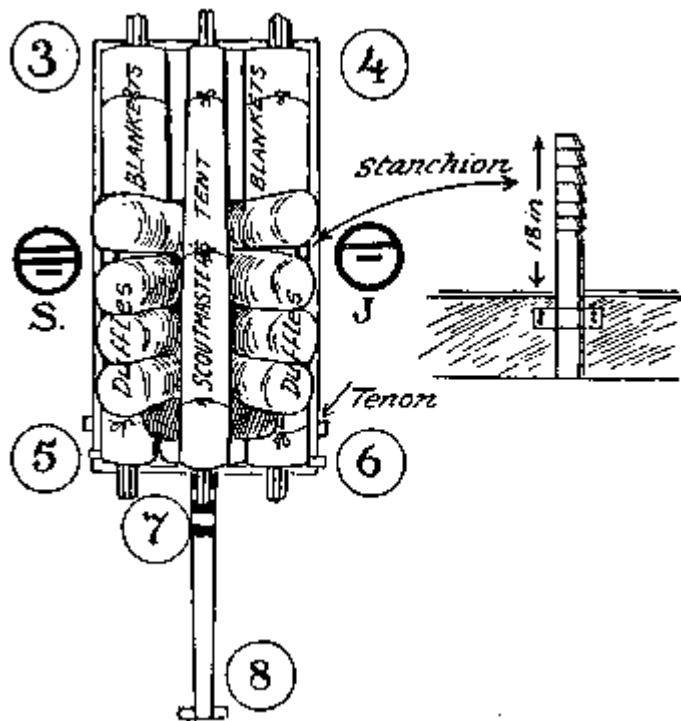
8 places the BABY at (gih).

ALL HANDS FALL BACK TO THE EQUIPMENT, 7 taking charge of 8's property, while 8 steadies Cart.

EACH SCOUT now takes up his own DUFFLE, PONCHO, CANTEEN and MESS KIT, packing the same himself as in the diagram.



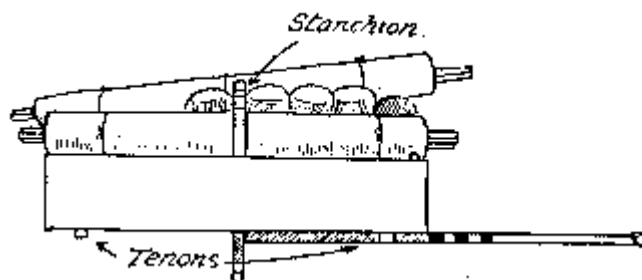
NOTE: The securely tied ends of the Duffle Bags are pointed downward, and all are arranged in two rows, with the ponchos, mess kits and other equipment piled in the middle.
 SENIOR places the Scoutmaster's Ruck-sack on the Wangan.



Drill A

5 hands up the **Scoutmaster's tent**, which is placed in the exact centre of the pack, ends protruding fore and aft.

NOTE: This steadies the whole load and must be done with the greatest precision. This tent is rolled on 2 metre staves and tied with green tape. Longer than the cart, it must protrude evenly, as in the diagram.



4, 5, 6 and 3 fall back to the PAULIN and each grabs a corner grommet. 4 and 5 run toward the cart inside of 6 and 3, who duck under, thus reversing the PAULIN so as to bring the wet or dirty side up. and all hands assist in adjusting the same over the load, middle seam of the PAULIN in line with the Scoutmaster's tent. 1 and 2, at the Hubs of the Cart, tuck the Paulin down between the blankets and the stanchions and the patrol is ready to throw the **CRISS-CROSS** hitch (b).

NOTE: Under the cart, near the four corners, protrude the "Tenons" of the side boards or bench boards, grooved to take the hitching rope. The side stanchions are also grooved to hold a twist of the rope.

From 7 at the pole, the hitching rope passes to the forward end of the Scoutmaster's tent, the staves on which it is rolled sticking out about six inches under the end of the Paulin. 7 takes two turns of the rope around the staves, binding the Paulin, and being careful not to disturb the tent in its position at the dead centre of the load. The rope now passes to 6, who guides it under the left-forward Tenon, **WITHOUT STRAIN**, and nods to 1, who pulls taut and passes the rope around the stanchion over the right hub, at a notch in the stanchion. The rope now passes to 4 at the Left-rear Tenon, who passes the same around the Tenon, and over the rear end of the blanket roll, under the Paulin, as before, and passes the rope to 3, who in his turn passes the rope under the Right-rear Tenon. 2 takes a turn around the left-side stanchion, passes to 5 at the right-forward Tenon, who passes to 7, who completes the hitch by three turns around the Scoutmaster's tent staves, through the Paulin, and ties a slippery or running hitch, under the pole.

All jump to the hub and come to attention, at stations.

Time!

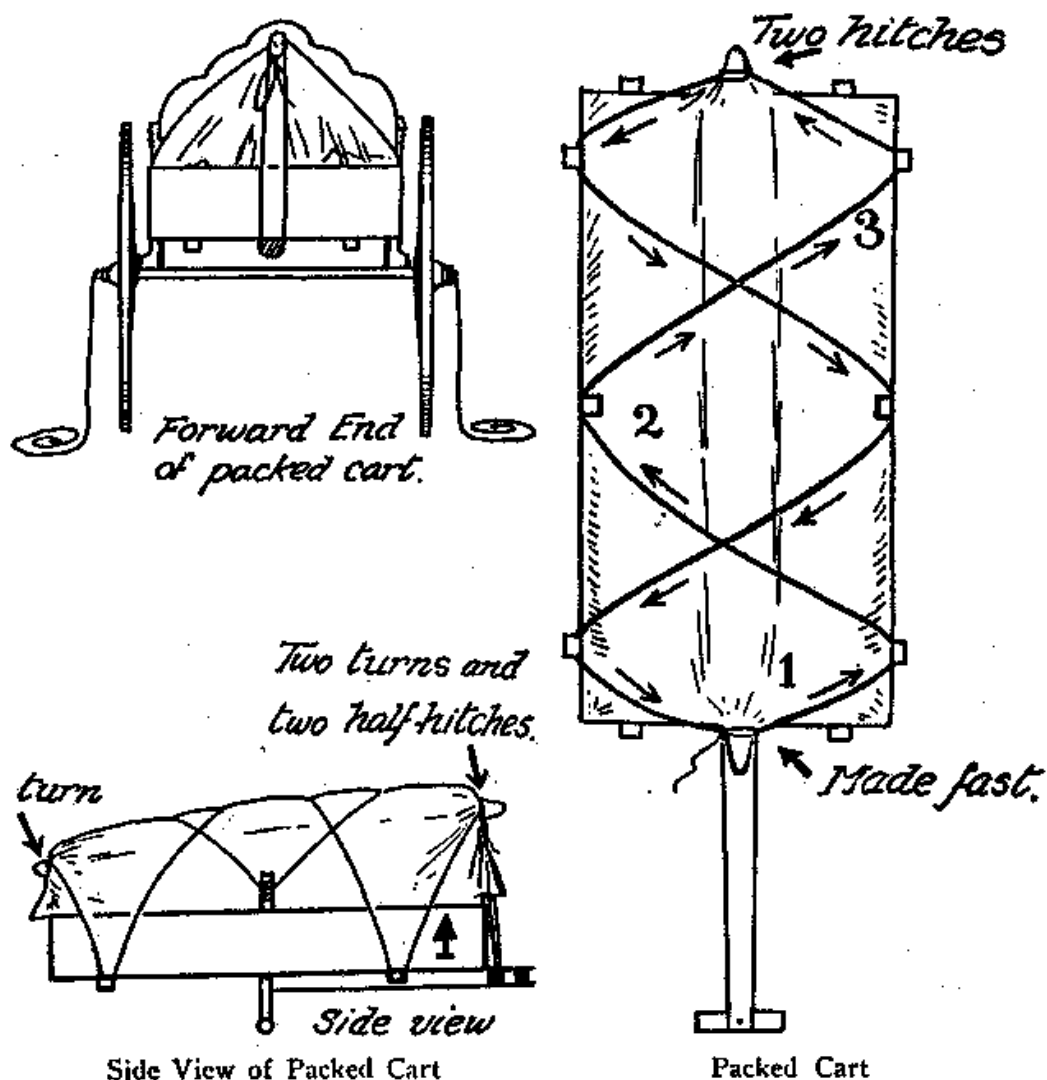
Done in two minutes, 30 seconds - Headquarters Patrol, under the "movie camera," 1917.

Three minutes (with incomplete outfit)- Boston, 1916.

NOTE: The Wangan slides into place, and 8 can greatly assist by tipping the cart forward at the right instant.

This method of packing avoids injury from chafing and will stand any fair amount of shaking up. It automatically counts equipment, very necessary in the dark or deep grass.

The crisscross hitch works taut, slack being taken up by 7, from time to time as the load settles down.



DRILL B

The cart being packed with the Pine Tree Outfit and tied down under the Paulin with the crisscross hitch, and the Patrol at the Hub, at ATTENTION.

TO UNPACK THE CART:

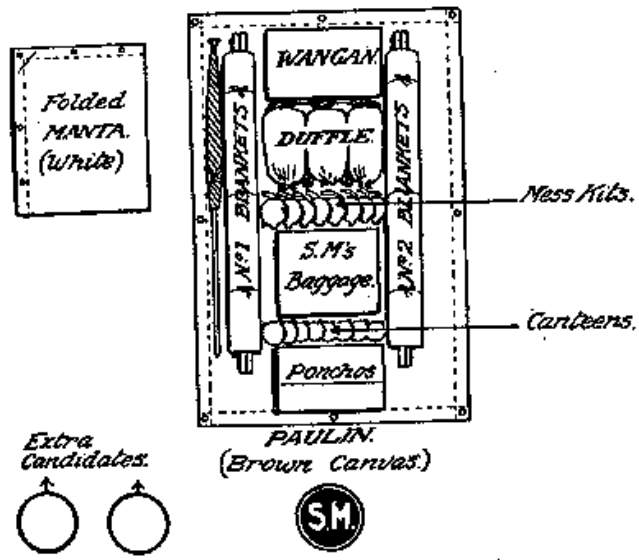
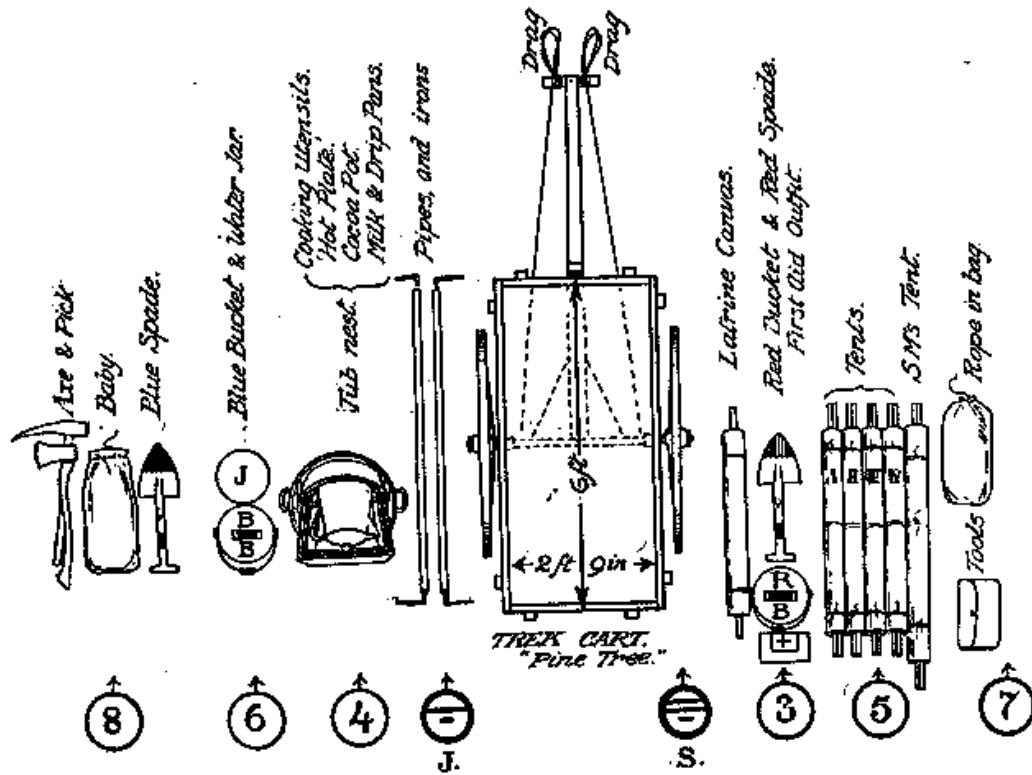
Command-UNPACK THE CART--HO!

7 and 8 run to the pole, tip the cart level and steady it.

07 unsnaps or unties the standing part and the end of the hitching rope, while 1, 2, 3, 4, 5 and 6 running to their positions as given in diagram 2, page 29, cast off the rope free of the Paulin. 7 gathers it up, and as soon as he is free, coils it and stews it, in the ROPE BAG. . 1 and 2 pull the Paulin free of the stanchions ('Ware tearing!') and jump back to allow 5 and 6, who grasp a corner grommet, to pass inside of 3 and 4, who drop on one knee to let them pass, thus reversing the Paulin wet or dirty side down. The Paulin is spread one yard to the rear of the cart.

1 and 2 step up to the wheels and begin passing out the equipment and outfit.

7 takes the Scoutmaster's tent, placing it 3 yards to the right of the Right wheel, the line of it parallel to the sides of the cart, the small end to the rear and opposite the HUB.



Patrol and Outfit Assembled at the Hub

Duffles, Canteens and Mess kits are piled free of the cart on Paulin, out of the way. Manta folded to left of Paulin.

3 and 5, 4 and 6, shoulder the Blanket Rolls and place them as in the diagram, edges under (in case of rain).

1 and 2 pull out the tents, leaning them against the cart, ready to be stacked alongside the Scoutmaster's tent by returning 3 and 5. Tents being placed, 3 and 5 return to the cart. 1 and 2 place ponchos and Ruck-sack.

7 and 8, taking turns in steadying the cart, place their allotments -- ROPE and TOOLS, AXE, PICK AXE and BABY.

6 lifts out the WATER-JAR and then, with 5, lifts out the BLUE and RED BUCKETS, and the Blue and Red Spades. They place the same.

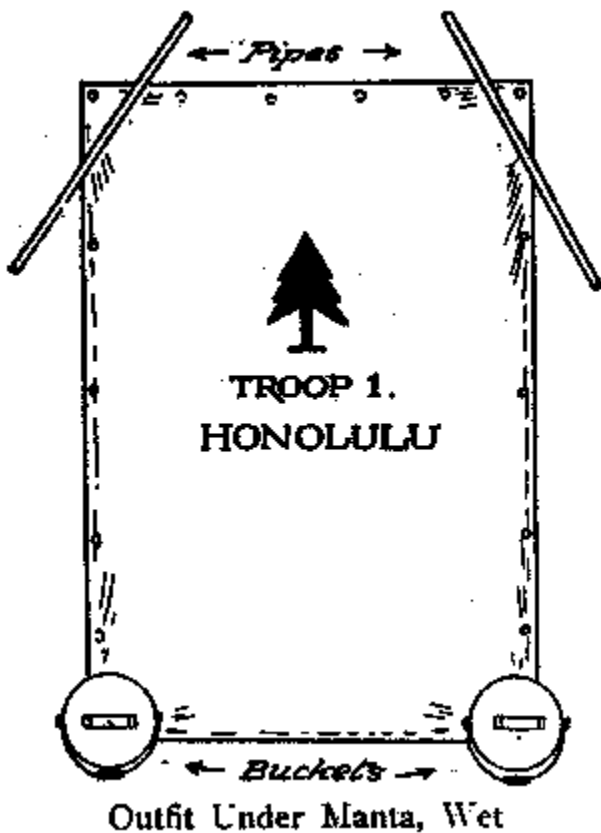
4 lifts the TUB-NEST and places the same. (If he is a small boy, 6 lends a hand.) 6 and 5 pass and place PIPES. 1 and 2 slide the WANGAN over the rear boards, placing it on the forward end of the Paulin.

ALL HANDS now pile the DUFFLES, CANTEENS and MESS KITS.

The MANTA, folded, goes on the ground to left of the Baggage.

(Note: In the REAL THING, when camping, it goes over the Baggage in case of rain.)

If Flags are carried (optional) they must be handled by 1 or 5, and are packed along-side the Scoutmaster's tent. They must never touch the ground!



The Latrine canvas, tightly rolled on its staves, is considered an extra pipe, and is handled by 1. It may be omitted in record drills.

Sawdust may be used instead of rations for record drills and beef, pork and cod may be represented by packages; liquids by water.

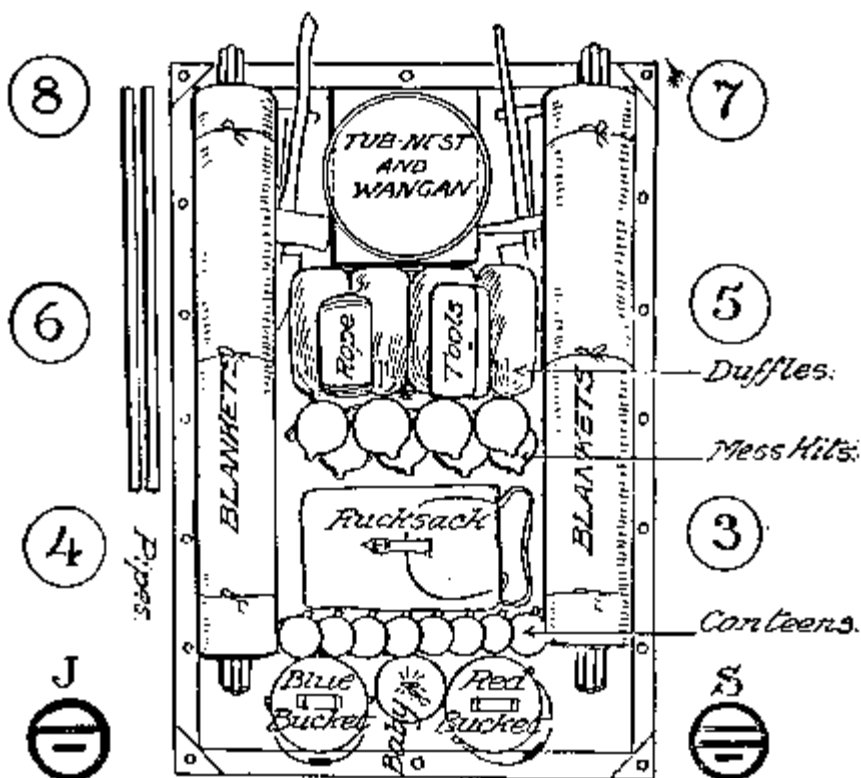
No other substitutes are allowed for a record drill.

