

# Let's camp like it's 1917!!!

## Hey Scouts and Scouters!!!

Go get your BSA Backpack time machine  
and set it to Oct. 13, 1917

### The place to be is at Camp Nutter in Acton, Maine

- The Time portal opens at 4:00 Friday night and closes at 10:00 on Sunday. Awards and patches will be given out at closing ceremony on Sunday.

- **Registration in by October 5th roundtable** - please fill out the registration form and send to Council by Sept. 30th and email me with the count and number of patrols no later than Oct. 5th.

- **Cost?** Two 1917 quarters or \$7.00 in 2017 money, still a bargain  
People that pre-register will have pre-assigned sites and easy check-in. All walk ins are greatly appreciated, but it will take a little time to figure out where to put you.

- **Program** - BSA 1917 - (Advancement requirements for 1917, attached)  
What was it like to be in the Boy Scouts when it was only 7 years old?  
You will find out at the 2017 Fall Camporee!!  
Every game, activity or station will be based on these requirements  
In 1917 patrols were 8 scouts, so everything is set up as Patrol competitions

### **Activities will include:**

- Signaling Morse Code, can you send and receive a message? **Best wins**  
Do you know what a crystal radio is?  
Pay attention closely and you may learn the news of the day, 1917
- First Aid Do you know how to help in case of a runaway horse, or mad dog?  
Demonstrate how to carry injured without a blanket or bedroll  
Do you know what the Schaefer Method is? Can you do it?  
Other requirements included in a First aid relay - **Best time wins**
- Knots Do you know your 9 Tenderfoot knots? What is a reef knot  
Knot relay - **Best time wins**
- Cooking Tenderfoot cooking requirements - bring a sample to BP to be judged for points  
Can you use aluminum foil? Only if it existed in 1917. Did it?  
Can you cook on a bushcraft stove (Swedish torch)? Make one and bring it!!  
Have the patrol cook two of the 1st Class items and have it judged - **Best wins**
- Scoutcraft Can you judge distance, height, and weight within 25 percent? **Points given**  
Can you build a fire using only 2 matches? **Fastest wins**  
Can you point out a compass direction without the help of the compass?  
How well do you know your national flag?  
Can you tell the significance of the Scout Badge 1917?

**Send info or questions to David Wade - [dwadetci@gwi.net](mailto:dwadetci@gwi.net)**

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<u>History</u>	Arthur Eldred will be there. Do you know who he is? He will tell you! <b>Lots of points</b> can be earned if you know your 1917 history Will you know the proper Scout handclasp? Will you know your scout ranks? Did Boy Scout rank exist? How much would a dollar in 1917 be worth today? Will you know the name of the Council in 1917? What happened 6 months earlier in April of 1917? What happened on the 13-15 October 1917?
<u>Inspections</u>	Campsite Does it look like 1917? Cooking fires in pit or off the ground Do you have a bushcraft stove? Are you using it? <b>Best wins</b> Gateway 1917 Merit Badge theme. One Troop per MB (1st come 1st serve)
<u>Drill Ceremonies</u>	Bring your Scout Staves, one per person/Drill by patrol. <b>Best wins</b>
<u>Branding</u>	We will have a 1917 brand and the large Camp Nutter brand. <b>Everyone wins</b>
<u>Campfire</u>	1917 yells, cheers and stunts (skits) will earn <b>extra points</b>

## Things to bring and know:

- Old style tenting if you have it. Canvas tarps make great tents. Try to set up at least one historic tent - Points will be given towards the site inspection
- Cooking over fire is encouraged and is part of the program. Check out Swedish torch <http://twistedstifter.com/2012/01/how-to-make-a-stove-from-a-single-log/>
- First Class cooking requirement done by the Patrol could be done over the Swedish Torch
- Patrol Cooking - TF requirements are individual. So pick one, bring to BP for extra points
- Gateways - The gateway theme is to do a 1917 Merit Badge. Pick an one from the list and let me know via email - First Come, First Serve [dwadetci@gwi.net](mailto:dwadetci@gwi.net)
- Scout Staves - There will be Drill and Ceremonies being taught using scout staves. How do you salute with a scout stave? How do you march with a stave? Each Patrol member needs a stave to compete. Patrols can share. The stave should be approx. 6' tall or 6" taller than the scout.
- Kiwanas Lodge will be set up as a historic display area. If you have something from the early years of scouting please let us display it. The building will be manned or locked at all times. Someone from staff will sleep over in the building, both nights.
- **Model A or T!!** - If you know anyone that would bring their Model A or T down for the day, please let me know. Also if you know anyone with a 20's tractor, please let me know.

