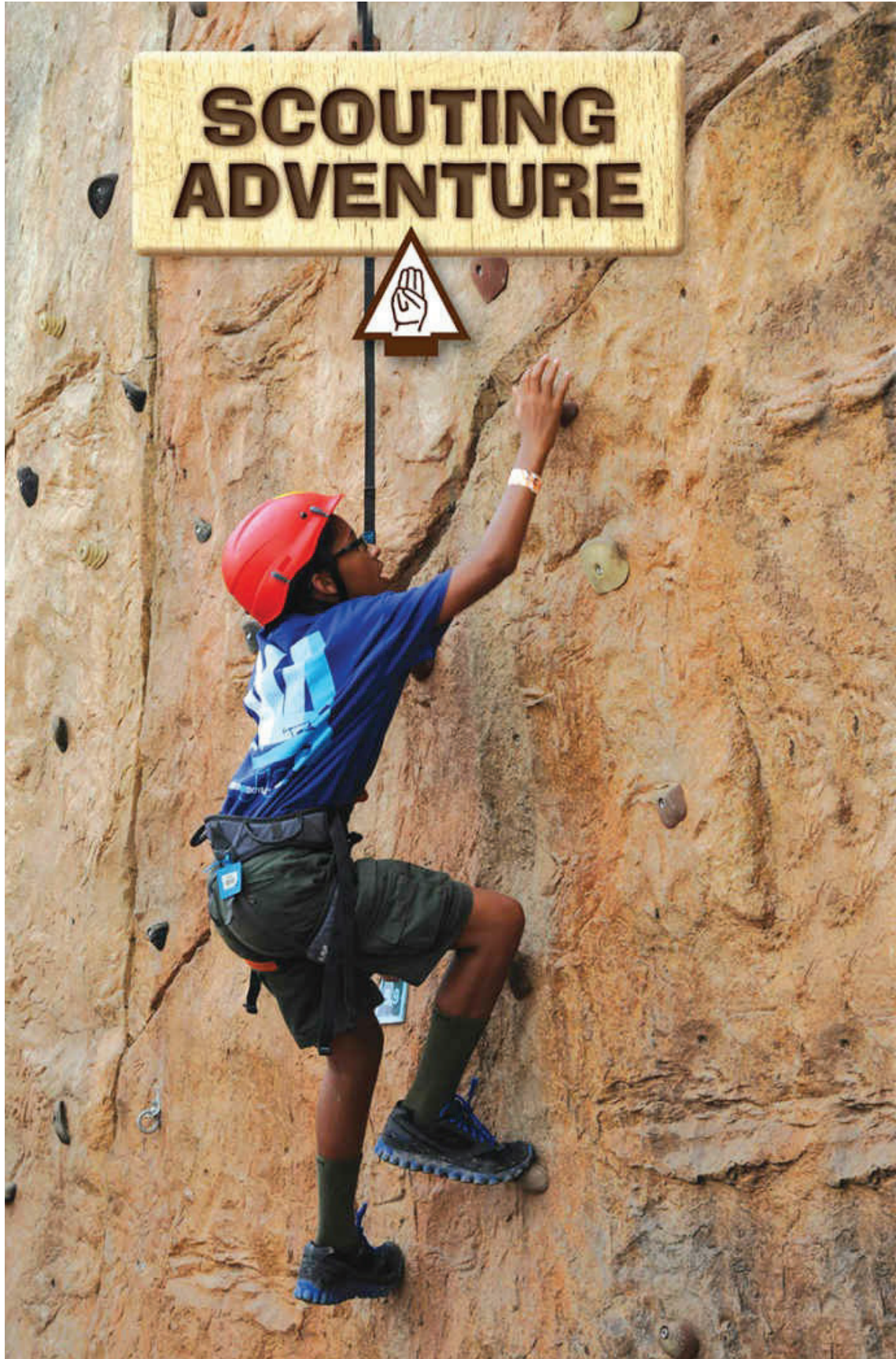


SCOUTING ADVENTURE



REQUIRED ADVENTURE

Complete the following requirements.

