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BOOKS FOR SCOUTS

GILCRAFT'S
SECOND CLASS
BOOK

Publication approved by
THE BOY SCOUTS' ASSOCIATION

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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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NOTE

This book is not intended to replace practical instruction by Scouter, Patrol Leader, or Scout. It is a note-book of reminders so that the Tenderfoot can practice on his own, or with another Scout, at odd moments.

It is assumed that the Tenderfoot has a copy of the Boy's Edition of Scouting for Boys.

PERSONAL RECORD

Name

Address

Troop..... Patrol

Second Class Tests	Date passed	Initials of S.M.
HEALTH—		
(a) Accidents
(b) Rules of Health
(c) Exercises
OBSERVATION—		
(a) Kim's Game
or Trail
(b) Trees
PIONEERING—		
(a) Knots
Lashings
(b) Axemanship

PERSONAL RECORD continued on page 32

THE SECOND CLASS TESTS PRELIMINARY

Must be able to re-pass the Tenderfoot Tests. This reminds you that a Scout does not forget what he has learned. It is not much use, for instance, learning how to tie a bowline, and then forgetting all about it; a Scout who claims to be First Class would look pretty foolish if he couldn't do all the things a Tenderfoot is expected to know. So keep your knowledge up-to-date.

HEALTH

(a) Show how to deal with the following common minor accidents:-

Minor cuts and scratches.

Sprains.

Bruises.

Bleeding from the nose.

Stings and bites.

Burns and scalds.

Know how to avoid sun burning, and the importance of doing so.

Demonstrate the use of the triangular bandage as a sling.

Demonstrate how to summon help and to treat for shock (not electric).

You made your first step in First Aid as a Tenderfoot; now you must go a bit further. All the time, remember that you are not an amateur

doctor; the Chief object of First Aid is *to prevent things getting worse* before a doctor can deal with the case. You can also do much to relieve pain, and to *make the patient as comfortable as possible*.

Even the slightest injury comes as a shock to the sufferer. "Treat for shock" is a sound rule. So get into the habit in all practices of carrying out the following instructions.

1. If there is *bleeding*, it must be stopped as Soon as possible. At present you are not expected to know how to do this except in very simple cases.

2. Make the patient *comfortable* in a safe place. Let him lie down with his feet raised. *Avoid all rough handling* - even in practice. *Move quietly* and don't get excited. Keep him *warm*.

Fainting: is a form of shock, and need not cause alarm. Lay the patient down with head and shoulders low and feet raised. Loosen all clothing. See that there is plenty of fresh air, and shove the crowd away. When conscious the patient can *sip* - me hot strong tea or coffee with plenty of sugar it. Smelling salts, if handy, are useful; but first test their strength by smelling them yourself.

Minor Cuts and Scratches.

There is nothing to add here to what you learned a Tenderfoot. Do you remember what you learned?

Sprains.

A sprain results when the tissues round a joint stretched or torn as a result of some twist or violence.

The joints most commonly sprained are the ankle, knee, shoulder and wrist.

The chief sign or symptom is pain which increases if any movement is made.

The treatment is to *rest the joint*, and to *support* it with a bandage. A pad of cotton wool or something soft can be tied firmly over the joint. Wet the bandage with cold water, and keep it wet. If the patient *has* to move - and this is often necessary with a sprained ankle which usually occurs during a walk - then the patient should be given all the help possible by his companions in getting along.

Bleeding from the Nose.

This can also be serious, but most cases are not dangerous. *Seat the patient comfortably*, with head thrown back a bit, and hands raised or clasped behind the neck. See that his clothing is loose at the neck. Tell him to breathe through his mouth, and not to blow his nose for some time. *Apply a cold, wet sponge or flannel* to the bridge of the nose, and another at the back of the neck. (This is the reason for the old-fashioned “key down the neck” remedy).

Stings and Bites.

These can be painful and alarming. Treat as quickly as possible by removing the sting by means of a sterilised needle or by pressing with a hollow tube like the barrel of a key. Apply spirit, sal volatile, baking soda or washing soda, ammonia or wet blue bag. Some stings are acid like a bee sting, whilst others like a wasp sting are alkaline.

When you know what the sting is apply the opposite, *e.g.*, vinegar for wasp and soda or blue bag for a bee sting.