## Usual Stuff

- Trailers only will be allowed to stay in the site if you have enough room
- One vehicle per troop in site at one time. Out as soon as unloaded. Rest of vehicle in parking lot
- Two deep leadership
- Webelos can visit during the day to see what is going on. Coordinate with a Troop
- First Aid - We are looking for a couple of medical volunteers to man the First Aid Hut (Seton). Must be experienced in 2017 medical procedures, no butter for burns!
- Awards and patches will be handed out at the closing ceremony, Sunday morning
- Class A uniforms at flag ceremonies - Older uniforms will be appreciated and points given.
- Weekend agenda will be handed out at October RT. SM/SPL meeting and Cracker Barrel to be Friday night. Time TBD

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## Registration

Troop \_\_\_\_\_ Point of Contact \_\_\_\_\_ phone/email \_\_\_\_\_

Number of Scouts \_\_\_\_\_ Number of Adults \_\_\_\_\_ Number of Patrols \_\_\_\_\_ Total Number \_\_\_\_\_ Times \_\_\_\_\_

Email the number of scouts, adults and patrols to: \$7.00 \_\_\_\_\_ total

**dwadetci@gwi.net**

Send form w/money to Cncl

## Gateway - Choice

email your 1st and 2nd choice for MB Gateway - ASAP!! to: [dwadetci@gwi.net](mailto:dwadetci@gwi.net)


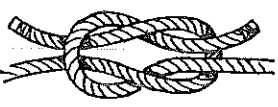


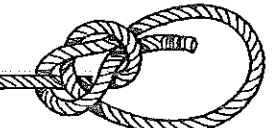
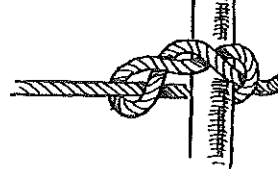

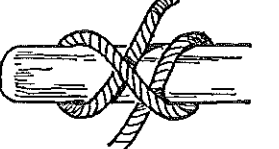
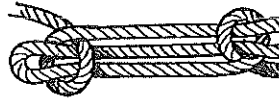
Troop \_\_\_\_\_ Point of Contact \_\_\_\_\_ phone/email \_\_\_\_\_

First Choice \_\_\_\_\_ Second Choice \_\_\_\_\_ Third Choice \_\_\_\_\_

First Come, First Serve. I will respond quickly

## The Nine Tenderfoot knots:

### NINE TENDERFOOT KNOTS

<p><b>SHEET BEND</b></p>  <p><i>For tying two ropes of different sizes</i></p>	<p><b>SQUARE KNOT</b></p>  <p><i>For tying two ropes of same size</i></p>	<p><b>SLIP KNOT</b></p>  <p><i>For hitching purposes</i></p>
<p><b>TWO HALF HITCHES</b></p>  <p><i>For fastening to rings or hooks Will not slip</i></p>	<p><b>BOWLINE</b></p>  <p><i>A loop that will not jam nor slip</i></p>	<p><b>TIMBER HITCH</b></p>  <p><i>For hauling timber. Will hold heavy strain</i></p>
<p><b>FISHERMAN'S KNOT</b></p>  <p><i>For tying silkworm gut</i></p>	<p><b>CLOVE HITCH</b></p>  <p><i>For fastening to a pole or a post</i></p>	<p><b>SHEEP SHANK</b></p>  <p><i>Used for shortening a rope</i></p>

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SIGNALING CODES

TRADE REG. U.S. PAT. OFF.