Approved by _____

1. Prepare yourself to join a troop by completing at least A-C below: _____
 - A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian. _____
 - B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan. _____
 - C. Give the Scout sign, salute, and handshake. Explain when to use each. _____
 - D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge. _____
 - E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning. _____
2. Visit a troop meeting with your parent or guardian and, if possible, your den members and leaders. After the meeting, do the following: _____
 - A. Describe how the Scouts in the troop provide its leadership. _____
 - B. Describe the four steps of Scout advancement. _____
 - C. Describe ranks in Scouting and how they are earned. _____
 - D. Describe what merit badges are and how they are earned. _____
3. Practice the patrol method in your den for one month by doing the following: _____
 - A. Explain the patrol method. Describe the types of patrols that might be part of a troop. _____
 - B. Hold an election to choose the patrol leader. _____
 - C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit. _____
 - D. As a patrol, make plans to participate in a troop's campout or other outdoor activity. _____
4. With your Webelos den leader, parent, or guardian, participate in a troop's campout or other outdoor activity. Use the patrol method _____

while on the outing.

5. Do the following: _____
 - A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used. _____
 - B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope. _____
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card. _____

SNAPSHOT OF ADVENTURE

The Scouting Adventure is all about what happens when you leave your Webelos den and join a troop. In this adventure, you'll learn about things like the Scout slogan and the patrol method. You'll find out about merit badges and ranks, and then you'll visit a troop meeting. Best of all, you'll go along with a troop on an outdoor activity.

COMPLETE THE FOLLOWING REQUIREMENTS.

REQUIREMENT 1 | Prepare yourself to join a troop by completing at least A-C below:

- A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.**
- B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.**
- C. Give the Scout sign, salute, and handshake. Explain when to use each.**
- D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.**
- E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.**

Scout Oath

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

As a Cub Scout you promise to live by the Scout Oath. And if you're like most Scouts, you'll keep living by the Scout Oath for the rest of your life. But what do the words really mean?

On my honor I will do my best. Your honor is your reputation, what you are deep inside. When you promise on your honor to do something, you're putting your whole self into that promise. But you don't have to be perfect;

you just have to do your best.

To do my duty to God and my country and to obey the Scout Law. As an older Scout, your first job is to be true to your faith tradition in the ways your parents and religious leaders have taught you. Next comes your country. Countless people have worked and fought and even died to make the United States a great country; you can help make it even greater. Like our country, Scouting has some rules to follow. Those rules are found in the Scout Law, which every Scout promises to obey.

To help other people at all times. You can make the world a better place by helping people in need. That means big things like working on service projects and little things like reaching out to classmates at school who are having trouble.



To keep myself physically strong, mentally awake, and morally straight. You can't do your duty and help other people if you aren't taking care of yourself. You stay physically strong when you exercise, eat right, and avoid things that can damage your body. You stay mentally awake when you study and learn and ask questions. You stay morally straight when you are honest in your actions, clean in your thoughts and speech, and true to your faith tradition.



A Scout is loyal. When you say the Scout Oath, you make a promise to be loyal to your country and the people who are important to you.

Scout Law

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Some groups have thick books of rules you have to follow. Scouting is different. The most important rules you need to follow are found in the Scout Law, which is so short that you can memorize it.

Trustworthy. Tell the truth and keep your promises. People can depend on you.

Loyal. Be true to your family, friends, Scout leaders, school, and country.

Helpful. Volunteer to help others without expecting a reward.

Friendly. Be a friend to everyone, even people who are very different from you.

Courteous. Be polite to everyone and always use good manners.

Kind. Treat others as you want to be treated. Never harm or kill any living thing without good reason.

Obedient. Follow the rules of your family, school, and pack. Obey the laws of your community and country.

Cheerful. Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

Thrifty. Work to pay your own way. Don't be wasteful. Use time, property, and natural resources wisely.

Brave. Face difficult situations even when you feel afraid. Do what is right despite what others might be doing or saying.

Clean. Keep your body and mind fit. Help keep your home and community clean.

Reverent. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Scout Motto

Be Prepared.

What's a motto? It's a short phrase that describes a person or a group's guiding principle. The Scout motto is "Be Prepared."

Somebody once asked Robert Baden-Powell, the founder of Scouting, exactly what Scouts should be prepared for. "Why, for any old thing!" B-P said.

That's the idea behind the Scout motto. It means you're ready to do your duty as a Scout at any time.