Water jar must contain 5 gallons of good water.

TIME is taken when the patrol has come to attention at the Hub.

1 Minute, 4 seconds, Boston (informally)- October 5th, 1917.

1 Minute flat, Headquarters Patrol, (under the camera for the Moving picture - "Knights of the Square Table"-- March, 1917.



Outfit Assembled on Paulin, Fair Weather

DRILL C

The Outfit being assembled on the hub:

To set up kitchen.

Command - FORM KITCHEN, FORWARD - HO!

The Junior and his Blues step up smartly, lift the gear allotted to each.

2 lifts the pipes.

4 lifts the Tub-Nest.

6 lifts the water-jar and blue bucket.

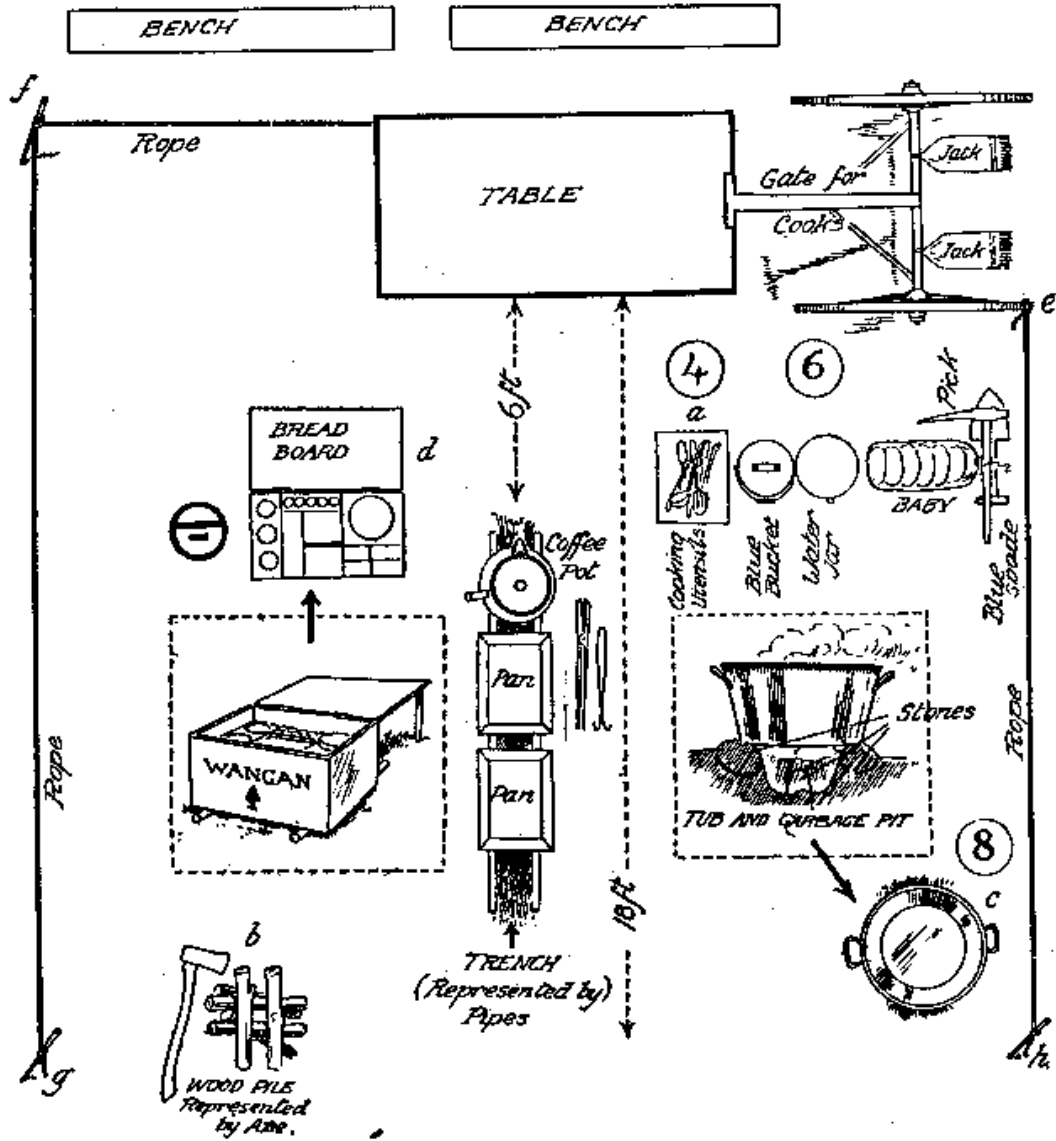
8 lifts the BABY, the PICK and the BLUE SPADE.

At a nod from the Junior, all march from three to six paces forward and ground the blue gear.

The cook trench is now marked by the two range pipes, which by means of the bent iron rods or RANGE IRONS (see page 37) are set tip on the ground.

NOTE: In the Drill known as Drill G (Campaign Pine Tree Patrol Camp) the cook-trench is now dug by 2 and 4, but may be omitted in Drill C.

4 sets two pans and the hot plate on the range with the COCOA POT at the rear end, and arranges his cooking utensils in the third pan, at (a.). In our frontispiece the utensils are on a square of oil cloth. They should be in the extra pan.



To Set up Kitchen. Drill C

Waterboy takes the BLUE wash basin, fills it with water, and stands by while 4 washes his hands, handing him a towel (red border for hand towels) and then proceeds to arrange a towel Jack on the cart when this is down to the Table and Chariot, on the wheel of the cart if it is not.

(See TABLE and CHARIOT.)

8 displays on the empty BABY all the dry rations in their several bags, then takes the AXE to (b), simulating a wood pile; the Tub to (c), where he stands, SIMULATING the garbage department, MOP in hand.

While 4 is tying on his cook's apron and head-gear as behooves a clean cook,

1 and 2 bring down and ground the WANGAN at (d), 1 taking from it the record book or anything else he needs, and retiring.

2 unpacks and displays the most characteristic things in the WANAGAN: Salt, pepper, baking powder, grease can and so on, using the turn-back cover, supported on two stakes of the proper length always carried in the

All take their posts as in diagram and come to attention.

TIME:

3 minutes - New York, Troop No. 135,- February, 1917 - Eagles.

1 minute, 30 seconds - Headquarters Patrol - (informally).

50 seconds - Honolulu 9th Troop, four Patrols - no Wangans or Babies.

NOTE: In complete camp, an elaboration of four drills, the kitchen must be roped off. TABLE being up, and CHARIOT hauled to left of table, 6 and 8 drive stakes at (f), (g), and (h), stretching the LIFE LINE, left ready by 7, around the kitchen, making a gate of the Pole.

This is omitted in drill C, which may be done when the cart is up.

As a PRINCIPLE OF CAMP SANITATION, the Garbage Pit, the Hot water tub, the dish mop and the towel rack or jack-are all vital for Scouts in practice. These things are quite as important as marching!

In actual cooking practice Junior is CHEF, 4 is second cook, 6 is the Drawer of Water and 8 the Hewer of Wood and general Pick Up or "White Wings." ALL HANDS to GATHER WOOD, is the very first command issued, usually, and the whole Patrol answers it, bringing in good, dry stuff, and piling it, uncut, in the space marked (b). The Whole Patrol may also be summoned, at the request of the Culinary department, with the order "ALL HANDS TO HELP THE COOKS," to wash, peel, scrape or cut up vegetables. Only in this way can the cooking of three meals a day be done in the Minimum Time. Without a rigid system, AGAINST TIME, and precise methods, diligently practiced, the Patrol or the Troop must spend most of the day in preparing meals or frankly, go the old, bad Scouting way of hiring a cook.

DRILL CC**TO ASSEMBLE KITCHEN.**

Command - ASSEMBLE KITCHEN - HO!

4 gathers up his gear and packs tub brought in by 8, (apron and gloves, into Cocoa Pot).

8 packs the Baby, and assembles Blue Diggers.

2 and 1 (in some drills 2 and 4) pack the WANGAN.

6 gathers the fence rope and jacks, basins and Water gear.

If the Cart is up, command - BLUE GEAR ON THE HUB! HO!

When the Blues are at their posts --

TIME I

DRILL D**TENT PITCHING**

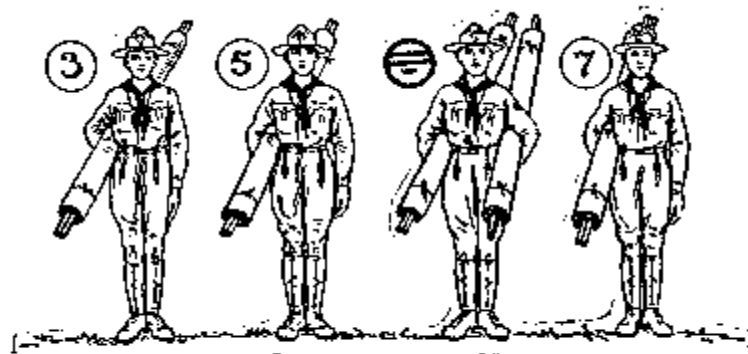
NOTE: For quick packing and pitching, tents, buckled, are rolled on a couple of staves, five feet for the Scout tents and 2 metres (6 ft. 4 inches) for Scoutmaster's tent. Tents are rolled with the ground cloth (buckled) outwards to prevent soiling and must be rolled tightly and tied hard with square knots, in three places.

When rolled, one end is heavier than the other owing to the flaps, put the spike bag in the light or thin end -under the tie cord. This prevents the spike bag's escaping and balances the tent roll.

The guy rope must be threaded or rove through the peak grommets and knotted in place, leaving equal lengths at each end.

The 6 spikes (8 inch bridge nails) are put into canvas bags, 1 1/2 f t. by 8 inches, the ends left open. The bags are marked 1, 2, 3, 4, and S.M. (P. 14. For "5" read "S. M.").

Provide 15 pieces of sash cord to tie the tents with when rolled up. Whip the cords for No. 1 tent with red twine. Whip middle of cords for tent 2 with red, using blue for tents 3 and 4, green for Scoutmaster's tent. The tents, rolled, being at the Hub, and the REDS at attention --



(a) "TAKE TENTS!"

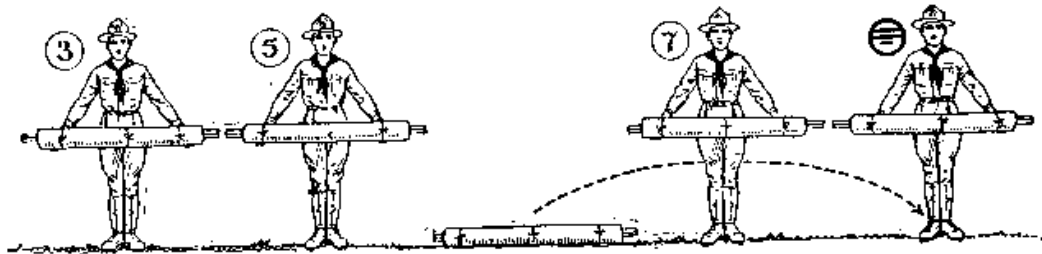
Drill D

TO PITCH TENTS.

Command - Pitch TENTS - HO!

Senior commands TAKE TENTS!

Senior takes SM-tent and 4-tent, Scribe takes 1-tent, Lighter takes 2-tent, Handyman takes 3-tent, and hold the same at the balance.



(b) "SCRUM TENTS!"

Drill D

Senior commands -- FOLLOW ME!

The REDS fall in behind the Senior, in order, and march in single-file to the camp site selected and cleared.

Senior commands - SCRUM TENTS!



(c) "GROUND TENTS!"

Drill D

Tents are brought to the "Scrum" and the line is dressed, staves in the tent rolls butt to butt, just touching.

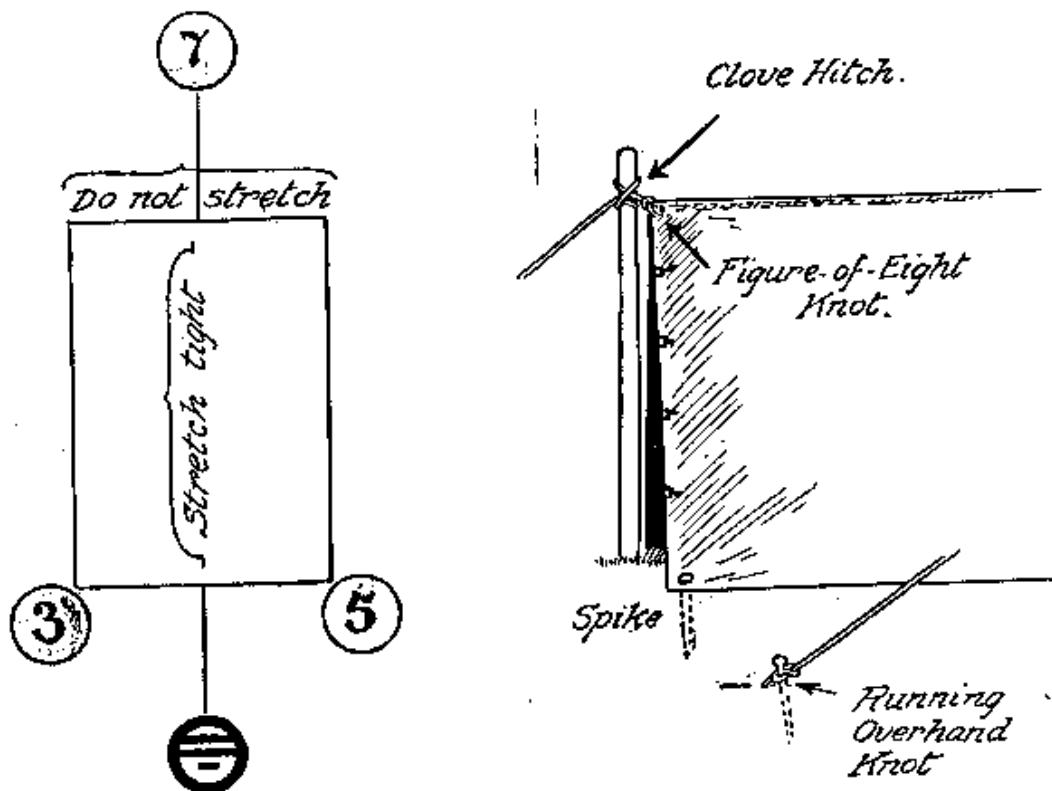
Senior places SM - Tent on the ground, passes to the left flank, dresses the line and commands -- GROUND TENTS! (c)

NOTE: At Rallies and in COMPLETE CAMP this line had better be marked with green twine.

(In actual campaigning ALL HANDS TO CUT GRASS or ALL HANDS TO GATHER WOOD or ALL HANDS TO HELP THE COOKS can intervene here, as the Pine Tree Tents go up in less than a minute each.)

Senior commands PITCH SCOUTMASTER'S TENT! The Reds surround the SM-tent as in the diagram, P. 41.

Senior commands UNTIE TENT! 5 and 3 untie the cords. UNROLL and PEG TENT! 7 unrolls the tent to the rear, freeing the spike bag. As soon as the Spikes are free, 7 tosses spikes to 3 and 5, who peg down, with careful blows of their hip-axes, the forward left and right corners of the tent. (In actual campaigning the tents so pegged may now be left thus until browse, hay or other bedding is collected. In drill D this is omitted.) 7 tosses Senior a spike and a staff.



3 and 5 peg down the rear corners of the tent, while Senior and 7 tie the clove hitches to the staves. 3 sets up the forward staff, 5 the rear staff, while Senior aligns the forward guy with the rear guy. At the command GUYS PEG! Senior and 7 peg the guys down, using a running half hitch.

3 puts the spike bag over the end of the forward staff, tying it, lettered side forward, with the three Tent cords.

TIME: (42 seconds, Boston, Nov., 1917) for one tent.

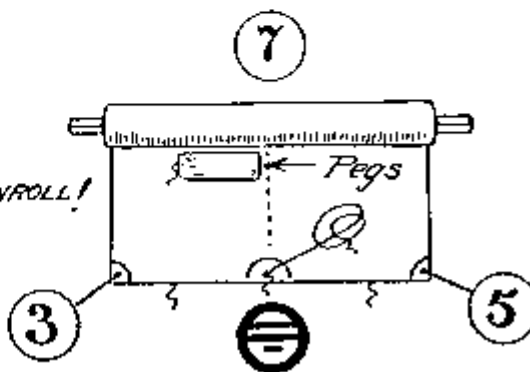
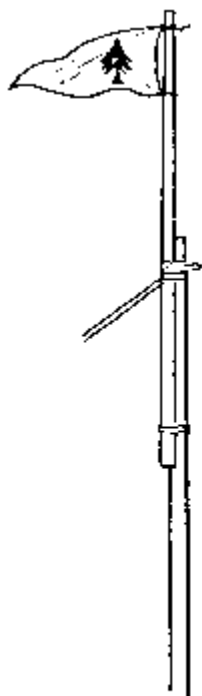
To continue Drill D

Command -PITCH TENT 2! HO!

The Senior dresses the line of the tents on the Scoutmaster's Tent, pitching in turn 2-tent, 1-tent, 3-tent and 4-tent.

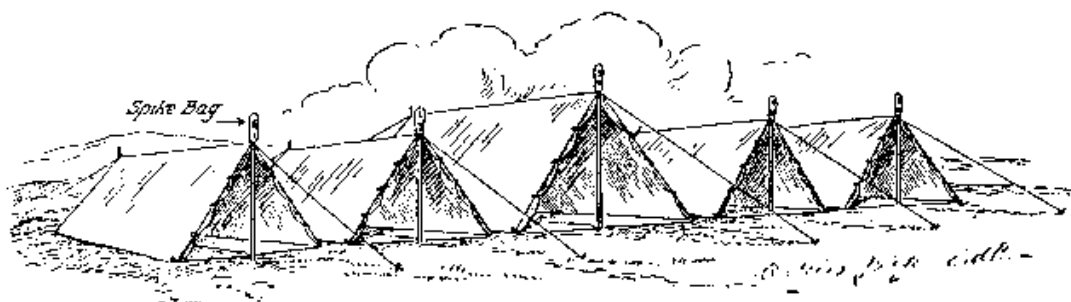
The tents being pitched evenly and neatly, all the Reds stand at attention.