INSTRUCTION IN ELEMENTARY SIGNALING

INTERNATIONAL MORSE OR GENERAL SERVICE CODE

Table with 2 columns: Morse code symbols (A-Z) and their corresponding General Service Code symbols (S, T, U, V, W, X, Y, Z).

CONVENTIONAL VISUAL SIGNALS

Table listing conventional visual signals such as 'Go ahead', 'Move to your right', 'Move to your left', 'Move up', 'Move down', 'Understood', 'Wait', 'Repeat or error', 'From', 'Separation', 'End of word', 'Interval', 'End of sentence', 'End of message', 'Am closing station', 'Send slower', 'Poor spacing', 'Nothing for you', 'Signals not plainly visible'.

PUNCTUATION

Table listing punctuation marks and their meanings: Period, Comma, Interrogation, Hyphen or dash, Parenthesis begin, Parenthesis end, Quotation marks, Dollar mark, Exclamation, Apostrophe, Semicolon, Colon, Bar for fraction, Underline begin, Underline end.

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SIGNALING CODES

the handle it is necessary to lift the arm a trifle higher so that the light at the finish of the motion will appear 90 degrees from the footlight. The dash is a similar motion to the left. It is not necessary to change the lantern from one hand to another.

SIGNALING BY WIRELESS TELEGRAPH

The General Service Code or International Morse is employed by the Navy and all commercial operators in wireless work. The dots are represented by a short, sharp sound. The dashes by a sound equal to three dots in length. An interval of time corresponding with the "front" in wig wag code exists between all words. Before attempting to send or receive a message a scout should have firmly fixed in his mind the order in which the different parts of a message come. The official rules and regulations governing the sending of wireless messages prescribes the following form.

A message is divided into four parts.

- a. Preamble
b. Name and address
c. Body
d. Signature.

The operator of the sending station first sends out the preliminary call... to attract attention. This usually consists of three letters repeated three times. He next sends his own call repeated three times and preceded by DE (meaning "from," Note: This DE is sent as a word not a conventional). It is derived from the French word spelled the same and which means "from."

The station desired answers first with the preliminary call repeated, and next the call of the first or calling station wanted now sends DE, followed by its own call which is given once, and the letter K ( ) which signifies "go ahead." The first station now proceeds to transmit its message in the following order:

RADIO

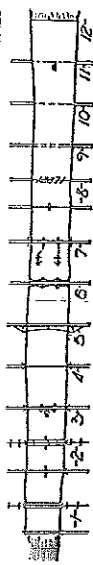
Table for radio message format: King William, Nr. 2, Cl. 8, Twelfth 4pm, To Brown 175 King Street, New Orleans, Arrive tomorrow, Jones, KMO, Operators station call.

CONVENTIONAL SYMBOLS FOR MAP DRAWING

Engineer Field Manual, U. S. A. Worked Structures (Black unless otherwise noted).

Table with 6 columns showing various symbols for map drawing, including roads, bridges, and structures.

- 1 Canal, Ditch, or Open Aqueduct (Blue)
2 Canal, abandoned (Blue)
3 Buried Aqueduct or Water Pipe (Blue)
4 Aqueduct or Water Pipe (Blue)
5 Canal Lock (point upstream) (Blue and Black)
6 Canal Lock (large scale) (Blue and Black)
7 Good Pack Trail
8 Poor Pack Trail or Footpath above RR beneath
9 Railroad Crossing (grade-RR)
10 Tunnel (railroad or road)
11 Railroad Station of any kind
12 Good Motor Road
13 Poor Motor or Private Road
14 Road on Small Scale Maps
15 Telegraph and Telephone Lines on ground or poles
16 Telephone and Telegraph Lines underground and Telephone Lines
17 Telegraph and Telephone Lines, submarine
18 Railroad of any kind, small-scale maps. On large scale maps, railroad single track
19 Juxtaposition of Railroads
20 Narrow Gauge Railroads
21 Abandoned Railroads
22 Railroads, Electric or Passenger only
23 Electric Power Transmission Line



Stream lines (Blue), to be shown through entire length.