Nettle or other plant stings can be relieved by rubbing a dock leaf on the part or the use of soda or calamine lotion.

A snake *bite* is rare in this country; see what B.-P. says about ours in Yarn 15. The poison from an adder's bite is powerful, but very seldom dangerous to life, and you may easily do the patient more harm than good by the remedy (sometimes necessary with the bites of tropical snakes) of tying a very tight bandage close to the wound on the side nearer the heart. Much more important is to keep the patient at rest and take him at once to a doctor or hospital. You may also, if you can do so without wasting time (a) bathe the bite freely with *weak* ammonia or a strong solution of permanganate of potash, and (b) give the patient a couple of tablespoonfuls of whisky or brandy, or a teaspoonful of sal volatile, in half a tumbler of water. But remember the *doctor*, and *rest*.

A *bite* from an animal may be like an ordinary flesh wound, and can be treated in the same way, *i.e.*, by cleansing and covering. A good antiseptic for animal bites is a teaspoonful of salt in a pint of water. If, however, there is a risk (which is very rare in this country) that the animal '*e.g.*, a dog) may be mad or rabid, treat the patient in the same way as for snake bite.

Burns and Scalds.

A *burn* is Caused by *dry* heat, *e.g.*, touching a very hot dixie; a *scald* is caused by *moist* heat, *e.g.*, upsetting boiling water.

Both can be very serious and must never be treated as unimportant. At present you are only expected to deal with minor burns and scalds.

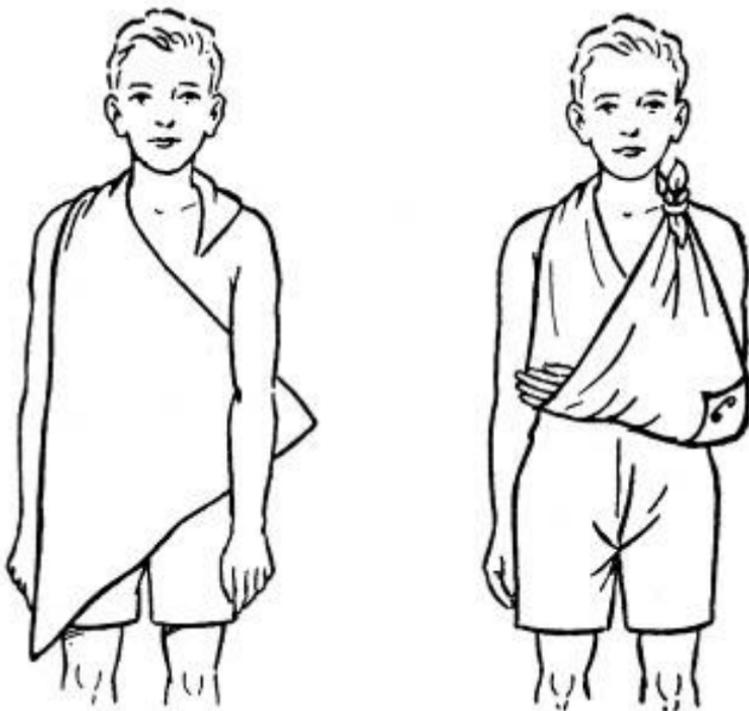
First remember to *treat for shock*, which may be great.

Second - deal with the burn or scald according to what you have at hand. The thing to aim at is to cover the burn to keep the air off it. If you have a First Aid outfit handy use a burn dressing if included in the outfit. If not, cover with lint or gauze, or the *inside* of a clean handkerchief fresh from the laundry, and secure with a bandage. Never touch the surface of a burn or attempt to wash off dirt or to remove clothing. Never break blisters. Never put on an oily or greasy dressing. Simply cover the burnt or scalded area, treat the patient for shock and get him to a doctor, nurse or hospital as soon as possible.

Sunburn.

This is, as the name suggests. Just one form of burn. It can be very serious indeed: severe headaches, feverishness, and irritation are the signs. Treat the victim for shock, keep him quiet in the shade, and cover the sunburnt area with calamine lotion. But the best cure is prevention! Don't expose your skin to the sun for long at first. Wear your scarf as a head covering so that the tails hang down your back. Vaseline, or some other similar

preparation, should be rubbed in *before* exposing the bare skin. Don't be foolish! You can pay too highly for a browned skin or peeled back.



Triangular Bandage.

