
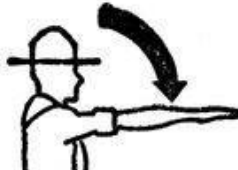

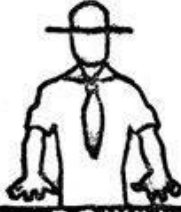












CLASSIC BOYS LIFE SERIES

HAND & ARM SIGNALS



 ASSEMBLE (COME BACK)	 FORWARD FOLLOW ME	 HURRY (DOUBLE TIME)
 DOWN (TAKE COVER)	 ATTENTION	 HALT
 TROOP CIRCLE FORMATION		 COUNCIL OR U' FORMATION
 PARALLEL FILE FORMATION	FIELD SIGNALS	 OPEN COLUMN OF PATROLS
 CLOSED COLUMN OF PATROLS		 DISMISSAL
 SPREAD OUT		 SINGLE RANK FORMATION

HAND SIGNALS

□-P.L. 2-SECOND X-SCOUTS ♂-LEADERS DIRECTION



Freeze

Scouts acknowledge with same signal and wait further orders.



Come In

This signal is most used in field games to bring Scouts in to Leader.



Hurry Up

Clenched fist pumped up and down vigorously.



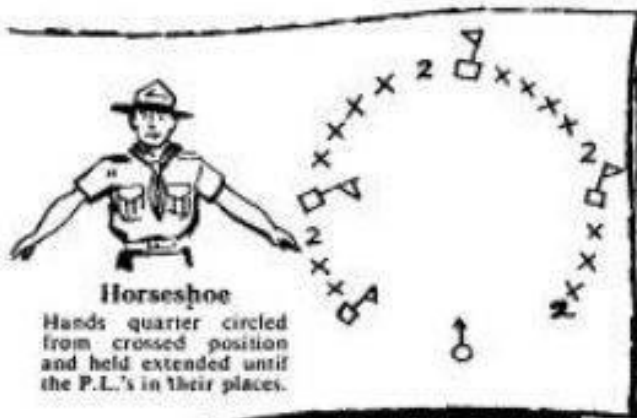
Squat

Open palm facing down, arm moved downward.



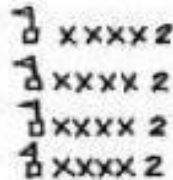
Stand Up

Open palm facing up, arm moved upward.



Horseshoe

Hands quarter circled from crossed position and held extended until the P.L.'s in their places.



Close Column

Interval is one pace between Patrols.



Relay Formation

Two paces between Patrols.



Circle

Hands half circled from front to rear.



Line Abreast

Troop in one rank facing to or from the Scouter according to position of his palms.



Arrowhead

A good formation for chin-wags.