Time: Boston, 4 minutes, 18 seconds, November, 1917.



As used in Troop Rally Camp

Note: The technique of pitching the Pine Tree Tents is a matter of practice, adjustment of ridge-ropes, etc., and takes a lot of drill. Keep at it!



Drill D — Complete

DRILL DD

TO STRIKE TENTS.

Command - STRIKE TENTS - HO!

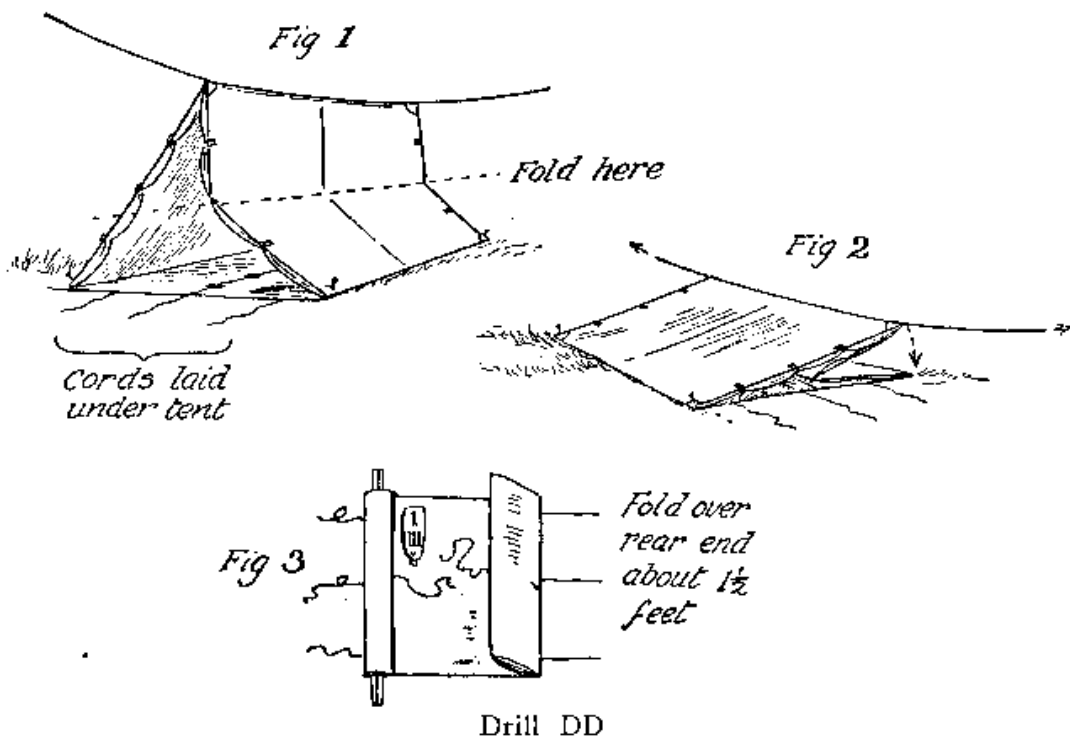
All tents are grounded by pulling up the guy-pegs.

Beginning with 1-tent, (Fold; place staves, peg-bag, guys-)

Reverse Drill D, rolling tight.

When all tents are rolled with the proper cords (this identifies tent), Senior commands ASSEMBLE TENTS! AT THE HUB! (Reversing Drill D.)

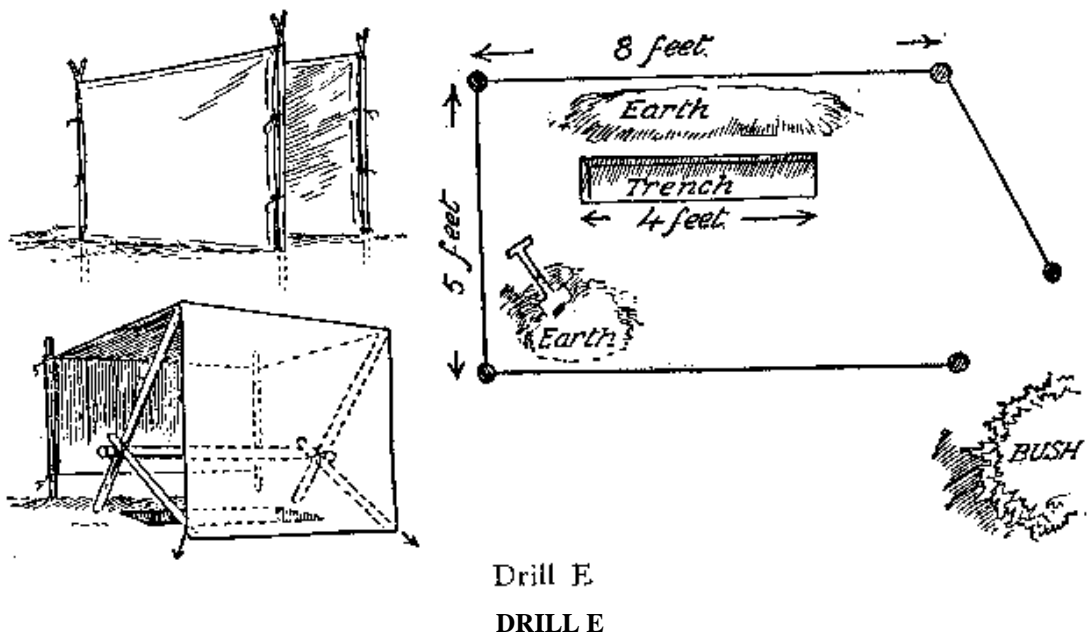
TENTS are piled as on p. 34.



Note: In drills where the duffel is "Stowed" in the tents, the duffel is first piled on the PAULIN, as in drill AA, before striking tents.

In drills where the beds are laid, blankets are rolled on the Manta, and placed, rolled and tied, on the Paulin, as usual.

TIME for Tent Striking is taken when the last tent is rolled, and tied.



CAMP SANITATION.

Complete camp being formed, in the field, in actual practise, the Reds fall in under the SCOUTMASTER, or the highest acting officer in camp, and march with canvas, poles, Red Spade, Pick-Axe, axe and paper to the spot chosen by Scoutmaster and Senior for the camp latrine.

This should be away down wind, away from camp or water courses.

Poles may be carried or cut as the case may warrant. The trench is 4ft. long, 1 ft. wide and 2 ft. deep. Allow 6 inches (length) per day per Scout. The Latrine Canvas is arranged all ready to go up by those not occupied in digging. Each may dig a foot length, beginning with the highest officer. The red Spade is left alongside.

DRILL EE

Scouts leave the plain duty, of leaving no sign and are expected to fill and re-sod all trenches dug.

DRILL F

TO PITCH PINE TREE PATROL CAMP.

Cart packed, Patrol at the Hub.

Command -- PATROL PITCH CAMP, HO!

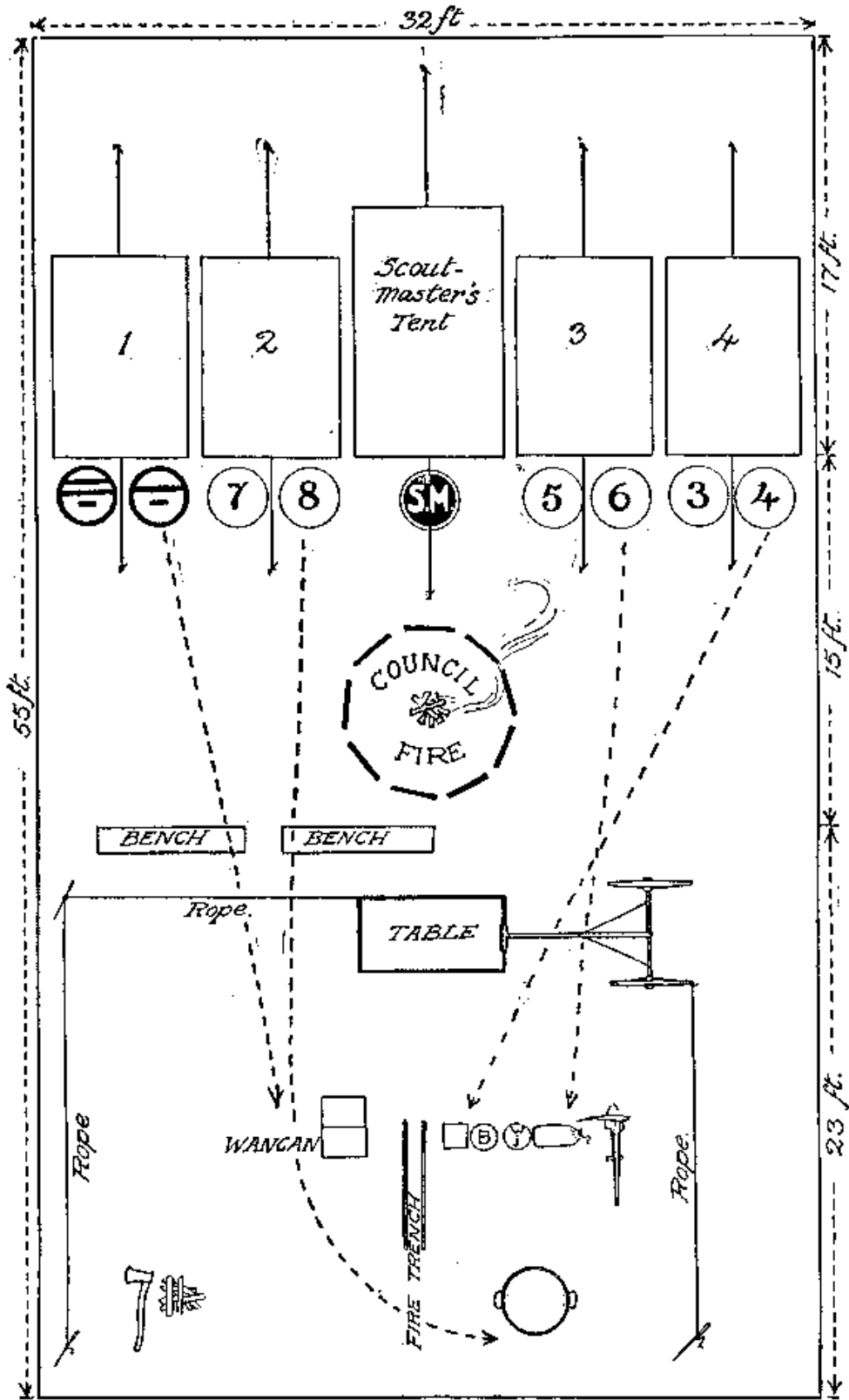
Drill A is carried out to the finish.

Then, by the BLUES, Drill C, immediately followed by Drills 1 and 2. At the same time the Reds carry out Drill D, followed by Drills 3 and 4. All come to attention: REDS at the forward guys of the Scout tents, Blues at their posts on the cooking gear.

TIME! Unless this all takes place well under nine minutes SOMETHING IS WRONG WITH THE PATROL!

Note: "Free" Scouts are not allowed to meddle with other Scouts' work. The strength of a patrol is measured by the work of its slowest member.

For distances see the illustrations.



Drill F

DRILL FF

TO STRIKE PINE TREE PATROL CAMP.
(SEE DRILL DD.)

DRILL G

TO PITCH CAMPAIGN PINE TREE PATROL CAMP.
As above but with the trenches (cook and garbage) properly dug, fires lighted and the water brought to a boil in the POT, TUB and One pan.
POT holds three quarts, pan two quarts, tub ten quarts.

DRILL GG

TO STRIKE PINE TREE CAMPAIGN CAMP.
(SEE DRILL DD.)
6 extinguishes fires, 8 picks tip last "sign."

DRILL H

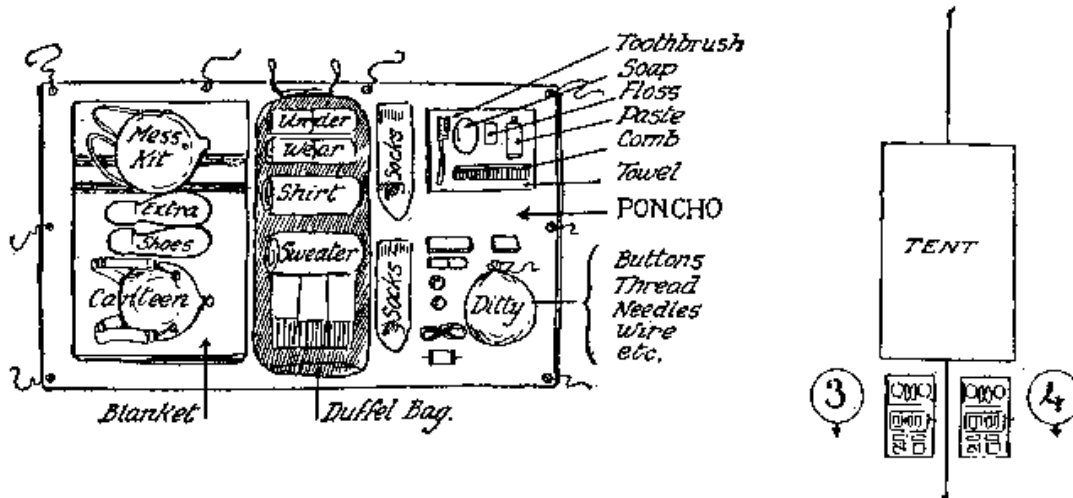
TO PITCH PINE TREE TROOP CAMP.
The Troop marching in column, carts under the Criss-cross.
Command -TROOP ON RIGHT (or LEFT) INTO LINE - HO! HALT! (Right turn, forward, halt, right dress, front, are the commands given by Patrol Leaders.)
TROOP SENIOR (now detached from his patrol) dresses the line, being careful of intervals and distances.
SCOUTMASTER, ASS'T SCOUTMASTERS STANDING BEHIND HIM to left, commands - PITCH TROOP CAMP - HO!
(Time is taken at HO!)
As in Drill F, with this difference, that where several patrols are working, Drill A must be completed by all the Patrols before the next sequent drills are begun, after which each patrol may go ahead.

At the completion of their several camps the patrols take posts as in DRILL F.

TIME!

NOTE: This is the FLOWER of PINE TREE WORK, and is very spectacular. If for the Record, the work is now inspected, and photographed.

]lie troop is disqualified by a single error such as misplaced Duffle, articles missing from Equipment or Outfit, any slovenliness (button off, shoes uncleaned, badges missing, etc.), bad standing, either of Scouts or outfit or un-shipshape performance. It is intended that the troop winning this trophy, RED WHEELS ON THEIR CARTS, shall have worked for and honestly earned the honor.



Equipment — Ready for Inspection

DRILL HH

TO STRIKE PINE TREE TROOP CAMP.

(SEE DRILLS H AND DD.)

ALL OUTFIT and EQUIPMENT must be at the HUB before the patrols finally pack the carts.

DRILL XX

TO PITCH FULL CAMPAIGN CAMP.

AS above in Drill H, but with the following additions.

(1) Cooking Trenches, (2) Garbage Pits, (3) Latrines are dug. (4) HAY beds are laid. (5) Fires are built in the cook trenches and Garbage pits, with one sack of hard wood charcoal to each patrol, and an armful of shavings.

TIME! Taken when the water is boiling in the three vessels: Cocoa Pot, one pan and the tub.

DRILL DOUBLE XX

TO STRIKE FULL CAMPAIGN CAMP.

(SEE DRILL DD.)

Fires extinguished, trenches re-sodded, and SITE POLICED.

"LEAVE NO SIGN." - BADEN-POWELL.

DRILL XXX

TO PITCH FULL TROOP RALLY CAMP.

As before, but omitting all trenches, and adding Flags.

These are the Stars and Stripes, the troop flag, a "Scout" Red Cross flag (cross of St. Andrew in red on white), the patrol flags and plain gay bunting.

All the forward tent staves are replaced by longer poles, or the regular staves made longer by splicing on an additional length, the SM's tent, on the right being the tallest, to carry our national Flag.

The forward guy is held until the command BREAK OUT FLAGS, at the end of the Drill, when the flags all along the line flutter forth at once.

Cooking and Council fires are simulated by burning paper in pans, so not to burn the grass, while the Scouts group around in a picturesque way.

This is known as A DAY IN CAMP, and all sorts of additions and variations may be worked in.

WAR DANCES, Drums and Fifes, etc.

DRILL DOUBLE XXX

TO STRIKE FULL CAMPAIGN RALLY CAMP.
(SEE DRILLS H AND DD.)

Flags to fall at a signal.

The word "campaign" is used to mean Actual Camping. Its omission allows many "simulations," or make believe.

LETTER DRILL CHART

DRILL	A	Pack the cart.	2 1/2 minutes
DRILL	B	Unpack the cart.	1
DRILL	C	Form kitchen.	1
DRILL	CC	Assemble kitchen.	2
DRILL	D	Pitch tents.	8
DRILL	DD	Strike tents.	8
DRILL	E	Latrine dug.	30
DRILL	EE	Latrine resodded.	30
		Elements of Camping	.
DRILL	F	Pitch Pine Tree Patrol Camp.	
DRILL	FF	Strike Pine Tree Patrol Camp.	
		Simulated Camping	10 min.
DRILL	G	To pitch campaign Pine Tree Patrol Camp.	
DRILL	GG	To strike.	
		Actual Camping	40 min.
DRILL	H	To pitch Pine Tree Troop Camp.	
DRILL	HH	To strike Pine Tree Troop Camp.	
		Simulated Camping	10 min.
DRILL	XX	To pitch full campaign camp.	
DRILL	XX-XX	To strike full campaign camp.	
		Actual Camping	40 min.
DRILL	XXX	To pitch full Rally Troop Camp.	
DRILL	XXX-XXX	To strike full Rally Troop Camp.	
		Elaborated Simulation	10 min.

NOTE: Drill "H" is the Big H for Honors.