You must learn from your Scoutmaster or Patrol Leader how to use a triangular bandage as an arm sling, but the two drawings above will help to remind you how to do it.

You do not always have a triangular bandage with you. What could you use instead? Set your self problems in First Aid as you go about.

For instance, ask yourself: "Suppose that man over there slipped and cut his knee. What could I do?"

A Scout must be able to deal with accidents at all times: so he must use his wits to meet all conditions.

(b) *Camp Fire ram* 18 of "Scouting for Boys."

Read this Yarn very carefully - not all at once, but take one section a day, e.g., "Keep yourself Clean." The important thing, however, is to *put into practice* the suggestions B.-P. gives you in that Yarn.

OBSERVATION

(a) *Kim's Game. Describe, in writing, 16 out of 24 well assorted articles following one minute's observation, or follow a trail half-a-mile long containing not less than thirty woodcraft signs, in 25 minutes.*

The alternative test of Kim's Game, or trailing, is meant to find out if you can use your eyes, and observe, and remember accurately. Try to take both tests as they are equally important. This only comes by practise, not by teaching. There are many ways in which you can practise *Kim's Game*; for instance, look at a shop window, or one part of it, and after a minute, turn away from it and see how many articles you can remember. At first the names alone will be enough, but later try to

remember some details. It is more useful, for instance, to remember seeing a tin of Rowntree's Cocoa, than just a tin of cocoa. Then try recalling the advertisements on a hoarding and the way in which they are arranged. You will soon improve after such practise.

The *trail test* can be practised with another Scout. Set a trail for him, and then get him to lay one for you. You can use the signs you learned for your Tenderfoot Test, or you can use bits of coloured wool. Think out other methods.

(b) *Be able to recognise and name, from a list submitted by the Scout, six common trees and know the values of their woods for fires.*

It is of great importance that a Scout should be able to recognise trees and their branches; this is part of his general knowledge of woodcraft, but he also needs to recognise woods for firelighting.

Read Camp Fire Yarn 16 of *Scouting for Boys*.

Some woods are good for *beginning a fire*, and for making quick fires for short jobs such as boiling a billy of water. Generally speaking the *soft woods*, e.g., pine and larch, are good for this purpose.

Others are best for getting a *hot, lasting fire* with glowing embers for longer jobs such as roasting or making dampers. The fire is started as for a quick fire. The *hard woods*, such as oak, are best for long jobs.

Before you select your wood you must be able to tell one kind from another.

The easiest way *to recognise trees* is by their leaves,

and even at the end of winter you will find a few dried leaves under the tree, except where park-keepers sweep them all up. Having recognised the tree by its leaves, *study the bark of the trunk, and the branches, and compare one tree with another.* No one can do this for you, though you may be able to get someone to tell you the names of the trees in winter.

Another way of recognition is from *the general shape* when the tree is growing under more or less natural conditions, but this is only a rough guide except for a few very distinctive trees. See the sketches in Yarn 16 of *Scouting for Boys*.

Now for the values of woods for fires. For general purposes Ash is undoubtedly the best wood of all, easy to chop or split, it burns steadily but not too quickly.

Beech is not quite so good as Ash, gives a bigger flame and will burn green or dry.

Oak burns very steadily, but rather slowly.

Apple and cherry burn extremely well, and give a very pleasant sweet smell.

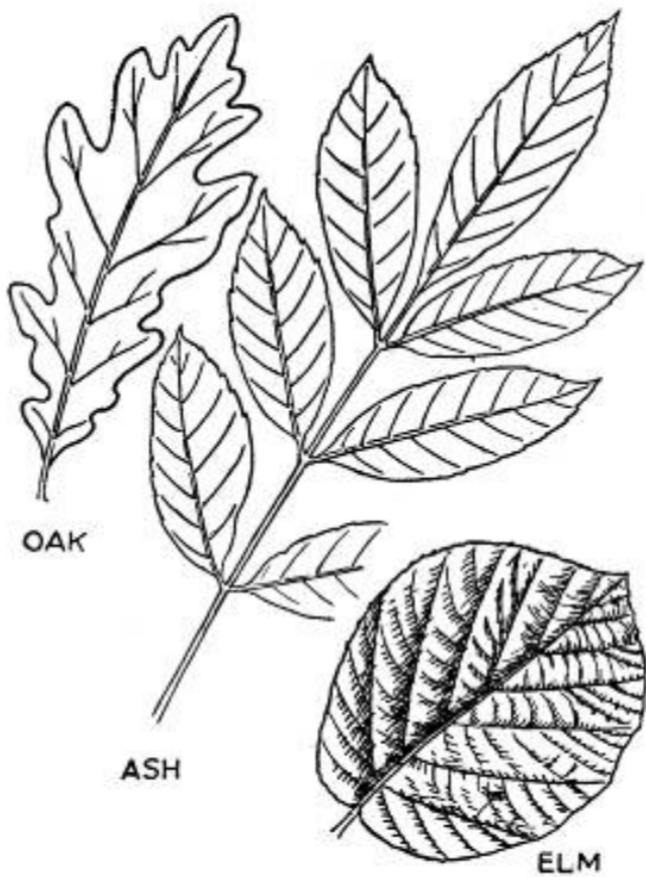
Birch burns rather quickly, but lights very easily, especially the bark.

