

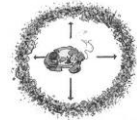


Troop 266

April 2013

Fire Safety Rules

- Do not build a fire when conditions are too dry or too windy. Ranger in park will usually post a “No Fire” sign.
- Only use the campsite fire ring. Clear area inside & outside the fire ring of flammable vegetation.
- Always have at least a gallon of water (or plenty of sand/dirt and shovel) nearby for safety before beginning.
- Fires are to be attended at all times by the designated “fireman” until out cold.
- Only designated “**fireman**” is to approach the fire and continue feeding wood to fire. All others are to stay a minimum of two feet back allowing the “fireman” room to walk around fire to tend it. No one may poke or put a stick in the fire but the “fireman”.
- Never have a flame in a tent, including lit matches, candles, lanterns or stoves.
- Do not wave or throw burning sticks. Once lit, a stick must stay in the fire.
- New scouts - once you have your card, have your PL’s permission to build a fire.
- Only scouts with a Firem’n Chit may build a fire. Keep your card with you.



Leave No Trace: State Parks require you bring your own wood. “Down wood” or wood found on the ground is part of nature and needs to be left in the woods. Subscribe to **Outdoor Code & Leave No Trace**.

Types of firewood:

Tender: Catches easily and burns fast. Wood, the size of a wooden match or smaller is tender. Also dry crumbles from rotten wood; dry needles, twine – made loose, dryer lint and wood shavings. Gather enough to fill your hat before beginning.

Kindling: Dead twigs/branches no thicker than a pencil. Gather enough to fill your hat twice.

Fuel: Fuel wood can be as thin as your finger or as thick as your wrist.



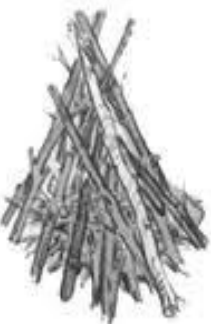
KINDLING



FUEL

Firem’n Chit:

- Read Fire & Safety Rules in Scout Handbook pgs 410 - 415
- Tell the Three Types of Firewood
- Gather sufficient wood for a fire beforehand
- Demonstrate three shapes to build a fire
- Build a fire; light it successfully until you are assured it has caught and will sustain a fire
- Show safe way to put out the fire
- Once completed you and your instructor inform the ASM or SM. You will be asked to discuss the front & back of the card and sign it. Then the SM or ASM will sign the card.



Firem’n Chit Privileges: Firem’n Chit privileges can be taken away if a Scout fails in his responsibility. Corners are cut away for each infraction. If four corners are cut away or you conduct a serious infraction with a fire, the card is taken away. You will have to re-earn your card by re-taking this course.