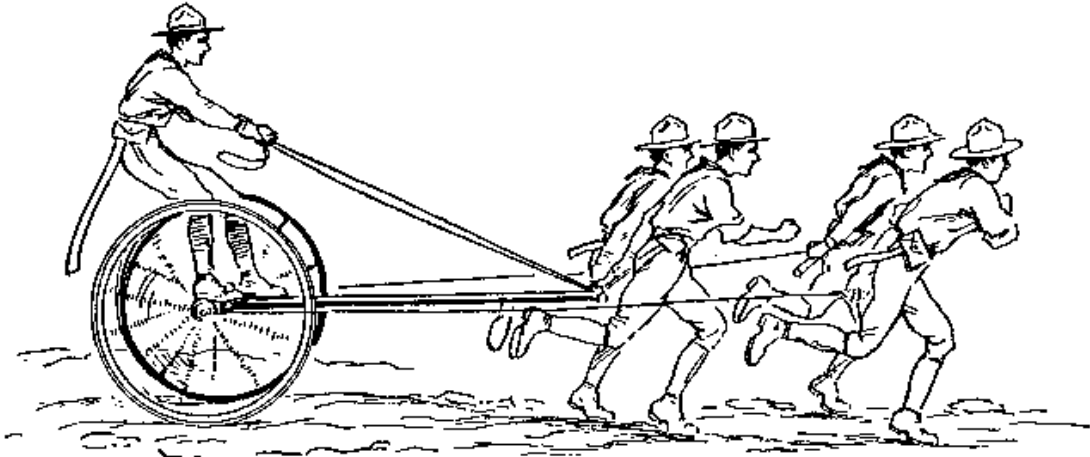
The best time in Drill H entitles the working Troop to scarlet wheels. (See Troop formation.)

NUMBER DRILLS**DRILL No. 1**

Cart being unpacked.

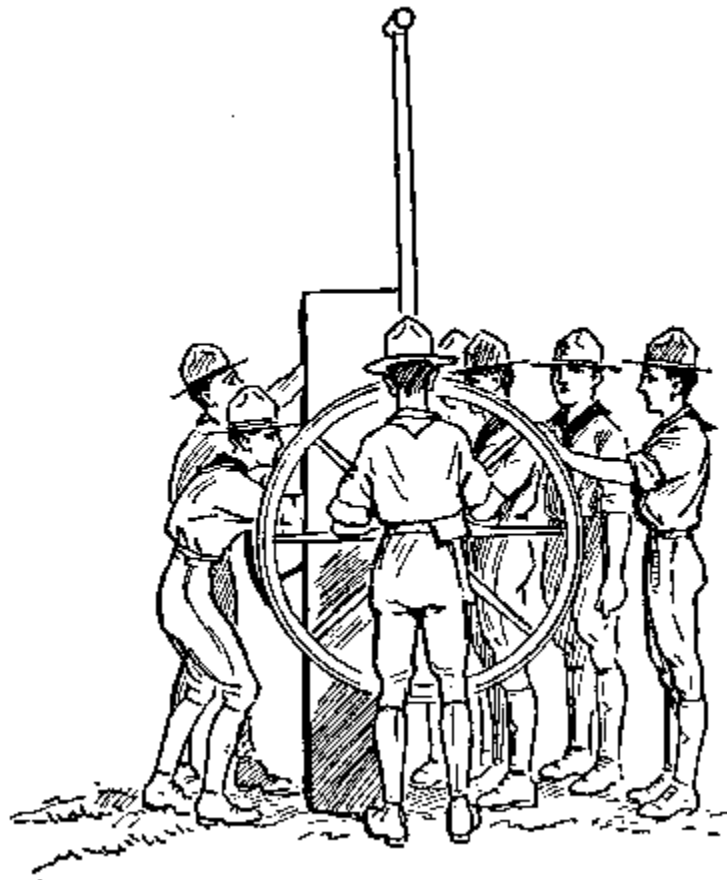
To Form Chariot.

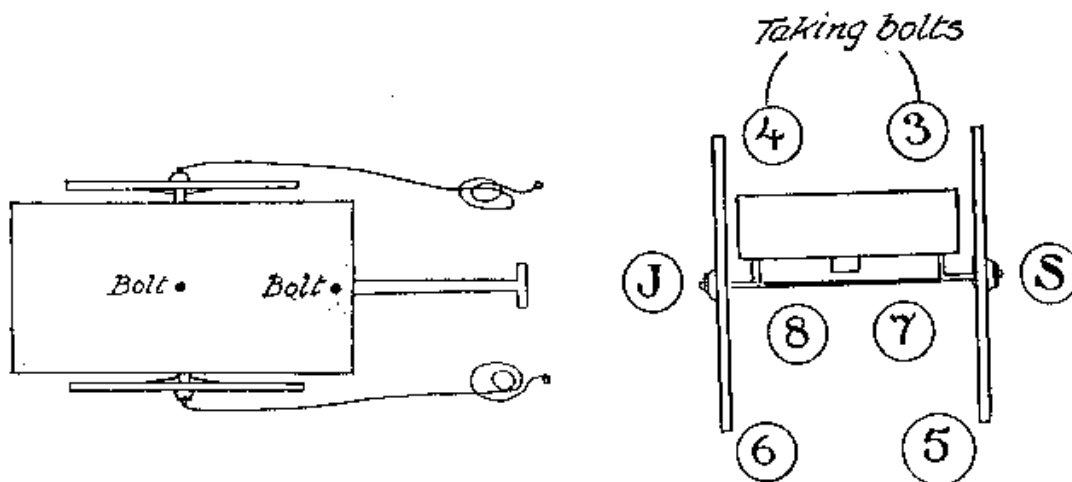
Command - FORM CHARIOT - HO!



1 and 2 tip the cart up perpendicularly. 3, 5, 4, 6: remove Red and Blue sides, respectively, and forward and back boards, if any. 7 produces from his belt the Cart Wrench, and unscrews the two pole bolts. (With butterfly nuts this is simpler.)

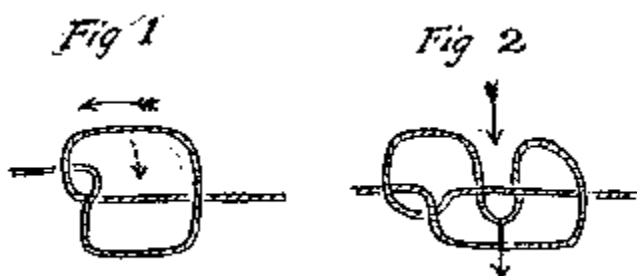
All Hands lift the Floor Chassis, or Table, from the axle, placing it forward of the Wangan. 8 snaps on the drags, and 7 and 8 steady the cart:-1 jumps aboard and Commands - TAKE HARNESS!





4 and 3 tie the man-harness knot (Figs. 1 and 2) at the most convenient place, 7 and 8 take the pole, 5 and 6 take the ends of the drags.

All carry axes, 8 the felling axe only. 4 stays behind to dig, when necessary.

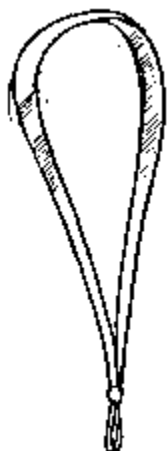


Man Harness Knot

TIME. No record as yet.

NOTE: This looks smarter than it sounds and is in answer to the Preliminary Command-ALL HANDS TO FIREWOOD. It is the first thing to do in making camp after the unpack when wood must be carted.

It is also a preliminary to Chariot Races.



Shoulder Strap

DRILL No. 2

The Patrol being drawn up and at attention behind the cart floor, grounded.

The Chariot being stowed out of the way:

To form mess table.

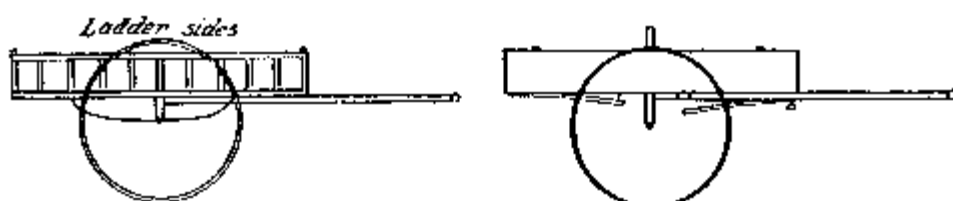
Command: FORM MESS TABLE. HO!

1, 3, 5 and 7 erect the table, either by using the dash and back boards as legs, or by letting down racks.

Seats are formed from the red and blue (right and left) cart sides by 5 and 7.

All sit down at table.

TIME!

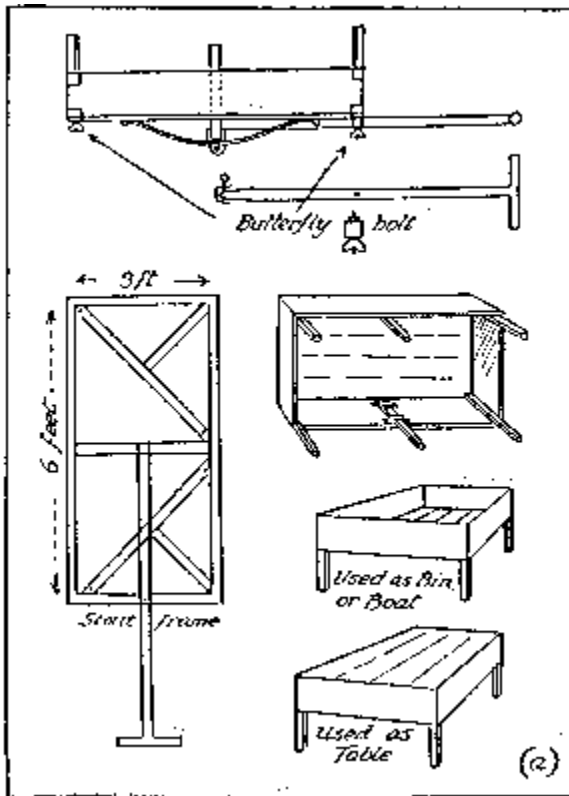


NOTE: Certain carts turn the cart over on four stanchions which become legs. This top screws with wingnuts to a stout frame which carries the axle and wheels. (See plan, page 52.) The kit cart may be on only a box - 3 x 6 x 1 - on Buggy wheels, homemade. It must be efficient as a table, however. As cart-tables differ there can be no contest here.

The Pine Tree Cart is recommended, but Scouts can make a Kit Car out of an odd packing case and old buggy wheels. Because of the Cost (\$40.00) the Rambler is a tough proposition to acquire, but it is worth it in the long run. The "Prairie Schooner" effect is foolish looking and is not recommended.

Be sure that the inside measure 72x36 inches, and has the middle stanchions over the wheel. This prevents the load from chafing.

NOTE: The "bin" in the picture never has been.



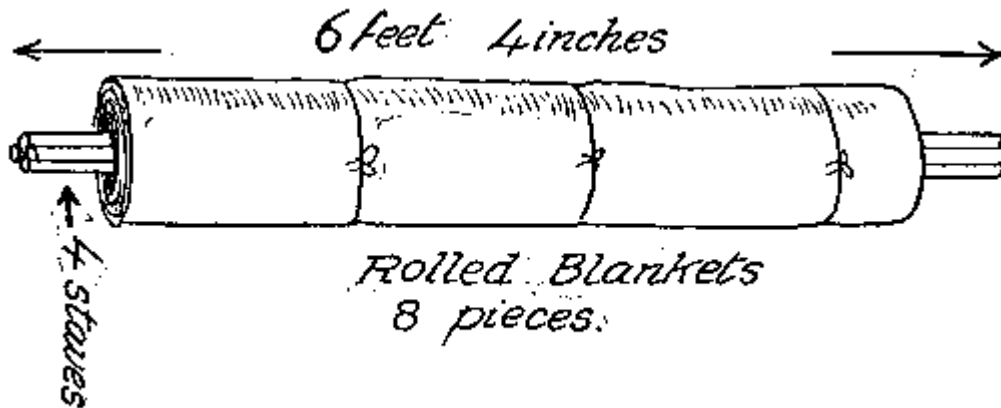
DRILL NO. 3 STOW DUFFLE!

(In some cases Mess Kits, canteens and ponchos included.)

Tents being up and beds laid, the REDS carry the MARKED duffle bags, etc., to the owner's tent, placing them inside on the forward end of the bed.

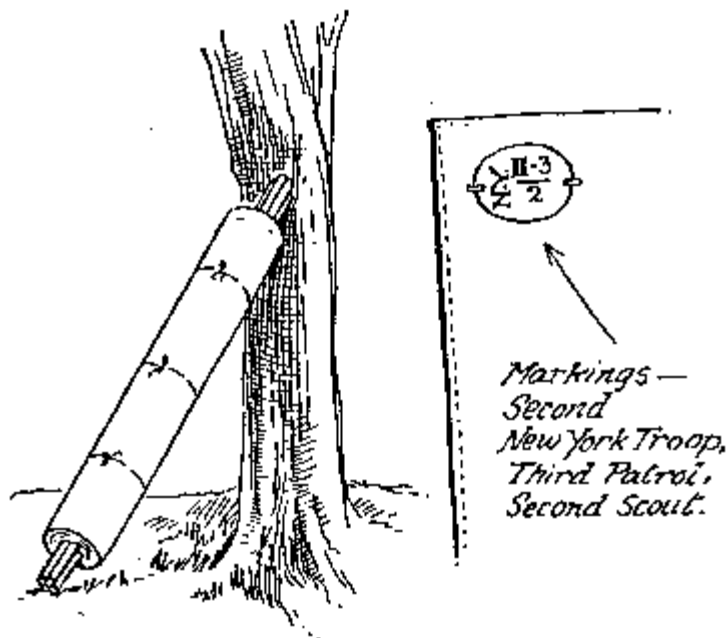
- 7 and 8 in tent 2.
- 5 and 6 in tent 3.
- 3 and 4 in tent 4.
- No Time.

DRILL NO. 4. STOW BLANKETS!



- The Senior or RED roll is placed in tent 1.
- The Junior or BLUE roll is placed in tent 4.
- No Time.

NOTE: The ends of blanket tie-cords are dipped in blue and red ink. Each blanket is marked with owner's name. Blankets are never swapped.



How the Blanket is Marked and Treated

DRILL No. 5

The cart being unpacked, the Patrol at the hub: To take down the Kit CART.

Command - TAKE DOWN CART - HO!

1, 5; and 2, 6; tip the cart up as in drill No. 1, first lifting racks, if any. 7 starts the hub-nuts, 1 and 2 detach them and put them one in each right hand pocket. They each remove a wheel and stand by. Meanwhile 7 starts the Pole nuts, with wrench; (8 continues with his fingers). Nuts being off, 7 puts them with washers in right hand side-pocket, and starts the bolts with careful blows of the wrench. 4 and 3 remove the bolts, putting them in right side pockets. 7 and 8 remove the pole and axle (5 and 6 lend a hand). 4 and 3 ground the cart's top one yard forward of the WANGAN.

7 and 8 slide the pole and axle on top of it; 1 and 2 roll the wheels atop. 1 and 2 replace Hub Wheel Nuts.

Command-FALL BACK AND ASSUME ATTENTION!
TIME!

Note: Mind the grease on the axle, 5 and 6!



After Drill 5

To assemble the Cart.

Command: ASSEMBLE THE CART(s)- HO!

All take stations as in diagram 23b.

1 and 2 lift off the wheels.

7 and 8 lift off the pole and axle.

3 and 4 lift off the benches (.or sides), produce the pole nuts and stand by.

5 and 6, 7 and 8, set the pole, 3 and 4 insert bolts.

No formal records, carts differing.
Informal records will be interesting,
however.

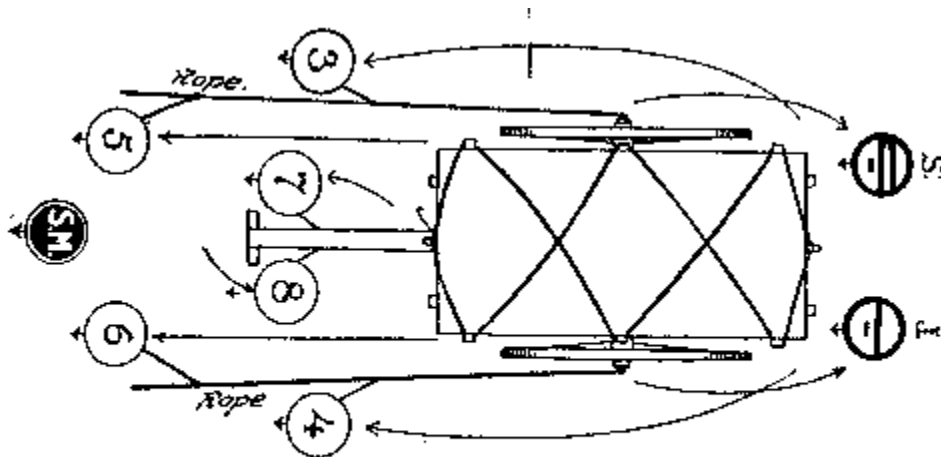
DRILL No. 6

The Patrol being at stations in rear of
the dismantled cart:-

7 and 8 screw tight the pole bolts, 5 and 6 hold up the floor on ends.
 1 and 2 unscrew the hub-nuts, slip on the wheels, and screw the hub-nuts as tight as they will go on by hand.
 7 completes the process with the wrench running around the rear end, while 3 and 4 clap on the sides; 5 and 6 lower the cart to position.
 All jump to the position "At the hub."
 TIME!
 NOTE: Most carts must be tipped back while at rest. Those with racks rest on the rear rack.
 In all cart work one is liable to jams, and pinches - so be careful.
 Think of the other fellow!

DRILL No. 7

The cart being assembled or packed.
 The Patrol at the Hub.
 TO TAKE HARNESS. See Diagram, page 55.
 Command - TAKE HARNESS - HO!
 7 and 8 snap on the drag ropes, pass ends to 5 and 6.
 3 and 4 hastily tie the man-harness knot. All snap loops and rings into rings on the shoulder straps (see Equipment), and assume the position in the diagram.
 To march forward - command - TAKE STRAIN!
 All advance the RIGHT foot and tauten the ropes.
 At the Command FORWARD HO! all step smartly off with the left foot.
 To change direction Command Column right (Left), Column Right (Left) about, or COLUMN HALF RIGHT (LEFT) or TAKE THE ROAD or FOLLOW ME.
 The cart may usually be turned by the Pole Scouts, 1 and 2 standing by to help, the rest of the Patrol executes a right flank turn."



