

- (b) Two half-hitches.
- (c) Clove-hitch.
- (d) Rolling hitch.
- (e) Eye splice.
- (f) Short splice.
- (g) Long splice.

9. Distinguishing characteristics of the following rigged vessels:

- (a) Sloop.
- (b) Schooner (two and three masts).
- (c) Brigantine.
- (d) Brig.
- (e) Barkentine.
- (f) Bark.
- (g) Ship.

10. Earn and deposit at least one dollar in a public bank.

*Able Seaman.*—To become an Able Seaman, an Ordinary Seaman shall pass the following tests:

1. Send and receive a message by semaphore, American Morse, or Myer alphabet, sixteen letters per minute.

2. Advanced first aid: Know the methods for panic prevention; what to do in case of fire and ice, electric and gas accidents; rescue from drowning, treatment for dislocations, unconsciousness, poisoning, fainting, apoplexy, sunstroke, heat exhaustion, and freezing; know treatment for sunburn, bites and stings, nosebleed, earache, toothache, inflammation or growth in eye, cramp or stomach-ache, and chills; demonstrate artificial respiration.

3. Read a chart correctly, and be able to point out light houses, light-ships, buoys, beacons, shoals, etc., and by use of parallel rules, obtain magnetic direction between two points on a chart by reference to compass-rose.

4. Point to one of the cardinal or intercardinal points by day or night without use of a compass.

5. Give names and uses of the spars, sails, and rigging of either a sloop or two-masted schooner.

6. Ship construction. Principal parts, names, and location.

7. Furnish satisfactory evidence that he has put into practice in his daily life the principles of the Scout oath and law.

8. Handle a boat under sail.