Scout Slogan

Do a Good Turn Daily.

What's a slogan? It's a short statement of a goal you want to reach. The Scout slogan is "Do a Good Turn Daily."

A Good Turn is an act of kindness, something you do to help another person. It doesn't have to be big, but it should be something beyond what's expected of you. (Doing your chores doesn't count as a Good Turn. Doing your little brother's chores does.)

Scout Spirit

Scout spirit is an attitude that sets Scouts apart from other people. It's hard to define Scout spirit, but it's easy to see it in action. When you live by the Scout Oath, Scout Law, Scout motto, and Scout slogan every day, you are showing Scout spirit.



Scout Sign

The Scout sign is a universal symbol of Scouts. To make it, hold up the three middle fingers of your right hand, and cover the nail of your little finger with your thumb. Hold your elbow at a right angle. And stand up straight; you're a Scout!

The Scout sign is used to get people's attention. When you see a leader holding up the Scout sign, get quiet and hold up the Scout sign, too. Pretty soon, everybody in the room will do the same.



Scout Salute

The Scout salute is used to salute the United States flag. You can also use it to salute other Scouts and leaders. To make the salute, form the Scout sign with your right hand, then bring your hand up, palm down, so your forefinger touches the brim of your hat or the tip of your right eyebrow.



If you are not in uniform, salute the flag by placing your right hand over your heart.

Scout Handshake

Unlike most people, Scouts shake hands with their left hands. The left hand is closer to the heart, so the Scout handshake symbolizes friendship. It's a special handshake shared by millions of Scouts around the world.

According to a story Baden-Powell told, some warriors he met in Africa shook with their left hands. To do that, they had to put down their shields, thus showing trust in the people they were greeting.

The First Class Scout Badge

The First Class Scout badge is an important symbol of the Boy Scouts of America. Scouts in other countries have their own badges that look similar.

Fleur-de-lis. The basic shape of the Scout badge is the fleur-de-lis (the

French word for an iris flower). Its center point is shaped like the north arrow on an old compass. The three main parts, like the three raised fingers of the Scout sign, stand for the three parts of the Scout Oath: duty to God and country, duty to others, and duty to self.

Eagle and shield. The Scout badge includes the emblem of the United States of America, representing freedom and a Scout's willingness to defend that freedom.

Two stars. The two stars symbolize truth and knowledge. They also represent Scouting's outdoor adventures.

Scroll. The scroll at the bottom displays the Scout motto. The ends are turned up like a smile as a reminder that Scouts smile as they do their duty.

Knot. The knot below the scroll is a reminder to do a Good Turn daily.



The Pledge of Allegiance

I pledge allegiance to the Flag of the United States of America, and to the Republic for which it stands, one Nation under God, indivisible, with liberty

and justice for all.

Feeling that patriotism was declining and that “the time was ripe for a reawakening of simple Americanism,” Baptist minister Francis Bellamy composed the Pledge of Allegiance in 1892. The pledge first appeared that September in the children’s magazine *The Youth’s Companion* in celebration of the 400th anniversary of Christopher Columbus’ arrival in the New World.

In 1942, the U.S. Congress formally adopted the pledge, and it now opens countless school days, legislative sessions, and, of course, Scout meetings across the country. The wording of the pledge has been changed four times, most recently in 1954, when the words “under God” were added.



REQUIREMENT 2 | Visit a troop meeting with your parent or guardian and, if possible, your den members and leaders. After the meeting, do the following:

- A. Describe how the Scouts in the troop provide its leadership.**
- B. Describe the four steps of Scout advancement.**
- C. Describe ranks in Scouting and how they are earned.**
- D. Describe what merit badges are and how they are earned.**

As part of this adventure, you will visit a Scout troop meeting. You might even visit the meetings of more than one troop so you can see how they are different and which one you want to join.

The troop you visit may be chartered to the same organization as your Cub Scout pack and may even meet right down the hall from your den. If so, you'll see a lot of familiar faces. But you may visit a troop in a different part of town where you don't know anybody. That can be a little scary, but don't worry. Some of the Scouts you'll meet were Webelos Scouts not long ago.