"Take Harness!" Drill 7

DRILL No. 8

The Patrol at a Halt,

TO remove the Harness.

Command - STOW HARNESS - HO! All unsnap shoulder straps.

3 and 4 untie knots.

5 and 6 turn to the rear, coiling the Drag Ropes as they come.

7 and 8 unsnap the drags at the axle or wheel.

1 takes the ropes, Harness knots being untied.

1 takes the Straps.

NOTE: The straps may be left on the harness. In this case: -

Command - LEAVE YOUR STRAPS!

NOTE: See the illustration "Cart at Rest."

At Rallies the drag ropes are frequently lost in the shuffle. Handyman is wholly responsible! See to it, Handy.

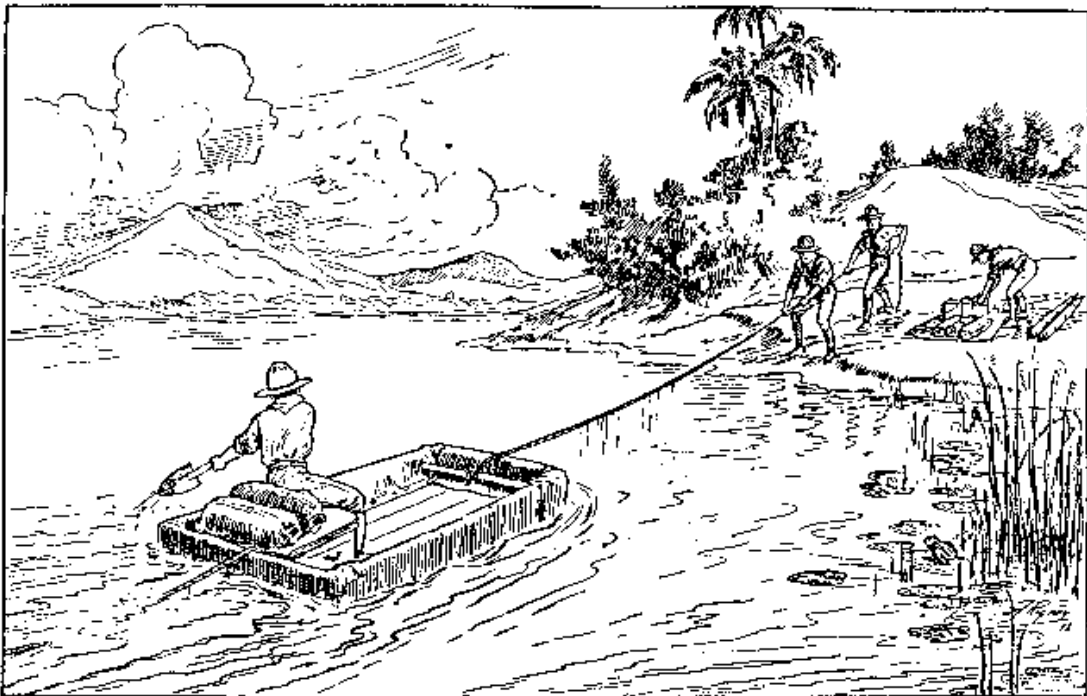
DRILL NO. 9

TO FORM A CANOE of the cart top and canvas for ferrying the outfit across a sheet of water.

The cart being unpacked on the bank of a Stream where the water runs smoothly; a life line is thrown across into trees, brush or rocks and the cart-canoe is pulled over. If this is impossible, a paddle may be improvised by using a spade.

The cart is taken down, as before, but the sides are retained.

The Manta or Paulin, (whichever has no patches) is pulled over this frame and made fast by short poles (cut on the spot or brought along) or by lacing with Spaghetti cord. By means of a line the Scow is made



Using the Cart for a Canoe

to carry over not only the baggage but the scouts. But do not overload!

Safety, First!

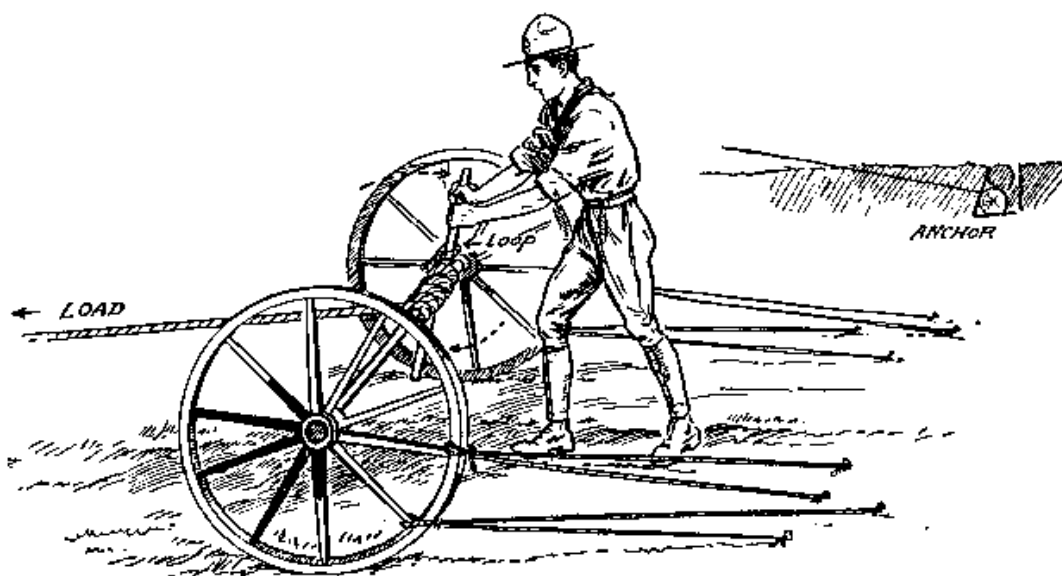
NOTE : By arranging an "ENDLESS FALL" a lot of time may be saved. One gang loads at one bank-the other unloads at the other.

DRILL No. 10

To FASHION A WINCH OF THE WHEELS, AXLE, Ropes and Tent pegs.

The Pole and Top being removed from the axle, the wheels are tied to a HOLDFAST, or ANCHOR (try the Pick in a root), the former being made by driving the Pine Tree Outfit pegs or Spikes into the ground fan-shape, with ropes attached to the wheels. The axle is made into a powerful winch by means of two Tent staves, and a doubled rope, as in the illustration.

NOTE: A show off stunt for a Rally. Not as much fun as DRILL NO. 42.



Drill 10

DRILL NO. 11. DROWNING DRILL

The Cart Packed, the Patrol supposedly on the march and in Harness: - To demonstrate Shaefer's Method for Resuscitation of the apparently drowned - in PINE TREE parlance - DROWNING DRILL with the cart.

A Patient, some Candidate, or any one of the Bystanders (?) lies down on his back and simulates the coma induced by too long immersion under water.

NOTE: Some Doctors say five minutes without air kills! Some put it a little longer - at any rate seconds are precious!

Command - ALL HANDS STAND BY FOR SHAEFERS! HO!

1 and 3 (The Scribe, First Aider, is specially trained for this as is No. 6, WATERBOY, who stands by as relief) instantly turn the patient on his face on the nearest fairly flat, fairly dry ground and proceed according to directions in our HANDBOOK, PP- 371-2. Junior now takes charge of unpacking the cart (see Drill NO. 40) at a suitable distance from the Patient.

4 clears Tub, 8 hauls water, 2 builds fire of Charcoal (carried for this demonstration if for a show) or wood. This done, 4 nurses the fire under the tub, which he sets on the Pipes and Irons and brings the water to a heat in which he can just bear his hand (120 degrees Fahr.) (Hot bricks or stones at this temperature will do on a pinch.) at which point he calls WATER WARM!

NOTE: In Pine Tree Contests a thermometer must be used.

Meanwhile 6 swings the felling axe, or a staff to mark time for Scribe. 2 and 7 run to a place at the side of the patient, spread the Paulin and on it next spread two blankets from the Red Roll. 6, 2, 7 then quickly lift the patient on this impromptu bed without missing more than one stroke. Patient's legs are covered with another blanket.

5 travels (scout-pace) one hundred yards and back, to the nearest telephone for a DOCTOR, at the Command HO!



Drowning Drill No. 11

Balance of the scouts form a scrum - (Drill No. 50) until 4 shouts WATER WARM, when all repair to the tub, where with the dipper and funnel, the canteens are filled with warm water, corked securely, and placed around the patient as hot water bottle.,

Then Scoutmaster's Tent is pitched, a bed made with the remaining blankets, stimulants made ready by 4 and 8.

TIME is Taken when the Water in the Tub reaches 120 degrees Fahr. Heat. (No rubbing, before the patient breathes. After that both heat and friction, and a warm bed and steep.)

NOTE: Bystanders, in a real accident, are the most dangerous element. There is apt to be a knowitall who pushes scouts away and delays the whole affair. Keep him back, Mr. Scoutmaster! But BE SURE YOUR SCOUTS KNOW THEIR BUSINESS!

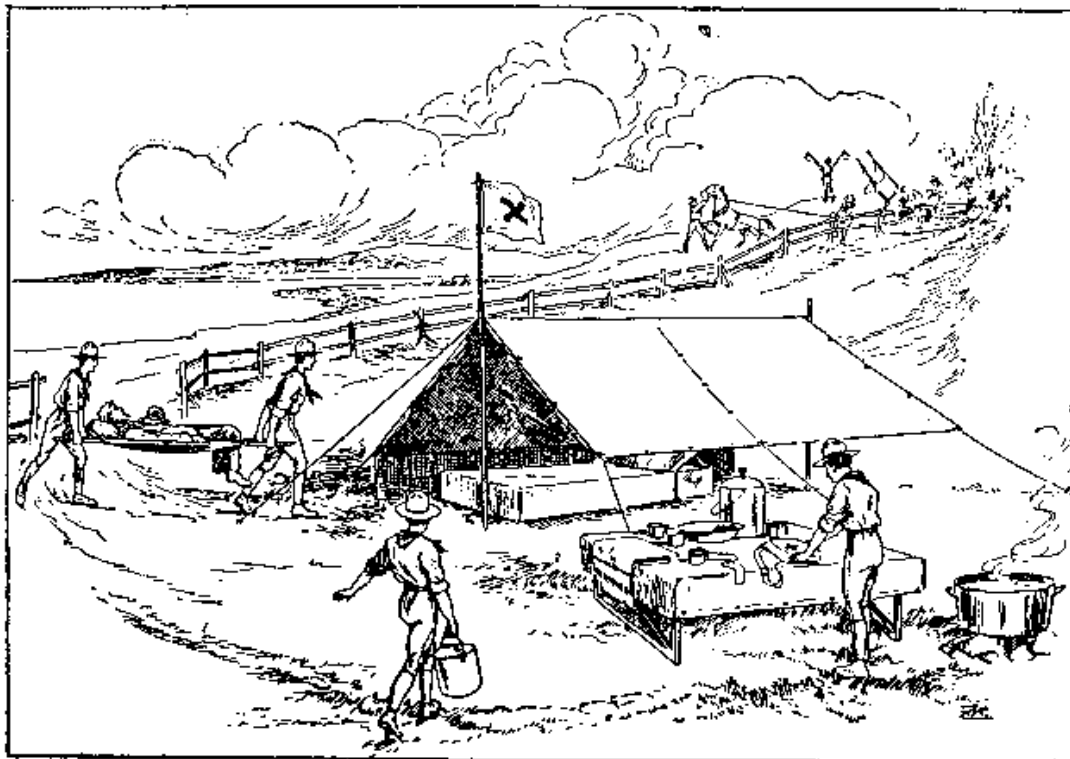
DRILL NO. 12. FIELD HOSPITAL

The cart being unpacked, scouts on the Outfit --

To make a Field "Hospital."

Command-FIELD HOSPITAL, HO!

- a. Pitch DOUBLE LONG WALL TENT. (SEE Drill D.)
- b. Set up Table, (Drill 4) at one end.



Pine Tree Hospital as Per Drill No. 12

- c. Lay Manta for table cover, arrange basins, first aid Pouch, cups, Water Jug and clean towels, Wild Flowers in a Pannikin, (optional!).
- d. At one side make the BOER BED. (See Drill NO. 40.)
- e. Stuff Scoutmaster's Rucksack with two folded blankets for pillow.
- f. Put No. 8 to bed, face powdered with flour! Head bandaged.

TIME!

NOTE: Very showy but valuable, calling for hard work for All Hands.

DRILL No. 13. LIVE WIRE

The life line being taken as the wire, and a patient provided who lies wiggling violently on the rope. To Remove a patient from a live wire safely, and treat him for asphyxiation and burns.

Command - LIVE WIRE - HO!

Senior and Junior ascertain the direction of the current.

7, 8, 4 and 6 hastily peel back the Manta, throw off the blankets and baggage. 5 pulls out the RED BUCKET, puts on the Rubber- Gloves, and leaps toward the patient.

4 short circuits the current with the handiest piece of iron that he can find, tongs for instance.

7, 8 and 6 arrange the Manta and blankets for Shaefer's Method.

5 pulls the patient -away from the wire. (If any part of 5 but his rubber protected hands touches the patient the team is disqualified.)

Shaefer's METHOD, (Drill 9) and FIRST AID for BURNS, (No. 4 with Scribe) and this interesting stunt is complete.

This is a valuable drill, but NO. 5 must receive SPECIAL INSTRUCTION to be PREPARED for the real thing.

DRILL No. 14

To Form MESS LINE.

The mess being ready, 2 notifies all hands by the old cry "GRUB OH!"

Bossed by 2, the pans, 3 or 4, as the case may be, the pot and the Bread Pan are placed on the Mess Table (Cart Top) as in the diagram. (Page 61.)

1 heads the mess line, but the Scribe, if his records are up to date, precedes even the Senior -(if they are not up, he must eat last) - then 5, 7 and the Scoutmaster. 8 is now served, then 6. 4 helps himself, and lastly Junior helps himself, and helps the TWICERS.

The portions are doled out under 2's eye, each by the scout behind the pan.

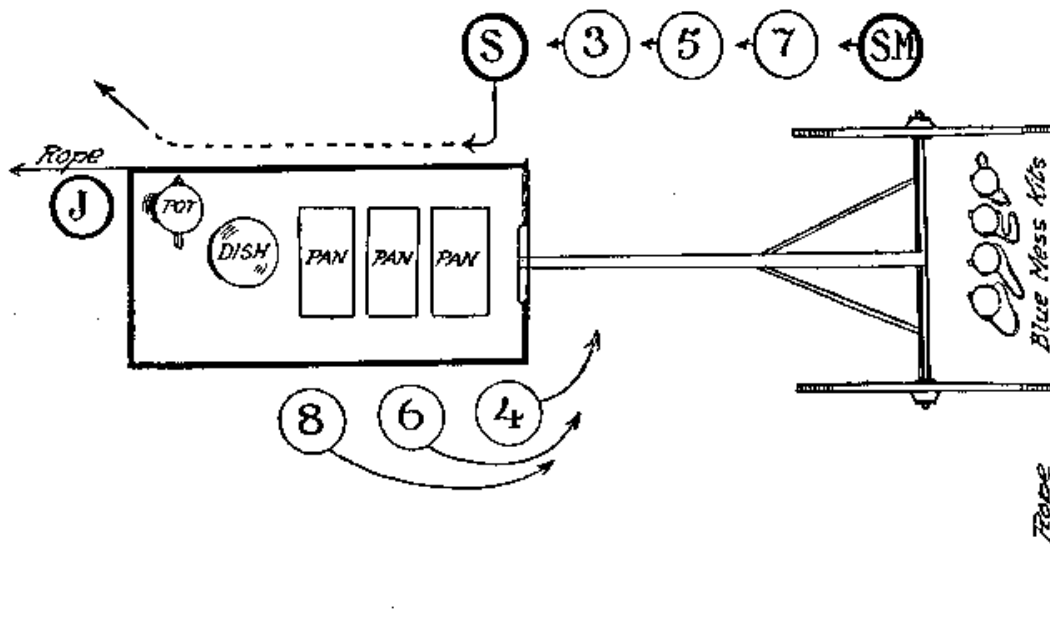
TIME! Estimated, from long experience, at 4 minutes.

Notice: The author has seen 1,000 people fed, and their dishes washed and put away, in the incredibly short time of one hour! (Penang, Dec. 28th, 1899.)

At Plattsburg he studied the system in use, 1915.

As Official Observer in U. S. Army Manoeuvres, 1913, Honolulu.

At WAILAU, Hawaii, Christmas, 1914, he saw 500 hungry people fed, with not a single slip, from one long table, all the-oh, well! Space is limited. Take my word for it, Scouts, the order and efficiency of a Troop is best measured at the MESS LINE, not as some scouts suppose, at a Flag Raising! As a Rally Stunt," or Display, the pans are filled



"Serve the Mess!" Drill 14

with wet saw-dust, the Pot with cold water, the motions of eating are gone through with gusto, and the INEVITABLE NEXT STEP gone on with: The CLEAN -UP, which see.

NOTE: The above arrangement encourages SCRIBE to keep up his work and Junior to give us enough to eat.

DRILL NO. 15. CLEAN UP

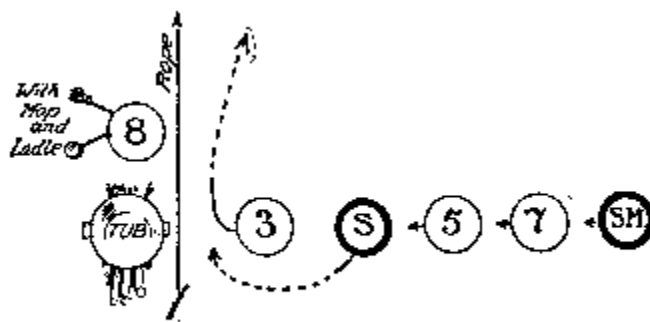
WASH DISHES (CleanUp).

8 having finished his meal, and standing at the Tub, now half full!, of, boiling water (SEE Garbage Pit in KITCHEN DRILL), holds the Garbage SWAB and the Ladle. Line up as in MESS LINE and pass as in the diagram. Page 62

Mess Kits are held as in the illustration, page 62; a stream of hot water and the swab does the work in short order. Each then marches to the towel Jack on the "Chariot" (No. 6's work), wipes his mess kit dry and packs it in the case.

