

every eight bells, the Sea Scoutmaster orders him to report to the captain before striking the bell. The strokes of the bell are made in couples. Thus: - - - - is four bells; - - - - is five bells, etc.

REQUIREMENTS FOR APPRENTICE, ORDINARY, AND ABLE SEAMEN

The requirements for Landsmen and Apprentice Seamen are the same, the difference being that a Landsman is from twelve to fourteen years old, and is not allowed to cruise excepting when accompanied by his own Scoutmaster.

A Landsman or Apprentice Seaman shall know:

1. All the requirements for a Tenderfoot, and, in addition, should be able to tie the following knots:

- (a) Overhand.
- (b) Square, or reef.
- (c) Figure-eight.
- (d) Bowline.
- (e) Sheet bend.

2. How to swim twenty-five yards.

Ordinary Seaman.—To become an Ordinary Seaman an Apprentice Seaman shall pass the following tests:

1. At least one month's service as an Apprentice.
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 the injured, and the use of the triangular and roller bandages and tourniquet.
3. Signalling: Wigwag or semaphore alphabet.
4. Row and scull a boat.
5. Swim fifty yards. Swim under water. Dive.
6. Have attended regular instruction meetings ashore under a qualified Sea Scoutmaster for at least three months, with a good record for attendance and efficiency, or, to have taken part in a cruise of at least one week under a qualified Sea Scoutmaster, with a good record for efficiency.
7. Box the compass by points.
8. Knots, bends, and splices:
 - (a) Fisherman's bend.