Inside a Troop Meeting

Troop meetings are a lot different from the den and pack meetings you're used to attending, so you may not know exactly what's going on at first. In

fact, you may not even think the Scouts know what's going on! They really do, however.

So what is going on? Here's what a typical troop meeting looks like:

First, the senior patrol leader—that's the top elected youth leader—calls the troop to order using the Scout sign. One of the patrols—they're sort of like dens—leads a flag ceremony, and everybody recites the Pledge of Allegiance or the Scout Oath and Scout Law.

Next, one of the Scouts (or maybe an adult leader) teaches the group a skill like how to navigate using a compass. After the Scouts practice that skill for a while, they break up into patrols. One patrol might work on advancement requirements, another might decorate its patrol flag, and a third might make plans for an upcoming patrol hike. During this time (and really during the whole meeting), individual Scouts may be working on advancement, doing their troop jobs, or meeting with the Scoutmaster.

After the patrol meetings, everybody comes back together to play a game. This may be a game just for fun, or it may give the Scouts a chance to practice the skill they learned earlier. For example, they might navigate a compass course out in the parking lot.

Finally, the whole troop gets back together for the closing ceremony. The senior patrol leader makes a few announcements. The Scoutmaster gives some words of wisdom—called a Scoutmaster's Minute. The patrol that led the flag ceremony retrieves the colors. And just like that, the meeting's over.



A Scout is obedient. One way you can show obedience is by paying attention to your patrol leader and senior patrol leader.

If things are going well, about the only time an adult says anything during a troop meeting is when the Scoutmaster gives the

Scoutmaster's Minute. Other than that, the meeting is run by the Scouts themselves. The same thing is true for hikes, campouts, service projects, and everything else.

Adult leaders are there, of course, but they're more like coaches. The Scoutmaster and assistant Scoutmasters train the youth leaders and then stand on the sidelines watching them in action.

Who Runs the Troop?

You can identify the youth leaders by the badges of office they wear on their left sleeves. Adult leaders also wear badges of office. When you visit a troop meeting, look for these leaders:

- ◆ **Senior patrol leader:** leads the troop
- ◆ **Assistant senior patrol leader:** supports the senior patrol leader
- ◆ **Troop guide:** helps a patrol of young Scouts, much like a den chief helps a Cub Scout den
- ◆ **Quartermaster:** takes care of the troop's equipment
- ◆ **Scribe:** takes care of the troop's records
- ◆ **Instructor:** teaches skills
- ◆ **Patrol leader:** leads a patrol
- ◆ **Assistant patrol leader:** assists the patrol leader



- ◆ **Scoutmaster:** an adult who coaches the senior patrol leader and other youth leaders
- ◆ **Assistant Scoutmaster:** an adult who supports the Scoutmaster



If you get a chance at the troop meeting, ask some youth and adult leaders what they do. Be on the lookout for other badges of office, and find out about those leadership roles, too.

How Scout Advancement Works

There are four steps of advancement in Scouting:

- ◆ You learn.
- ◆ You are tested.
- ◆ You are reviewed.
- ◆ You are recognized.

You learn.

Learning and practicing skills that lead to advancement happens all the time in a Scout troop. All the skills you need to learn are outlined in the handbook, so you can start learning them on your own. You can also learn new skills at every troop meeting, working on your own or with your patrol, and you can practice those skills daily and on every outing.



You are tested.

Once you feel you have learned an advancement requirement, you must demonstrate to a leader that you have mastered that skill. That leader might be an assistant Scoutmaster, the troop guide assigned to your patrol, the instructor, or even your patrol leader. After testing you, that leader signs off on the requirement in your book.

When you join a troop and get your new handbook, it will be your personal record of your advancement. It is your responsibility to ask for and obtain the necessary signoffs when you are tested and to keep your handbook in good shape. If there is ever any question about your achieving a requirement, your handbook is the official record. So don't lose it!



THE SCOUTMASTER CONFERENCE

One requirement for every Scout rank is the Scoutmaster conference. During this visit with your Scoutmaster, you talk about your progress in Scouting and how things are going at home and at school. The Scoutmaster can help you set goals for your next rank and answer any questions you have about Scouting. If you're having problems, the Scoutmaster can help you figure out how to

solve them. You can ask for a Scoutmaster conference any time you want one, and your Scoutmaster will make every effort to schedule it as soon as possible after your request—maybe right then!