For the above drills, 14 and 15, **COMMAND-UNPACK THE CART; ASSEMBLE AND SET KITCHEN -HO!**

Junior. **GRUB-OH!**



"Clean Up!" Drill No. 15

(To Blues:) Set mess table!

Stand to pans!

Senior. (To Reds:) **TAKE MESS KITS! FORM MESS LINE. FORWARD, MARCH. HALT.**

Reds bring the Blues' Mess Kits to right end of Mess Table, and ground them.

UNPACK AND FAN MESS KITS.



"Fanning." Drill 15

Senior asks: **SCRIBE, ARE YOU ON YOUR HONOR, UP TO DATE?**

Scribe answers: **I AM.**, and steps ahead of Senior and is helped by the Blues.

One Half hour is allowed in actual campaigning for slow and cheerful mastication.

In this drill One Minute only. Then -

Senior: **WOODMAN, TAKE YOUR POST!**

8, to Tub, with swab and dipper.

BY YOUR NUMBERS, WASH UP!

The washing is done! (In the precise order above indicated.)

This avoids crowding. What's the good of shoving when you gain nothing by it?

NOTE: In practice drill, use cold water in place of hot, the tub on the ground.

DRILL No. 16

FANCY TABLE.

After the drill for "Form Mess Table" is complete.

Set the table with cut paper for Doilies, the mess kit pannikins for plates; knives, forks and spoons in their proper places; Milk pan full of wild flowers, and whatever jams, pickles or the like are in the Wangan.

NOTE: This is for guests, ladies especially, and can be made very home-like. Hot cocoa or tea, bread and butter, cake and so on made by the Blues and served by the Reds.

DRILL No. 17**GRAND PI.**

Everything in the Outfit is piled in a heap. Tents are unrolled, pegs removed from the bags, staves scattered about. Blankets are piled in with wheels of the cart, and the contents of the tool bag, rope bag and Red Bucket are mixed in a mess on the ground, but without damage to anything.

The First Aid Pouch, and the contents of Ration Bags, bottles and cans are excepted. Bolts and nuts of the cart are also excepted.

Before scattering the outfit make sure that all corks, pry-tops, etc., are secured.

Command:-ASSEMBLE THE OUTFIT-HO!

All Hands carefully but quickly pick out the various articles, taking care not to tear or break or spill anything. Pile articles in three heaps.

(1) Parts of the cart.

(2) RED outfit (Blankets, tents, ponchos and Duffle-all that goes to the right of the cart at "UNPACK").

(3) Blue outfit (Iron, cooking gear, etc.).

This being complete:

A. (1) The blankets are piled on the Paulin, with tie-cords, and staves.

(2) The tents are piled on the Manta, with tie-cords, peg-bags, pegs, and Banana staves.

(3) Tools and cooking gear are assembled and packed by the Blues.

(4) The Blues assemble the cart, No. 8 acting as Handyman, 7 being busy.

B. (1) The REDS shake, pile, roll and tie the blankets on the two metre (Bologna) staves.

(2) Then the REDS fold, roll (pegs in peg-bags) and tie tents, on staves.

If 6 finds himself free before 7, he takes 7's place in the Red gang, if 8 finds himself free before 5, he takes 5's place in the Red gang, leaving 7 and 5 free to pack tools, rope and lamps.

Junior and 4 pack the Wangan.

C. (1) Assemble outfit on the hub.

(2) Pack the cart.

TIME! (11 minutes) (informal, no hitching rope)- Greater Boston, December, 1916.

NOTE: Remember! Time is lost by scouts interfering with or bumping against each other. This is a good way to begin a rally, the audience being convinced that to bring order out of such a chaos an hour will be necessary. Surprises are in store.

DRILL NO. 18. STRETCHERS

To form a number of stretchers in case of an accident, such as a railway collision.

Four stretchers are formed from the eight Banana staves, and the tents. (These are short, and are used for patients who are able to let the legs hang down.)

Five stretchers are formed from Bologna staves and ten blankets.

One stretcher from pipes and Paulin.

Two stretchers from the cart sides and stanchions. The stretchers when complete are placed in a line.

TIME:

NOTE: SEE ambulance drill. Of course the Reds and the Blues make stretchers out of their own part of the outfit, first, the Blues helping out when free.

DRILL NO. 19. AMBULANCE DRILL

The cart being securely packed and hitched.

The patrol at the Hub.

Command - FORM TWO BLANKET STRETCHERS - HO!

The cart is partly unpacked in order to reach the blankets.

Two stretchers are formed by folded-in blankets and the Bologna size staves, by Reds and Blues.

These are placed on the ground forward of the cart, and the Paulin replaced on the cart, but not Interred.

Scribe locates and has handy the First Aid Pouch.

Senior commands the Reds, Junior the Blues.

Command -FALL IN! COUNT OFF!

The "squads" fall in and count off one to four, beginning at the right.

Junior-PROCURE STRETCHER! HO!

Nos. 3, 5 and 6 step one pace to the front and, facing in the direction of the stretcher, proceed thither by the shortest route, take the stretchers and place them on their right shoulders. They then return to their places in line.

(3) CARRY STRETCHER.'

Nos. 3 drop the stretchers forward, staves together, held by the right hand, tinner right arm, like "secure staves."

Nos. 2 (7 and 8) step forward and catch the ends of the staves with their left hands.

Nos. 1 and 4 (S, J, 3 and 4) advance to the middle of the stretcher, to the right and left, respectively; Nos. 2 and 3 hold the stretcher between them close in to the hip, holding the ends.

(4) OPEN STRETCHER. Nos. 2 and 3 open the stretcher and arrange the same. All lower the Stretcher to the ground and stand at attention.

(5) CLOSE STRETCHER. The movements are reversed and the position of Carry Stretcher is taken.

(6) Take POSTS TO LOAD STRETCHER - HO!

Nos. 1 and 4, (Senior and Scribe, Junior and Baker) run ahead and take positions at the patient's right and left sides, respectively, examine the patient and give him First Aid Treatment while Nos. 2 and 3 (7, 5, 8 and 6) follow with the stretcher.

(7) LOWER STRETCHER.

Nos. 2 and 3 lower the stretcher one yard from the patient's head and in line with his body. This command is given by Nos. 3, (5 and 6). If the stretcher is not open before giving the command "Lower Stretcher," No. 3 commands "Open Stretcher."

(8) AT PATIENT'S RIGHT (or LEFT) POSTS!

Nos. 2 and 3 take posts at patient's right (or left) ankles and shoulders. They then assist Nos. 1 and 4 in First Aid Work. When the patient is ready for the stretcher the next command given is:

(9) PREPARE TO LIFT!

All bearers kneel on the knee nearest the patient's feet, right for his right and left for his left; Nos. 1 and 4 passing their arms under his loins and thighs; NO. 3 passing one arm under his shoulders and the other under his neck to the further shoulder, thus supporting the head. In case of a fracture the bearer nearest to it supports the part and looks after it.

(10) LIFT PATIENT! Both "squads" lift collectively and raise the patient slowly and gently to the knees of the bearers who are in line; then the odd bearer, Nos. 1 or 4, arises and passing by the shortest route to the stretcher, grasps it by the middle, one staff in each hand, and places it in front of the bearers and against their ankles.

(11) LOWER PATIENT. No. 1 or 4 stoops and assists the other bearers to lower the patient gently to the stretcher and then all resume their respective posts.

(12) PREPARE TO LIFT. LIFT!

At Prepare to Lift, NOS. 2 and 3 stoop, grasp the ends of the staves and at the word "LIFT" rise and stand erect.

(13) Forward or Take the Road - HO!

With the lifted stretcher the bearers march with a short, sliding step of about 20 inches; Nos. 1, 2 and 4 step off with the left foot and no. 3 with right, forming a break step. Carry the patient head first.

(14) HALT; LOWER STRETCHER! Nos. 2 and 3 lower the stretcher gently to the ground. When lowering or lifting a stretcher, the rear bearer must always watch the front bearer and move simultaneously with him.

(15) UNLOAD STRETCHER (as in Command No. 10).

(16) PREPARE TO LIFT! The bearers, stand-in- at their respective posts, kneel and adjust their hands as in lifting to load the Stretcher.

(17) LIFT PATIENT!

The bearers lift the patient to their knees and Nos. 1 remove the stretchers.

(18) LOWER PATIENT! Nos. 2,3 and 4 lower him to the ground, or if he is to be put on the BOER BED they rise from their knees and side step to the bed, placing him on it.

NOTE: This is from the Industrial Edition of the A. R. C. Text Book. Do not confuse your numbers - Pine Tree 3s and 4s are 4s in this drill.

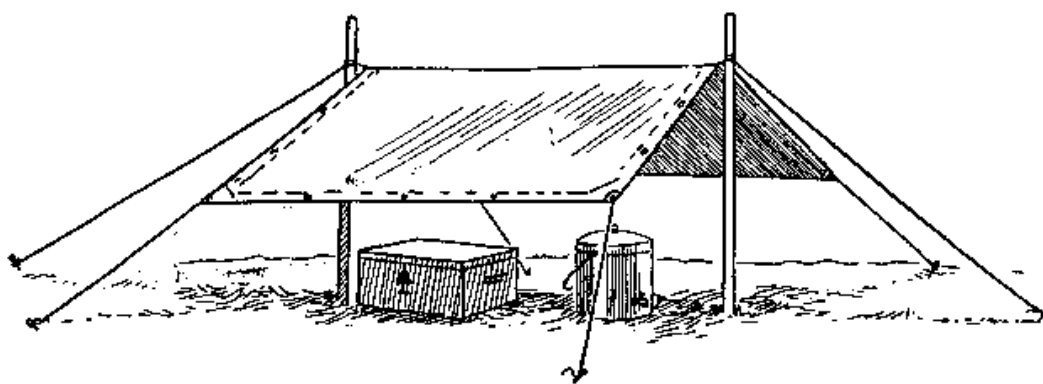
DRILL No. 20. PITCH FLY

The cart being first unpacked, and all on the hub.

Command - PITCH FLY!

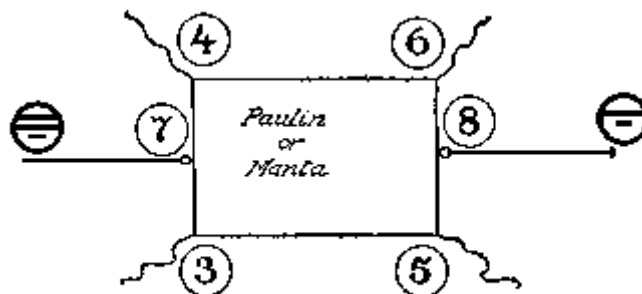
Staves are taken from the SM's tent, 7 produces a rope (one hank of sash-cord) and procures the Scoutmaster's Tent-pegs, while S, 3, 5 and 7, with their belt axes, peg down the "frame" of the fly as in our diagram. The Paulin is spread out and lashings tied to the grommets on the long edges. The Paulin is now spread on the "frame" and guyed to the pegs, driven at each side.

TIME!



Pitch Fly. Drill 20

NOTE: Used as a protection to the Cook-range or stores in rainy weather. See diagram for other ways of doing this.



Drill 20

DRILL No. 21. PITCH MARQUEE

Pitch Marquee! This large "circus tent" is made by buckling two or even four Pine Tree Tents together, lifting the canvas on a ridge rope guyed taut between 12-foot poles as a "frame," the sides being held up by 2-metre staves and numerous side-guys and pegs.

All hands are required.

Place the buckled square of canvas on the ground, arrange the 2-metre staves in radiating lines, pegging down a spike at the end of each staff as guides for the side-guys. The Marquee will stand tip evenly if you proceed thus.

NOTE: Tried only once but most successful for a school or lecture pavilion.

DRILL No. 22. PITCH BAKERS

Requires all hands. Proceed as in WALL TENTS. but lifting one whole side of the tent on extra poles or staves as in the diagram.

NOTE: All the tents of the Patrol may be buckled together, pitched in a half pentagon or " five sided semicircle " and a fire built in the space in front for Winter camping. This has not yet been tried, but an old " Snow Camper " tells the it will surely work. Who will be the first to report on this use of the Pine Tree Tents?

DRILL No. 23. PITCH LONG HOUSE

Suitable for camping on a ridge in heavy weather. The Pine Tree Tents are buckled end to end and pitched in the usual way, emitting the middle guys and running a ridge rope the length of the " house," supported by short poles cut on the spot.

Note: LONG HOUSE is also known as DOUBLE WALL TENT, or HOSPITAL TENT. Tie end flaps securely, before buckling, to avoid confusion.

DRILL NO. 24. ALL STAVES

To requisition all the staves carried in the outfit, eighteen in number. Command - BREAK OUT ALL STAVES - HO! The Cart is unpacked to the point where the tents and blankets are free. The REDS carefully pull out the staves front the tents. The BLUES pull out the staves from the blanket rolls. Tents and blankets are placed back in the cart and covered loosely with the paulin.

Staves are piled in a neat manner forward of the cart.

NOTE: This is part preparation for staff drill; hurdle, gin, shears or tower building.

TIME. About 1 minute.

DRILL No 25. ALL ROPES!

Command - BREAK OUT ALL ROPES - HO!

As in Drill 24, but ropes are taken from the tents, rope bag, and the drags and coiled, ready for use in front of the cart.

NOTE: In preparation for suspension bridge building, rope ladder, life line and so forth.

DRILL No. 26. ALL BLANKETS

Command - BREAK OUT ALL BLANKETS - HO!

Reds and Blues each take a roll, place on the Paulin and the Manta respectively. Remove the staves, replacing them in the cart.

Note: As our blankets are costly, and , absorb moisture quickly, they must never be laid on the bare ground. Rolled on staves they can be leaned up against a tree or a wall. Frequent shaking, brushing and airing in summer and storage in Quassia chips, when put away for any length of time, is the DUTY of the Reds. A ruined blanket or one torn, moth-eaten or even damp should disqualify the Outfit and put it in bad standing.

DRILL NO. 27. PILE, ROLL, AND TIE BLANKETS - HO!

To PILE - S, 3, 5 and 7 each grasp a corner of the first blanket and stretch it smooth on the Paulin (or Manta). The other blankets are piled on top smoothly and evenly; No. 7 arranges the 3 tie cords; S places four (2-metre) staves at one end and with 3 and 5 all roll the blankets tightly on the staves, rolling over on the tie-cords, which are tied tightly around the roll with a reef knot, No. 7 assisting by holding a thumb on the half tied knots of S and 3. 5 ties his knot unassisted.

The REDS come to attention.

TIME: 4 minutes - Headquarters Patrol.

NOTE: Blankets are packed in the cart smooth side up to avoid getting more than the outer blanket wet in case of a downpour. The Blanket rolls must always be rolled hard and solid, and snugly tied. Watch out!

DRILL No. 28

ALL PONCHOS or SLICKERS (so called in the West).

As these are packed near the top of the load, they may be got at easily in case of rain.

NOTE: The poncho, slicker or ground sheet is expensive but indispensable. Balloon silk, or Egyptian, may be painted with good boiled linseed oil and after drying painted again, the result being a fair poncho. The Poncho sold as the PINE TREE is the best we can do for the money. It is criminal to allow scouts to sleep in Blankets placed on the bare ground.

DRILL No. 29

ALL ANYTHING!

The Scoutmaster may call for anything in the Outfit and the cart may be unpacked far enough to "set free" that particular article.

NOTE: Used to make sure that a certain article, reported missing, is still in the cart or lost.

A wonderful test and like "One Thing Short," Drill No. 41.

DRILL No. 30

SHINE UP!

Dirt, grease, rust, etc., on any article of the Outfit or Equipment is brushed, scoured, washed, or scraped off, and the articles arranged as in Complete Inspection, which see.

Each scout shines his own particular set of articles, and Baker, Lighter, Waterboy and Woodman will find by experience that care in preventing dirt and rust is quicker than removing it.

DRILL No. 31

SCRUB TENTS!

On a sunshiny morning with plenty of time ahead, dirty tents may be scrubbed with a stout brush, broom or besom with soap and water. Rinse in plenty of water and spread out in the sun to dry. The leather "peak" on the Pine Tree Tent must be oiled with dubbin. The tents are then pitched Wall-tent fashion for one day at least, as damp tents will quickly mildew.

DRILL NO. 32

WASH DAY.

Waterboy and Woodman heat about six gallons of water. In this with LUX and the handbasins, or with ponchos over holes scooped in the ground, the soiled clothes, towels, dish-rags, etc., of the patrol may be washed, woollens being "soused" in warm, not boiling water, rinsed and hung tip to dry without

wringing. Read the instructions on the box and follow them. A wash line is set tip between shears, using the hitching rope. Clothes-pins may be made of split sticks. See work Chart.

DRILL NO. 33. AIR TENTS AND BEDDING

At this command the Reds pull the forward pegs and guys of the tent and pull the tent backwards, exposing the bottom of the Ground cloth to the sun. The Blues erect a clothes line between shears and all hands assist in hanging the blankets thereon, free of the ground. Good camping demands the proper airing of the blankets every sunny day.

DRILL NO. 34

ROPE LADDER!

After the command UNPACK THE CART is carried out, command-FORM ROPE LADDER-HO!

The Reds tie together ten guy ropes, removed from the tents, with the reef knot, making two long ropes.

At one foot intervals they tie clove hitches and insert a tent peg (spike), pushing the spike through to the head on one side and leaving two inches for safety on the pointed end. The next rung is done the reverse way.

While this is going on the Blues butt and lash the 2-metre staves into a pole long enough to reach a window or other objective point, using the method described on page 21, J. Simmons' "Knots and How to Tie Them" (102-103 Centre St., New York), and an agile scout skins up this pole, hauling up and making fast the now completed rope ladder, up which the patrol clinibs, pulling the ladder after them.

NOTE: This ladder is wide enough for the foot of a man, but needs technique to climb successfully.

TIME: No record as yet.