- 1 General Symbol
2 Draw bridges (on large-scale charts leave channel open)
3 Truss (W, wood; S, steel)
4 Foot
5 Suspension
6 Arch
7 Footing
8 Ferris
9 Fords, General Symbol (or wagon and Artillery)
10 Pedestrian
11 Equestrian
12 Dam

Table with 24 numbered symbols for buildings, towns, villages, oil tanks, ruins, and various types of shafts.

- 1 Buildings in general
2 City, Town or Village
3 City, Town or Village (generalized)
4 Oil Tanks
5 Ruins
6 Capital
7 County Seat
8 Other Towns
9 Waterworks
10 Postoffice
11 Oil Wells
12 Cemetery
13 Church
14 Hospital
15 Schoolhouse
16 Telegraph Office
17 Windmill
18 Mine or Quarry of any kind (or open cut)
19 Prospect
20 Shaft
21 Opening Tunnel
22 Showing direction
23 Coko Ovens
24 Fences of any kind (or board fence)
25 Stone
26 Wire
27 Form
28 Hedge (Green)

LEFAX, Philadelphia 7, Pa.

Reprinted Nov., 1950

# The way it was in 1917

## How to become a Boy Scout

Any boy of 12 years or over may become a scout by applying to the scoutmaster of the troop already started in his town.

If he lives in a large city where there is a scout commissioner or scout executive, it would be better to apply to that officer.

Before he becomes a scout a boy must promise the Scout oath and law. He must know the scout sign, scout salute and the scout handclasp

## Advancement

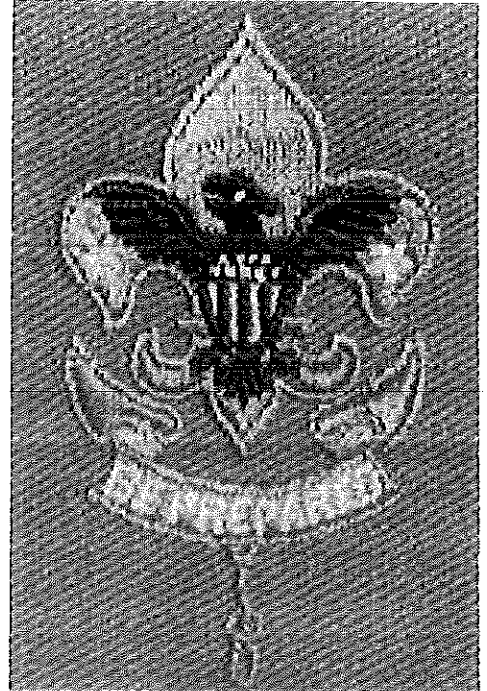
There are three classes of scouts among the Boy Scouts of America: the tenderfoot, second class scout, and first class scout.

## The Tenderfoot requirements:

1. Know the Scout Laws, motto, sign, salute and significance of the badge. See pages 31, 32, 33
2. Know the composition and history of the nation flag and the customary forms of respect due to it. See pages 439-441
3. Tie the following knots: Square or reef, sheet-bend, bowline, fisherman's, sheepshank, halter, clove hitch, timber hitch and two half hitches. See pages 78-82

## The Second Class requirements:

1. At least one month's service as a tenderfoot.
2. Elementary first aid and bandaging: know the general directions for first aid for injuries; know treatment for fainting, shock, fractures, bruises, sprains, injuries in which the skin is broken, burns and scalds; demonstrate how to carry injured, the use of the triangular and roller bandages and tourniquet. See pages 335-382
3. Elementary signaling: know the alphabet of the Semaphore or the General Service (International Morse) Code. See pages 283-298
4. Track half a mile in twenty-five minutes; or, if in town, describe satisfactorily the contents of one store window out of four observed for one minute each.
5. Go a mile in twelve minutes as scout's pace - about 50 steps running and fifty steps walking, alternately
6. Use properly knife or hatchet. See pages 244-246
7. Prove ability to build a fire in the open, using not more than two matches
8. Cook a quarter of a pound of meat and two potatoes in the open without cooking utensils.
9. Earn and deposit at least one dollar in a public bank (\$20.85 in today's money)
10. Know the sixteen principal points of the compass. See pages 82-83