You are reviewed.

After you have completed all the requirements for a rank (described on page 171), you go before a board of review. This is a group of adults from the troop committee who talk with you about what you've learned and double-check that you've done all the requirements, but not retest you. They will ask you how you are enjoying Scouting and what the troop can do to help you get more out of the program. They might even give you tips about completing the next rank.

You are recognized.

Now comes the fun part. Not long after you pass the board of review, you will receive your rank patch, which you can wear on the left pocket of your Scout uniform shirt. Many troops will provide it to you the next week. Later, you'll be recognized again at a troop court of honor. This is a special awards ceremony the troop holds every three or four months. It's a big deal; parents, grandparents, siblings, and troop members attend.



Ranks

The first rank you'll earn as a Scout is the Scout rank, which you earn by completing the Scout joining requirements. As you complete this adventure,

you will be learning all of the requirements for earning your Scout rank.

After earning the Scout rank, you work through six other ranks: Tenderfoot, Second Class, First Class, Star, Life, and Eagle Scout. Only about five in every 100 Scouts become Eagle Scouts, so it's a really big deal!



Scout Tenderfoot Second Class First Class Star Life Eagle

To become an Eagle Scout, you have to:

- ◆ Master basic skills in camping, first aid, nature study, and more
- ◆ Earn 21 merit badges
- ◆ Serve your troop as a leader
- ◆ Serve your community through service projects, including a big one you plan and lead yourself

That's a lot of work, but you have your whole time as a Scout to complete it. Many adults look back at earning their Eagle and realize that it set them on a path for success in life. You may find a lifelong hobby or career from your work toward earning your Eagle Scout Award.

In Cub Scouting, you've worked on most of your advancement requirements together as a den. As an older Scout, you work at your own pace, especially after the first year. Some Scouts earn the Eagle Scout Award earlier than others, but it must be earned by the Scout's 18th birthday. The choice is yours.

Merit Badges

Merit badges are awards you can earn as a troop member for learning about a specific topic. There are more than 130 different merit badges, but most Scouts earn maybe 20 or 30. Once you become a First Class Scout, you must earn merit badges to advance in rank.



Search and
Rescue



Chess



Camping



Pioneering



Lifesaving



Swimming



Canoeing



First Aid



Game Design



Hiking

Here are some examples:

- ◆ Scout skills merit badges: Camping, First Aid, Hiking
- ◆ Sports merit badges: Cycling, Skiing, Whitewater
- ◆ Hobby merit badges: Chess, Game Design, Geocaching
- ◆ Career merit badges: Fire Safety, Medicine, Programming
- ◆ Personal growth merit badges: Personal Fitness, Personal Management, Scholarship
- ◆ Citizenship merit badges: Citizenship in the World, Crime Prevention, Sustainability

To earn a merit badge, you meet with an adult expert in the field and work through a set of requirements. Depending on the badge, you might get to tour a factory, fly in an airplane, or go on an adventure. Along the way, you might discover a hobby or career you can pursue for your whole life.

To advance in rank beyond First Class, you have to earn a certain number of merit badges. For the Eagle Scout rank, you must earn a total of 21 merit badges: 13 from a list of Eagle-required merit badges and eight that you choose yourself. Some Scouts actually earn all the merit badges! Merit badges are worn on a merit badge sash, which is worn on special occasions.

REQUIREMENT 3 | Practice the patrol method in your den for one month by doing the following:

- A. Explain the patrol method. Describe the types of patrols that might be part of a troop.**
- B. Hold an election to choose the patrol leader.**
- C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.**
- D. As a patrol, make plans to participate in a troop's campout or other outdoor activity.**

Your patrol is the basic team you will work with in a troop. Your patrol will work together, cook together, camp and hike together, and celebrate successes together. In fact, many patrols stay together from the time they join Scouting until the members get too old to be in the troop any longer.

Your patrol will select its own name, make its own flag, come up with its own yell, and elect its own leader. That leader, the patrol leader, represents the patrol to a group called the patrol leaders' council. This is the group that plans the troop meetings and outings. If your patrol wants to learn about geocaching, for example, your patrol leader will take that idea to the patrol leaders' council, which will vote on it.