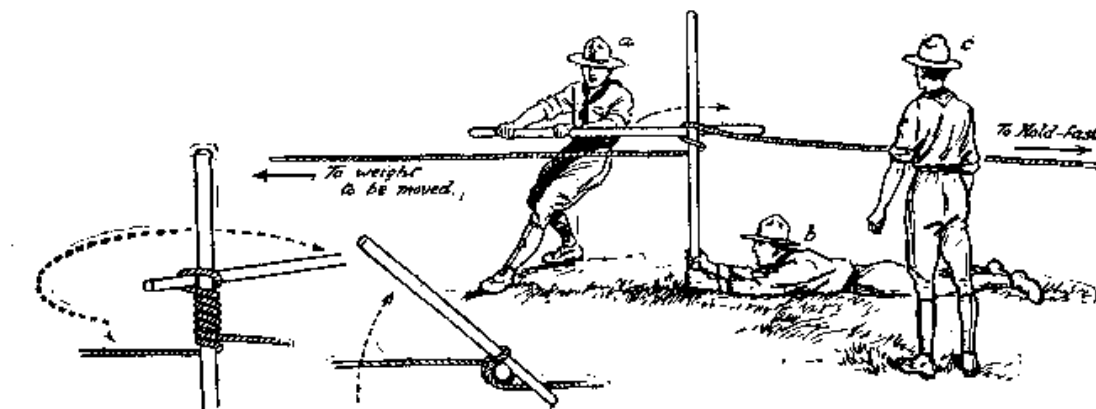
DRILL NO. 35

PINE TREE WINDLASS!

This is best learned from the diagram, which see.

It is a powerful engine and dangerous unless done correctly.

A boulder, tree trunk or other heavy and "immovable" being lashed about with a chain or rope and the end of a two-inch rope made fast to it,



Pine Tree Windlass. Drill 35

the other end is tied to a stout tree or a "Hold-fast." This may be a log buried in a trench, or the "fish-tail" made with spikes and rope. One of the pipes is now inserted into a loop of the long rope and

wound ,around the other pipe, a scout lying down flat and holding the end of it, keeping it perpendicular. Another scout walks slowly around the second pipe, winding up the rope. This exerts a powerful pull and the "immovable" will usually move or the rope break, in which case the scout lying down takes a chance of being neatly cut in halves.

NOTE: Hard to describe, but easy to do, and very useful when Motors are stuck in the mud!

DRILL NO. 36

BATH TUB!

For use in cases of sun-stroke to cool the patient, and a good thing to know.

The Diggers make a trench 2 ft. 6 in., by 5 ft. and 2 ft. deep. Into this fold both the Paulin and the Manta. Fill with water and you have your bath tub. The Canvas may be pegged down.

DRILL No. 37

NIGHT PACKING.

The patrol, after long practice, may be blindfolded and ordered to unpack and pack the cart.

DRILL NO. 38

LONE SCOUT PACK.

A single scout unpacks or packs the cart. He follows out the usual routine in use by the patrol, sliding on the WANGAN, and lifting the TUB NEST, topping off by tying the Criss-cross hitch.

TIME: About 10 minutes? (The author, though very old and decrepit, frequently packs the cart alone in less time.)

DRILL No. 39

LAY BEDS!

If hay is to be had and is ready, it is strewn, by the Reds, in the tents; covered by the ponchos, and the blankets spread on top.

NO TIME!

NOTE: Hay, leaves, browse - is gathered by the Reds while the Blues get supper. As the REDS labor for the Blues, so will the Blues labor for the REDS - a royal good supper and a warm dry soft bed - this breaks the score even! Please notice, however, that the Pine Tree system puts a Red and a Blue in each tent. This is not proof of distrust but a check against cliques. Besides, the understudy must be near his mentor.

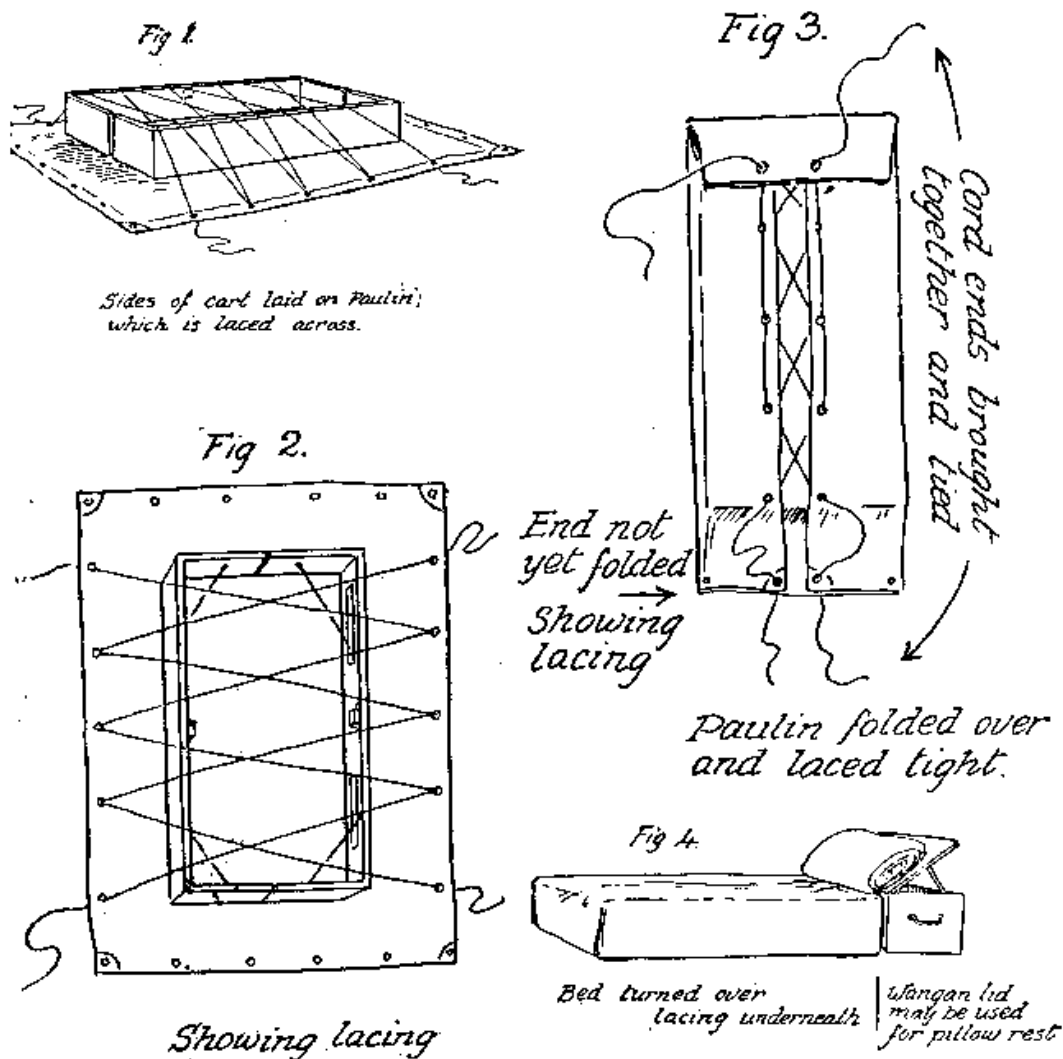
DRILL No. 40

THE BOER BED.

The cart being unpacked.

Command - FORM BOER BED - HO!

The Blues take down the cart, removing the Floor and sides to a suitable place, that is, near the place where the bed-is to be.



The Reds Break out six blankets, roll two up for a Pillow; 7 produces the Hitching rope.

The Blues have now turned the floor with the set sides upside down on the Paulin as nearly in the centre as possible.

No. 7 now laces the Paulin with the Hitching rope just as he would a boot, finishing by lacing the ends of the Paulin with the two divided ends of his rope and tying the ends together.

The Blues turn the "bed" over, set it where desired and retire.

The Reds lay the bed with the four blankets, S and J bringing up the Wangan to act as Head-board, and placing the pillow.

TIME: A few minutes only.

NOTE: For a really sick man this bed is comfort itself.

(See Hospital.)

DRILL No. 41

ONE THING SHORT.

The Scoutmaster removes a certain article of the Outfit or the Equipment, the patrol not to know what it is.

He then Commands - On the Hub - FIND ONE THING SHORT - HO!

General unpack and "Sailor's Pleasure" now ensues: Everything is arranged as in diagram (p. 47) and the missing article reported.

This is verified by the Scoutmaster holding up the article.

This is the order to be followed:

S, Count Blankets in the roll, and cords.

Count 2-metre staves.

Count and unroll tents, displaying pegs, staves and guys, which count.

Re-roll and tie.

Count Ponchos, Mess Kits and Canteens.

Each Red now counts and inspects his special patrol gear.

He then displays his Equipment (see page 47), Ditty and toilet articles.

J, Count the bolts, nuts, etc., on the cart.

Count the pipes.

Display and count the contents of the WANGAN.

Each Blue now inspects and displays his Special Gear.

He then displays his equipment.

The missing article is reported to Junior, if Blue, to Senior if Red. Junior Reports a loss to Senior, Senior to the Scoutmaster.

NOTE: This is an interesting game, and should be played frequently. A scout not recognizing a loss instantly is not a good Pine Tree as yet and should be further trained. Meanwhile give him an "OUT ON FIRST," and start "Kinis Game."

DRILL NO. 42

FIRE ALARM!

IN CAMP - on the alarm of FIRE IN A TENT or near them: --

Command - FIRE POSTS - HO!

Waterboy (No. 6) runs up to the fire with the BLUE BUCKET and begins "Lobbing" water from a drinking cup on the fire.

This Clean Bucket is kept full of water always at night, as is also the Water jar. Junior fills the Blue Bucket by removing the cap on the Jar opening the stop-cock and pouring. These three gallons of water coolly "lobbed," that is, thrown cup by cup at a fire, will settle a fairly big blaze in tents or baggage.

The REDS knock down all tents, by pulling out the supporting staves.

This clears the view and reduces the confusion caused by taking headers over the guy ropes and tends to reduce the inflammability of a burning tent.

Scoutmaster and Senior size up the situation and act as seems to suit the occasion. Should the circumstances warrant it, all the available containers are filled with water from the nearest source, ready.

GRASS AFIRE!

In this case all hands cut brush and, under Waterboy's direction (or Scoutmaster's), beat out the fire.

At a signal from the Scoutmaster the messenger (No. 5) runs at scout pace to the nearest telephone, and gives the alarm to the proper authority. It is his duty to know the who and where and how of this procedure.

NOTE: Read our Handbook, Waterboy, and remember that your first duty is fire prevention. The Pine Tree Kitchen Range, trench and pairs, requiring low heat fires, with great economy of wood, is the safest kind.

DRILL NO. 43**BUCKET LINE.**

The cart being unpacked, and the two buckets, and the eight mess-kit "Billys" free, the BLUE BUCKET is filled to the brim with Water, weighed and set on the ground. No. 6 falls in at one foot interval from the Blue Bucket, the rest of the patrol takes interval at out-stretched-arm's-length to LEFT, (finger tips touching), all hands holding a Billy hooked in his left thumb, in the following order: - 6, J. 4, 8, 7, 3, S, and 5, who places the Red BUCKET one foot to his left, empty.

Command -BUCKET LINE - HO!

The Red Bucket is filled by the Billys and passed along.

TIME: Taken when the Lighter has emptied the last Billy and the Senior has called ATTENTION.

NOTE: A bully game and good for "Buck fever" and general clumsiness.

RED BUCKET and BILLYS to be bone dry. Do not pour the water from the Red into the blue Bucket. One heel must be kept in place.

DRILL No. 44**EIGHT BISCUITS!**

Kitchen Drill modified to suit the game. See Drill C, page 36. Junior and the Blues make ready the Gear for Baking.

To avoid smoke, charcoal may be used, lighted with shavings.

As soon as the ingredients and the cooking gear are ready, the WANGAN opened and the fire started, Baker salutes Junior, who retires with 8 out of the way. No. 6 stands by to pour water, but Baker performs his supreme stunts otherwise unassisted. He has plenty of time to grease his pan, mix his batter, roll out and cut his eight biscuits while the shavings and charcoal are getting white hot, the hot plate heating.

The PINE TREE Bakery consists of Drip-pan over SCANT coals (avoid burning the bottom of the breadstuff) and under an almost red-hot sheet of steel on which is piled a glowing layer of coals. Most of the heat comes from above, but the bread should be a good brown underneath.

The Hot Plate is lifted with bent wire hooks, and requires much practice. (See cooking.)

DRILL TERMS

Assemble Outfit (Mess-Kits - Carts - etc.).

At the Hub - Take positions as in Diagram, page 29.

Display Equipment (Outfit, etc.)- Get Equipment ready for inspection.

Pass - Hand from Scout to Scout.

Place -To set down.

Scrum -Hold at arm's length from body in horizontal position, like a fence.

Set up - Arrange as directed in drills.

Stow - Place under cover or put away.

DEFINITION OF CERTAIN TERMS

Baby - A Duffle Bag containing 10 Ration Bags.

Bucket (Blue) - Water bucket - Always Kept Clean.

Bucket (Red) - To hold illuminants and drippy stuff.

Coffer - Box (Scout made) for storing Outfit at Headquarters, 6 1/2' x 1 1/3' x 1 1/3'.

Dry Rations - Stores; such as flour, sugar, etc.

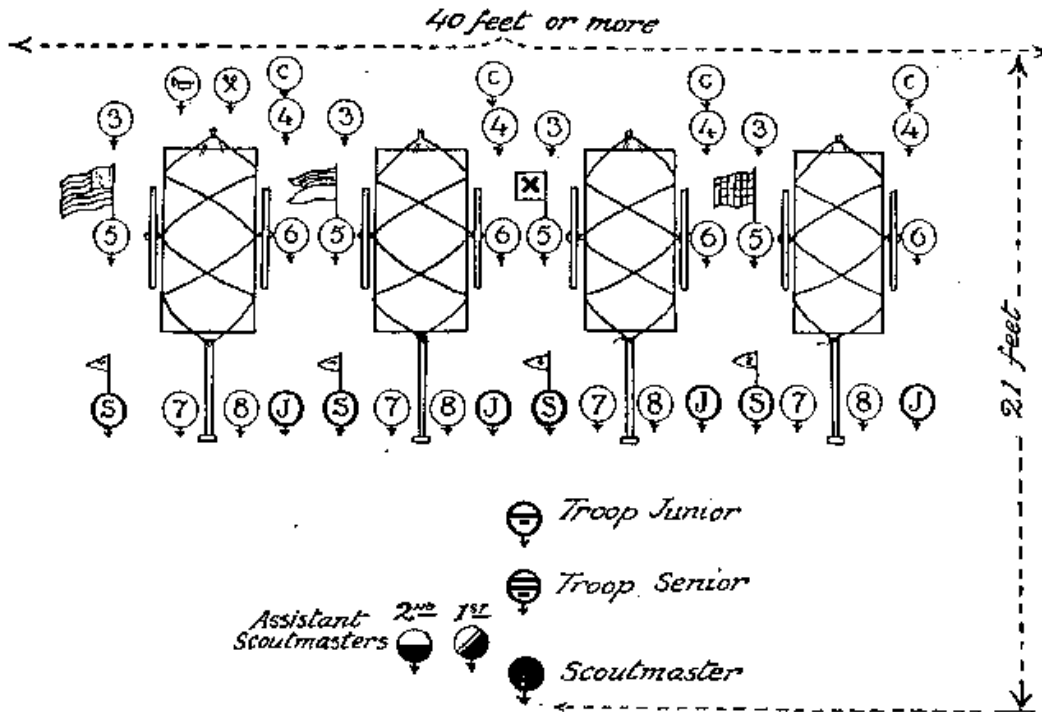
Equipment - Personal property of individual Scout. (See list, p. 16.)

Ponchos	X	I	I	I	I	I	I	I	
Rations, Dry		X		XX					II
Rations, Wet		X			XX				
Records, Charts, etc.	X		XX						
Ropes, Twine, etc.							XX		
Soap, Towels, etc.				XX		XX			
Spade, Blue						XX			
Spade, Red									XX
Spikes and Spike Bag							XX		
Staves	XX								
Tools, Tool Bags, etc.	X						XX		
Tub-nest with Mess gear		X		XX					
Wangan	XX	X		I					
<hr/>									
B. General Activity									
Assemble Cart (Drill 6)									III
Bulletins, Announcements, etc.	XX								
Clean-up									
Dish Washing (Drill 15)		X				I			III
Garbage Disposal & Pit	X	XX						I	III
General Washing (Drill 31 & 32)	X					XX			
Final Clean-up (Drill DD)	X								III
Rubbish								XX	III
Commissary - Purchase		XX				I			
Storing (See Rations)									
Culinary									
Baking				XXI					
Cooking		XX		I		I		II	
Help Cook (See Note Drill C)		XX							III
Fires									
Cook	X	XX		X				II	
Council					XX			II	
Warden						XX			
Lay Beds (Drills 4, 39 & 40)	X		II		II		II		
Mail, Messages, Signals, etc.					XX				
Mess Line (Drill 14)	X	XX		II		II		II	III
Mess Table (Drill 2)	X		II		II		II		
Mess Table Fancy (Drill 16)	X								III
<hr/>									
B. General Activity									
Pack Cart (Drill 16)	X								III
Pitch Tent (Drill D)	X								III
Sanitation (See Drill E)	X								
Latrine	X		II		II		II		
Trench (Cook)		X		II				II	
Trench (Garbage) (See Clean-up)									
Set Up Kitchen (Drill C)		X							
Strike Camp (Drill DD)	X								III
Unpack Cart (Drill B)	X								III
Water		X				XX			
Hauling, Storing, etc.						XX			
Testing, Marking, etc.						XX			
Wood	X	X						XX	III
Woodcraft								XX	
Hauling								XX	III
Felling, etc.								XX	
<hr/>									
C. First Aid	X		XX			II			
Fire Fighting & Extinguishing (Drill 42)	X	II				II			III
Drowning Accidents	X					II			III
Treatment of Bruises, Sprains, Fractures, etc.	X		XX						III
Burns		X		XX					
Electric Accidents (Drill 13)	X	II				XX			
Water, Rescue & Shaefer's (Drill 11)	X		XX	II	XX			II	III

EXPLANATION

- | | |
|--------------|---|
| 1 = Senior | X = EXPERT -- Starts Job. |
| 2 = Junior | II = AYE, AYE, SIR -- helps out. |
| 3 = Scribe | XX = DOUBLE EXPERT -- Superintends Job. |
| 4 = Hiker | I = I WILL DO IT -- Does it alone. |
| 5 = Lighter | III = YI-YI-YI -- All hands at work. |
| 6 = Waterboy | |
| 7 = Handyman | |
| 8 = Woodman | |

* Sometimes the interrelation of this chart is disturbed by absentees. In this case common sense prevails. When in doubt do it yourself.
 * Scoutmasters, Assistant Scoutmasters or outside experts, serve as critics or judges.