Lime is not easy to light, but gives a very good heat.

Sycamore and Plane are similar to Lime.

Hawthorn and Hazel are not easy to light, but they burn very well once they start.

Hornbeam burns very well, but is very hard to split.

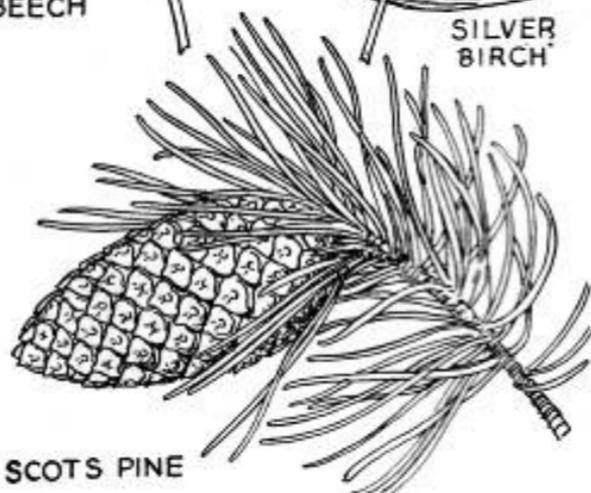




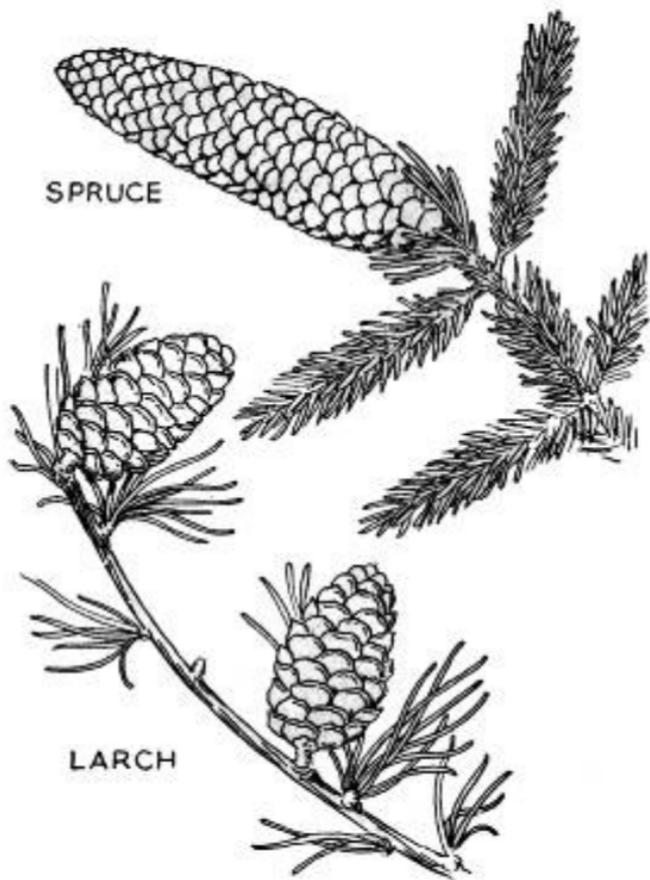
BEECH



SILVER
BIRCH



SCOTS PINE



Chestnut trees make poor firewood.

There are many varieties of Willow, most of them very poor as firewood.

Alder, which grows only in wet surroundings, makes poor firewood.