Your patrol can also plan its own activities. Sometimes, these will be part of a bigger troop outing, like a day hike during a weekend campout. Sometimes, they will be just for your patrol.

A well-functioning patrol is what makes a Scout troop work.

PATROL SPIRIT

Patrol spirit is the glue that holds the patrol together and keeps it going. Your patrol will develop spirit as you enjoy experiences together. Your name, flag, and yell help give your patrol a unique identify.

- ◆ **Patrol name.** Every patrol needs a good name, one that really describes what the patrol is all about. If your members like to swim, you might become the Sharks. If you're all into science fiction, you might become the Alien Patrol.
- ◆ **Patrol flag.** Your flag is your trademark. It shows your patrol name, emblem, troop number, and the names of your members. As you win competitions, you can hang ribbons from it as reminders of your accomplishments.
- ◆ **Patrol yell.** Your yell lets other patrols know you've arrived. It should be short and snappy and reflect your patrol's goals. Some patrols also have a patrol song. It's easy to make one up if you use a melody that everyone already knows.



Types of Patrols

A troop can have different kinds of patrols, depending on how it's organized. Some troops will have one of each kind of patrol; some troops will have several.

New-Scout Patrol

A new-Scout patrol is for Scouts who have just joined the troop. An experienced Scout, called a troop guide, helps show the way. An assistant Scoutmaster assigned to the patrol gives it added support.

Members of a new-Scout patrol choose their patrol leader and plan what they want to do. They take part in troop meetings and activities. As they learn hiking and camping skills, they also will start completing requirements for the Scout, Tenderfoot, Second Class, and First Class ranks.

Regular Patrols

Scouts who hold the rank of First Class or higher can be members of regular patrols. Older Scouts who have not yet reached the First Class rank

also may join a troop's regular patrols and continue to work on the First Class requirements.

Older-Scout Patrols

Many troops have an older-Scout patrol for seasoned Scouts who are eager to set out on rugged, high-adventure activities. Being part of such a patrol gives older Scouts the opportunity to stay active in their troops. They also may use their knowledge to enrich the Scouting experience for themselves and for other troop members.

REQUIREMENT 4 | With your Webelos den leader, parent, or guardian, participate in a troop's campout or other outdoor activity. Use the patrol method while on the outing.

The real fun of Scouting happens when the troop leaves its meeting place and heads "out there." For this requirement, your den gets to tag along and participate in a troop's activity.

During the activity, think about these questions:

- ◆ How did the Scouts in charge of the activity show leadership?
- ◆ How did the activity help the Scouts who participated advance in rank?
- ◆ What was the most fun thing you did?

When you visit the members of a troop, ask what some of their favorite campouts were. Most have probably been to summer camp, and some may have gone on a high-adventure trip. When you see one of the patches or logos shown here on an older Scout's uniform, you'll know that Scout has been on a very special trip. Ask about it!



REQUIREMENT 5 | Do the following:

- A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.**
- B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.**

Square Knot

The square knot has many uses, from securing packages and the sails of ships to tying the ends of bandages. It is called a joining knot because it joins together two ropes and because it is the knot you learn when you join a troop. You may also recognize it as part of the World Crest badge that you already wear on your uniform.

1. Hold a rope end in each hand.
2. Pass the right end over and under the rope in your left hand.
3. Pass the rope end now in your left hand over and under the one now in your right hand.
4. Tighten the knot by pulling both ends at the same time.

Remember “right over left, left over right.” If you go right over left and then right over left again, you’ll end up with a granny knot, which is not very secure.



Two Half Hitches

A hitch is a knot that ties a rope to something. Use two half hitches when you want to tie a rope (called a guy line) to a tent or dining fly. The knot will

slide down easily to secure the rope.

1. Pass the end of the rope through the grommet or around the post.
2. Bring the end over and around the standing part of the rope, then back through the loop that has formed. This makes a half hitch.
3. Take the end around the standing part a second time, and tie another half hitch.
4. Pull the knot snug and slide it against the pole or grommet.