Pine Tree Formation. Dress Parade. Assistant Scoutmasters should be on the left of Scoutmaster and behind

ADDITIONAL PINE TREE SUGGESTIONS

CHARTS

PROGRESS CHART. (Diagram.) When the test is passed a dated wafer is pasted opposite the scout's name under the proper sign. This shows the progress of each member of the troop.

ROLL CHART. (Diagram.) Present, late, working, excused or sick, and absent.

TAX CHART. Square, one week,; late, two weeks Late, three weeks late and posted.

PINE TREE TAXES CHART. Arranged for five years' payments at 20% annually. The pole of the cart is represented with black and red rings.

See pages following.

BOY SCOUTS OF AMERICA TROOP 1 of HONOLULU FUNDS "A SCOUT IS THRIFTY" 1917									
	ROLL	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG
PATROL	J. BROWN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	A. JONES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	M. SLOCUM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	E. SMAUL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	T. WILSON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	F. GATES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	T. DIAZ	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
L. CONNOR									
FOX									
WOLF									
TIGER									

TAX CHART

BOY SCOUTS OF AMERICA

TROOP NO. 1 of HONOLULU.

TROOP CHARTER		SCOUTMASTER ASSISTANT SCOUTMASTER COMMITTEE		HONOR ROLL		SCOUT OATH		SCOUT LAW		RECORD	
<p>TRANSFERS</p> <p>MEMBERS</p> <p>1. J. M. BROWN</p> <p>2. A. JONES</p> <p>3. M. SLOTT</p> <p>4. E. SMITH</p> <p>5. J. WILSON</p> <p>6. P. GATES</p> <p>7. J. SMITH</p> <p>8. J. COOPER</p>		<p>SECOND CLASS</p> <p>MEMBERS</p> <p>1. J. M. BROWN</p> <p>2. A. JONES</p> <p>3. M. SLOTT</p> <p>4. E. SMITH</p> <p>5. J. WILSON</p> <p>6. P. GATES</p> <p>7. J. SMITH</p> <p>8. J. COOPER</p>		<p>FIRST CLASS</p> <p>MEMBERS</p> <p>1. J. M. BROWN</p> <p>2. A. JONES</p> <p>3. M. SLOTT</p> <p>4. E. SMITH</p> <p>5. J. WILSON</p> <p>6. P. GATES</p> <p>7. J. SMITH</p> <p>8. J. COOPER</p>		<p>HONOR ROLL</p> <p>MEMBERS</p> <p>1. J. M. BROWN</p> <p>2. A. JONES</p> <p>3. M. SLOTT</p> <p>4. E. SMITH</p> <p>5. J. WILSON</p> <p>6. P. GATES</p> <p>7. J. SMITH</p> <p>8. J. COOPER</p>		<p>SCOUT OATH</p> <p>SCOUT LAW</p>		<p>RECORD</p> <p>1. J. M. BROWN</p> <p>2. A. JONES</p> <p>3. M. SLOTT</p> <p>4. E. SMITH</p> <p>5. J. WILSON</p> <p>6. P. GATES</p> <p>7. J. SMITH</p> <p>8. J. COOPER</p>	

PROGRESS CHART

BOY SCOUTS OF AMERICA									
TROOP 1 of HONOLULU ROLL									
Present x Absent ^ "A SCOUT IS LOYAL" Present v Absent ^ 1917									
PATROL	ROLL	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG
FOX	J. BROWN	x	x	x	x	x	x	x	x
	A. JONES	x	x	x	x	x	x	x	x
	M. SLOCUM	x	x	x	x	x	x	x	x
	E. SMAUL	x	x	x	x	x	x	x	x
	T. WILSON			x	x	x	x	x	x
	F. GATES			x	x	x	x	x	x
TIGER	T. DIAZ	x	x	x	x	x	x	x	x
	L. CONNOR	x	x	x	x	x	x	x	x
WOLF									

ROLL CHART

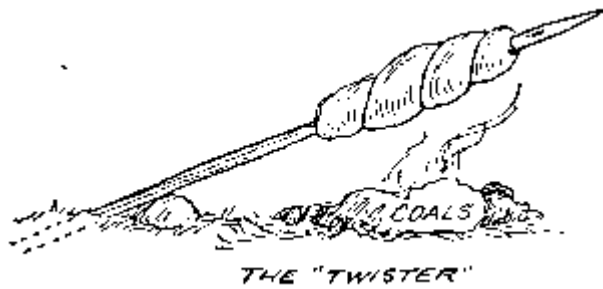
RECORDS AND CHARTS

The system of giving runs and outs seems to work well with American boys. We are all familiar with the "batting averages" of our Baseball heroes. A scout must have his batting or scouting average as well.

INDIVIDUAL COOKERY

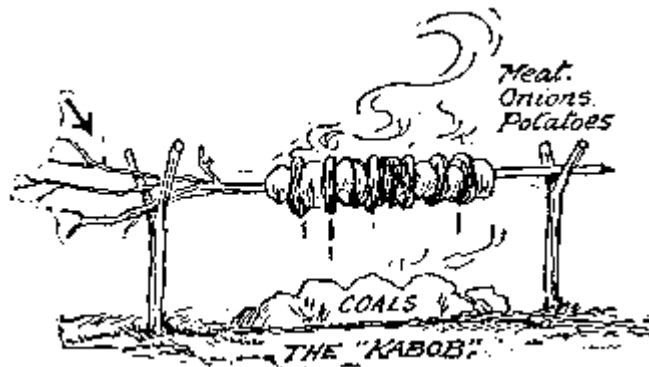
Twisters and Kabobs (for emergency):

The Twister is a roll of bread dough one span long, wound around a sweet-wood stick the size of the little finger, sharp at both ends. Too much grease or water causes it to slip or fall



off the stick, so be careful. When brown all over, and puffed tip like the bread "Mother makes," split it and toast it, as the part next the stick is never quite cooked. They may be so arranged near the fire, as to dry out through the hole left when the stick is pulled out.

Kabobs: Meat cut into pieces the size of a half-dollar, impaled on a sweet twig (or fence wire) with onions and sliced boiled



potatoes-alternating. Cook over a hot fire first - to sear the meat - then slowly. Some clever Scouts arrange to catch the drippings on the twister, split and toasted.

Bubble and Squeak: Diced salt beef, diced potatoes and beets.

Hoosh : Salt beef and white sauce.

RICHMOND COUNCIL STEW

Put in the tub or pot, 1 gallon Water and a veal shin. Boil till meat falls from bone, chop meat fine and lay aside. Add to liquor: Tomatoes, beans, potatoes, onions, carrots, thyme., pepper and salt to taste, cook vegetables till thoroughly done-about two hours. Add chicken and meat -cook one more hour - add two tablespoons full Lea & Perrin's Sauce.

1 chicken	4 carrots
1 Veal shin	1/2 oz. thyme
1 qt. Lima beans	1/2 pod red pepper (go easy!)
3 qts. mash potatoes	Salt to taste
1 qt. tomatoes	Lea & Perrin's Sauce
4 onions	10 c bottle catsup

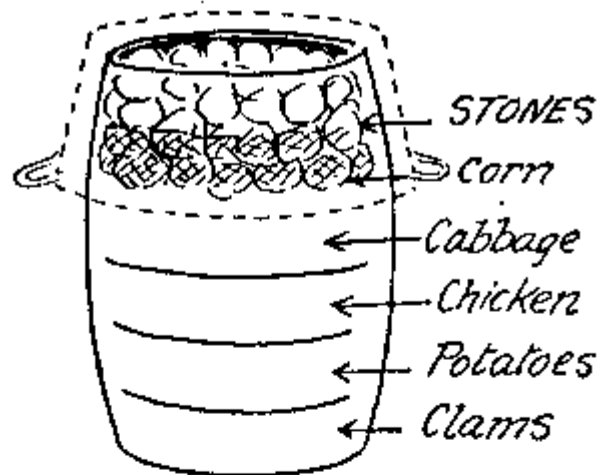
This is a wonderful dish, with bread, but, alas, pretty high living.

Fast outdoor cooking is largely a matter of fire control, handy apparatus and experience. If you are prodigal of time, well and good, nothing matters, but if you wish to serve the mess on time, the Pine Tree Kitchen Squad must be organized, disciplined and drilled. when the drill plans are strictly followed mess will be sooner served. Though cooking is considered a Junior and Baker requirement, all Scouts must, sooner or later, learn how.

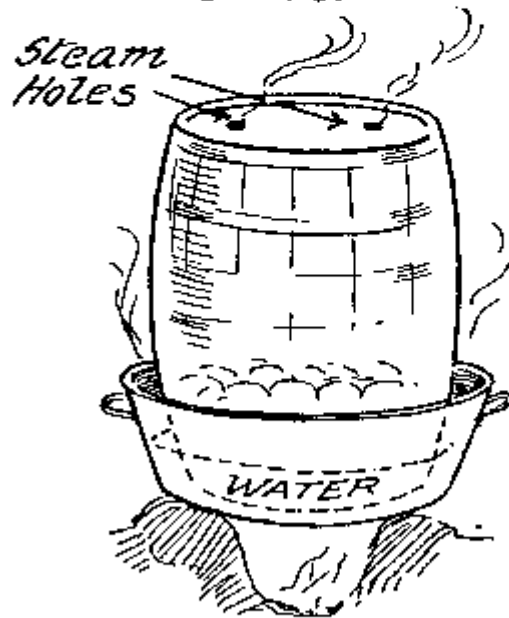
Call all hands when many hands will save time.

Steamed Food: To feed a troop, or even more, in any emergency.

Take a clean, sweet-smelling barrel or box that will stand upside down in a pan or the, Tub. Bore holes in the bottom. Start a



BARREL WITH TUB
ON TOP



BARREL REVERSED
Water in 'tub'

THE "PAWTUCKET" STEAMER.

hot fire. Place your rations in the box in layers - the quick cooking things like clams or fish in the bottom-on top goes the longest to cook stuff while beef, chickens, etc., go in the middle. Finish off with new mown hay, sea weed, or corn-husks and one layer of fist-big stones.

Turn the whole thing over, pan or tub under, pour in water and keep boiling for two or three hours. When ready turn over. This is a sort of clam bake. See Illustration, page 87.

Fish Cakes: Picked up cod and mashed potatoes 50-50 dropped by spoonful into red hot oil, and cooked to a golden brown.

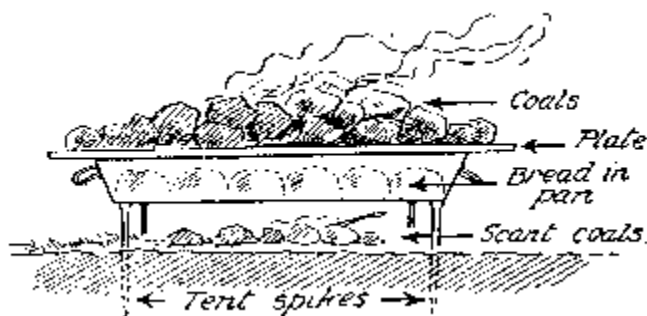
Beans, " Carranza." Chopped onions fried in oil to the waxy stage; the beans boiled to the " skin-split " stage (1 hour 5 minutes). Mash half the beans, add the onions and oil, cook the whole seasoned with ginger, thyme, salt and pepper. When nearly done stir in chopped meat. Cook the beans enough!

Another bean dish - Cook your beans soft and mash. Add an egg or so per boy, beaten up, not too much. Season high with poultry seasoning and Kitchen bouquet - or " Soy " (Cheap Japanese Sauce). Cover with thin slab of cheese and bake in the P. T. Baker.

PATROL COOKERY

What the Hot-plate or Iron Slab is for.

This thick, smooth piece of steel, cut to overlap your drip-pans at least an inch, is used as a griddle, grill, stove-top, wind break and a bread plate at mess table - but its use as a camp baker is paramount to all these uses.



Put over the fire, heated to the right temperature, and then lifted by beny telegraph or fence-wire hooks and placed over the dough



in a pan, it bakes everything beneath it to a beautiful brown. The heat is kept up by piling live coals on top, and fanning away the ashes from time to time.

When the bread is brown on top, the bottom may be finished off by setting the bread pan on the hot-iron plate for a minute or so.

Experts will cook a pan of biscuits or rolls, dropped biscuits, corn bread and so on - (even cake) by a gentle heat from below and this ardent heat from above.

As the drip-pans are thin, burning is usually from below.

Breadstuffs can be made of most cereals, but whole wheat flour, oat meal flour, corn meal and so on will be the best. For recipes see the handbook.

A Rough Recipe for Rolls: One heaping fistful of flour, five-finger pinch of baking powder, 3-finger pinch of salt and a gob of grease (bacon-fat, already salty - cotton seed oil, Crisco or Wesson) 1 teaspoon. Grease the pan and bake until done. **HEAT TEST:** If your bread is cooking well your pan

will hiss sharply if touched with a wet finger. If it "pops" look out for burning. If it "sizzles" it isn't hot enough.

Bakers should be sure they have an abundance of hot coals, in a handy cook-hole and a spade to move them.

Cinnamon Roll: This is sweetened dough rolled up with sugar, crisco and cinnamon. This roll is cut in junks and baked. Paint the top with sugar and water, to make it brown. Raisins or dates help.

"SAILOR'S FARE."

Beans and Pork. Compote. Cocoa, bread rolls, and gravy.

Pea Soup with Pork scraps and fish cakes.

Grilled salt beef, potatoes and flap jacks.

Slumgullion: Potatoes, fried onions, pork scraps, diced - with a white sauce made by cooking flour in oil and adding boiling water, or a sauce made of drippings and flour.

This is hard fare, but may be perpetrated at about 10 cents per plate.

ENVOY!

These are notes of lectures given at Boston University, Columbia University, Richmond, Providence, Chicago and many other places. The author may be forgiven for mistakes or if he repeats himself. Were it not for insistent calls for the "system" he might be tempted to another revision.

Here it is, with hopes that older scouts will enjoy trying for the records.

READING COURSE IN SCOUTING

*Handbook for Scoutmasters, Boy Scouts of America	.50
*Handbook for Boys (cloth), Boy Scouts of America	.50
*Scouting for Boys. Baden-Powell	.75
*The Boy Scout Movement as Applied by the Church, Richardson and Loomis	1.60
The Scout Law in Practice. Carey	.70
Indian Scout Talks. Eastman	1.10
The Boy Scout's Hike Book. Cave	.70
Boy Scouts' Camp Book. Cave	.70
Camp Cookery. Milam	.50
*First Aid for Boys. Cole and Ernst	1.25
*American Red Cross First Aid. Lynch	.30
Scouting and Patrolling. Waldron	.50
Camp and Outing Activities. Cheley-Baker	1.60
Told by the Camp Fire. Cheley	.85
Harper's Camping and Scouting. Grinnell & Swan	1.60
Field and Forest Handy Book. Beard	1.60
Shelters, Shacks and Shanties. Beard	1.35
Bugs, Butterflies and Beetles. Beard	2.00
Land Birds. Reed	1.35
Flower Guide. Reed	1.10
Bird Guide - Water. Reed	1.35
Tree Guide. Rogers	1.25
Boy Life and Self-Government. Fiske	1.00
The Boy and His Gang. Puffer	1.00
From Youth into Manhood. Hall	.50
Keeping in Condition. Moore	.75
That Boy of Yours. Kirtley	1.00
The New Chivalry. Jackson	.50
The Book of Electricity. Collins	1.10
The Book of Stars. Collins	1.10
The Book of Wireless. Collins	1.10
*The Book of Camping. Kephart	1.60
The Book of Forestry. Moon	1.75

NOTE:-Those books starred are desirable for the scoutmaster who is a beginner. These books are available from the Supply Department at the National Headquarters.

INDEX

- Assistant Patrol Leader, See Junior
- Baker, duties of, 11-13
- Blankets (see also Drills), 22
- Cart (see also Drills)
- Care Of, 21
 - Markings for, 25, 26
- Chart, Charts,
- General remarks on, 81
 - Letter Drill, 48, 49
 - Pine Tree Work, 78, 81
 - Progress, 83, 84
 - Roll, 85
 - Tax, 84
- Coffers, 22
- Cooking
- Gear, 22
 - Notes on, 87-91
- Definition of Terms, 76, 77
- Drills
- Letter, 28-49
 - Assemble Kitchen (CC), 39
 - Camp Sanitation (E) 43, 44
 - Form Kitchen (C), 36-39
 - Pack the Cart (A), 28-33
 - Pitch Camp, Campaign (G), 46
 - Full Campaign (XX), 47
 - Full Troop Rally (XXX), 48
 - Patrol (F), 44, 45
 - Troop (H), 46
 - Pitch Tent (D), 39-42
 - Strike Camp
 - Campaign (GG), 46
 - Full Campaign (XX), 47
 - Full Troop Rally (XXX), 48
 - Patrol (FF)
 - Troop (HH), 47
 - Strike Tents (DD), 42, 43
 - Drills, continued
 - Letter
 - Unpack Cart (B), 33-36
 - Number, 49-76
 - Air Tents and Bedding (33), 70
 - All Anything (29), 69
 - All Blankets (26), 68, 69
 - All Ponchos (28), 69
 - All Ropes (25), 68
 - All Staves (24), 68
 - Ambulance (18), 64
 - Assemble Cart (6), 54
 - Bath Tub (36.), 72
 - Boer Bed (40), 73-74
 - Bucket Line (43), 75
 - Clean-up (15), 61, 62
 - Drowning (11), 57-59
 - Eight Biscuits (44), 76
 - Fancy Table (16), 62, 63
 - Field Hospital (12), 59
 - Fire Alarm (42), 75
 - Form Canoe (9), 49-51
 - Form Mess Line (14), 60, 61
 - Form Mess Table (2), 51, 52
 - Form Winch (10), 56, 57
 - Grand Pi (17), 63
 - Lay Beds (39), 72
 - Live Wire (13), 60
 - Lone Scout Pack (38), 72
 - Night Packing (37), 72
 - One Thing Short (41), 74
 - Pile, Roll, and Tie Blankets (27), 69
 - Pine Tree Windlass (35), 71, 72
 - Pitch Bakers (22), 67, 68
 - Pitch Fly (20), 66, 67
 - Pitch Long House (23), 68
 - Pitch Marquee (21), 67
 - Rope Ladder (34), 70, 71
 - Scrub Tents (31), 70
 - Shine Up (30), 70