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## The First Class requirements:

After 60 days service as a second class scout:

1. Swim 50 yards.
2. Earn and deposit at least two dollars in a public bank (\$41.70 in today's money)
3. Send and receive a message by Semaphore, including conventional signs, thirty letters per minute, OR by the General Service Code (International Morse), sixteen letters per minute including conventional signs.
4. Make a round trip alone (or with another scout) to a point at least seven miles (14 miles in all), going on foot, or rowing boat, and write a satisfactory account of the trip, and things observed.
5. Advanced first aid: Know the methods for panic prevention; what to do in case of fire, ice, electric and gas accidents; how to help in case of runaway horse, mad dog or snake bite; treatment for dislocations, unconsciousness, poisoning, fainting, apoplexy, sunstroke, heat exhaustion, and freezing; know treatment for sunburn, ivy poisoning, bites and stings, nosebleed, earache, toothache, inflammation or grit in the eye, cramp or stomach ache, and chills; demonstrate artificial respiration (Schaefer Method). See pages 335-382
6. Prepare and cook satisfactorily, in the open, using camp cooking utensils, two of the following articles as may be directed: Eggs, bacon, hunter's stew, fish, fowl, game, pancakes, hoe-cake, biscuit, hardtack or a "twist" baked on a stick; explain to another boy the methods followed. See pages 236-240
7. Read a map correctly, and draw, from field notes made on the spot, an intelligible rough sketch map, indicating by their proper marks important buildings, roads, trolley lines, main landmarks, principal elevations, etc. Point out a compass direction without the help of the compass.
8. Use properly an ax for felling or trimming light timber; or produce an article of carpentry, cabinet-making, or metal work made by himself. Explain the method followed.
9. Judge distance, size, number, height, and weight within 25 percent.
10. Describe fully from observation ten species of trees or plants, including poison ivy, by their bark, leaves, flowers, fruit, or scent; of six species of wild birds by their plumage, notes, tracks, or habits; find the North Star, and name and describe at least three constellations of stars.
11. Furnish satisfactory evidence that he has put into practice in his daily life the principles of the Scout Oath and Law.
12. Enlist a boy trained by himself in the requirements of a tenderfoot

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# The way it was in 1917

## Merit Badges

A boy who has passed all of the tenderfoot, second and first class requirements is now eligible to qualify for the various merit badges. (*Historic Note: A scout could NOT work on a MB until he was a First Class Scout*)

Agriculture	Angling	Archery	Architecture
Art	Astronomy	Athletics	Automobiling
Aviation	Bee Keeping	Bird Study	Blacksmithing
Bugling	Business	Camping	Carpentry
Chemistry	Civics	Conservation	Cooking
Craftsmanship (Metal, Leather, Basketry, Pottery, Cement, Bookbinding, Woodcarving & Wood)			
Cycling	Dairying	Electricity	Firemanship
First Aid	First Aid to Animals	Forestry	Gardening
Handicraft	Horsemanship	Interpreting	Leatherworking
Life Saving	Machinery	Marksmanship	Masonry
Mining	Music	Painting	Pathfinding
Personal Health	Photography	Pioneering	Physical Development
Plumbing	Poultry Keeping	Printing	Public Health
Safety First	Scholarship	Sculpture	Seamanship
Signaling	Stalking	Surveying	Swimming
Taxidermy			

(*Historic Note: some of the badges don't exist any more. Which ones?*)

## Life Scout:

The life scout badge is awarded to all first class scouts who have qualified for the merit badges of first aid, physical development or athletics, personal health, public health, and life saving or pioneering.

## Star Scout:

The star scout badge is awarded to the first class scout who has qualified for ten merit badges, including the five badges of the life scout.

## Eagle Scout:

The eagle scout badge is awarded to any first class scout qualifying for twenty-one merit badges. The twenty-one badges shall include first aid, life saving, personal health, public health, cooking, camping, civics, bird study, pathfinding, pioneering, athletics or physical development, and any ten others

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