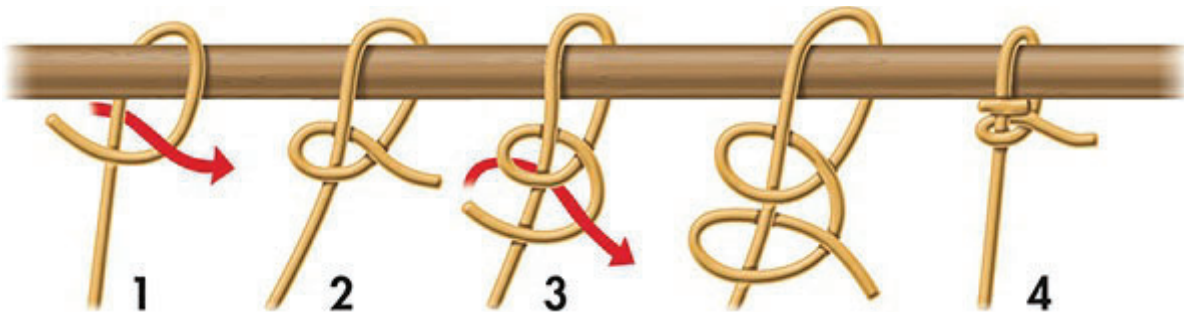


Taut-Line Hitch

A taut-line hitch is similar to two half hitches, but it creates a loop that doesn't slide. Use it to attach the guy line on your tent or dining fly to a stake

in the ground. You can easily adjust it to tighten the rope. (Taut is another word for tight.)

1. Pass the end of the rope around the tent stake.
2. Bring the end over and around the standing part, then back through the loop that was formed. Go around the standing part inside the loop again (this time closer to the tent stake).
3. Again bring the rope end under, over, and through a loop, but this time farther up the standing part.



4. Work any slack out of the knot.
5. Slide the hitch to tighten or loosen the rope.

Whipping and Fusing Rope

As you use rope, the ends can become frayed. To make the ends more durable, you can whip them if the rope is made of natural fibers like sisal, or fuse them if they are made out of synthetic material like nylon.

Whipping Rope

Cut off the part of the rope that is already unraveled. Cut a piece of strong string, dental floss, or thin twine at least 8 to 10 inches long. Make a bight, or loop, and place it on one end of the rope.

Wrap the string tightly around the rope several times. When the whipping is as wide as the rope is thick, slip the end through the loop. Then pull both string ends hard, and cut them off.

Fusing Rope

Rope and cord made from plastic or nylon will melt when exposed to high heat. Cut away the frayed part of the rope. Then, working in a well-ventilated area, hold each end a few inches above a lighted match or candle to melt and fuse the strands together. Melted rope is hot and sticky, so don't touch the end until it is completely cool.



REQUIREMENT 6 | Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

A pocketknife is a useful tool to take along on Scout outings. As with any tool, you must follow certain safety rules. Otherwise, you can damage your pocketknife and hurt yourself or other people.

The Whittling Chip

The Whittling Chip is a special card that gives you permission to use a pocketknife.

You can earn it by doing these things:

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
4. Read, understand, and promise to abide by the “Knives Are Not Toys” guidelines.
5. Read, understand, and promise to abide by the “Pocketknife Pledge.”

Later, when you join a troop, you can earn the Totin’ Chip. It is similar to the Whittling Chip, but it also gives you permission to use axes and saws.

Safety Rules



- ◆ A knife is a tool, not a toy.
- ◆ Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.
- ◆ Keep the blade clean.
- ◆ Never carry an open pocketknife.
- ◆ When you are not using your knife, close it and put it away.
- ◆ Keep your knife dry.
- ◆ When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.
- ◆ Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use your knife.

Knives Are Not Toys

- ◆ Close the blade with the palm of your hand.
 - ◆ Never use a knife on something that will dull or break it.
 - ◆ Be careful that you do not cut yourself or any person nearby.
 - ◆ Never use a knife to strip the bark from a tree.
 - ◆ Do not carve your initials into anything that does not belong to you.
-

POCKETKNIFE PLEDGE

In return for the privilege of carrying a pocketknife to designated Cub Scout functions, I agree to the following:

I will treat my pocketknife with the respect due a useful tool.

I will always close my pocketknife and put it away when not in use.

I will not use my pocketknife when it might injure someone near me.

I promise never to throw my pocketknife for any reason.

I will use my pocketknife in a safe manner at all times.

Signature _____