Elder wood burns quite well, Sometimes very well; but it gives off a thick white and very bitter smoke.

Elm is very difficult to light and does not give much flame.

All the Conifers make excellent kindling wood.

Holly makes excellent fuel wood, either green or dry.

Yew, a very hard wood, burns well but is difficult to light.

PIONEERING

(a) *Tie the following knots and know their uses; timber hitch, and fishermans; demonstrate square and diagonal lashings by constructing a trestle of Scout staffs.*

Timber Hitch.

(Fig. 5). Used for securing the end of a rope to a spar or tree and also as beginning of diagonal lashing. The harder the pull, the firmer does the hitch hold, but it never jams. All it consists of is that the end is turned back and twisted round the main rope.

This hitch is very useful for towing spars if an extra half hitch round the spar is added.

KEY TO THE BLOSSOMS

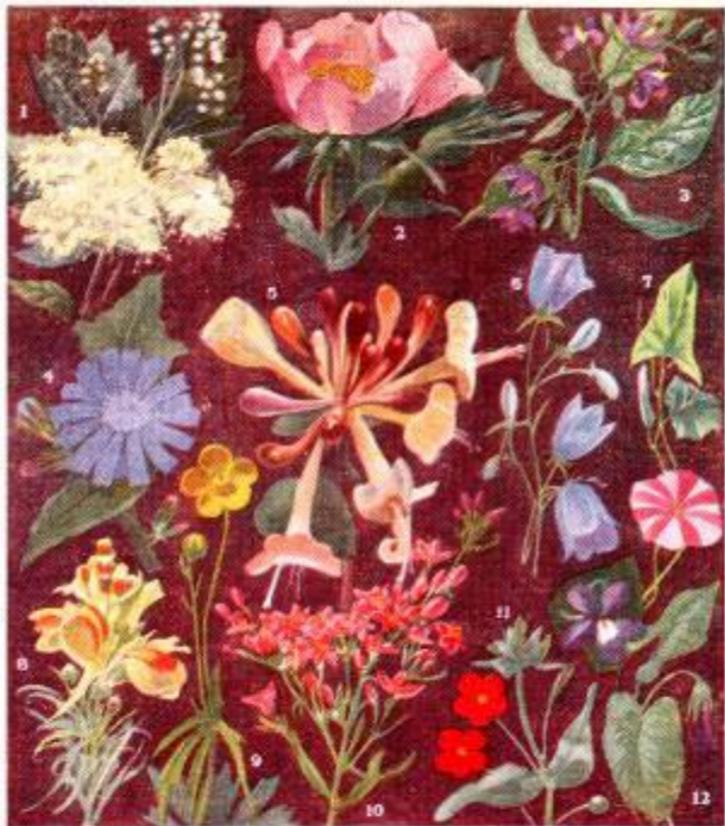
1. LABURNUM
2. SALLOW
3. WILD APPLE
4. HAWTHORN
5. ALDER
6. CHESTNUT
7. WILD CHERRY
8. ASPEN
9. WYCH ELM
10. ELDER
11. BLACK POPLAR
12. LIME
13. LARCH
14. YEW

TREE BLOSSOMS



(See preceding page for key)

FLOWERS OF THE HEDGEROW AND MEADOWS



(See following page for key)

KEY TO THE HEDGEROW AND MEADOW

1. MEADOW SWEET
2. DOG ROSE
3. BITTERSWEET
4. CHICORY
5. HONEYSUCKLE
6. HAREBELL
7. BINDWEED
8. YELLOW TOAD FLAX
9. BUTTERCUP
10. CENTAURY
11. SCARLET PIMPERNEL
12. DOG VIOLET

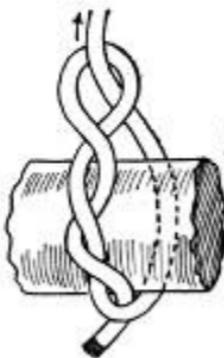


Fig. 5



Fig. 6

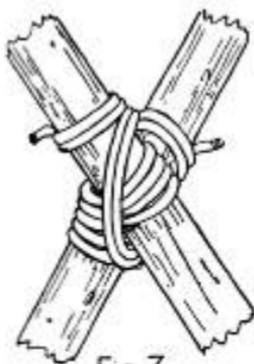


Fig. 7

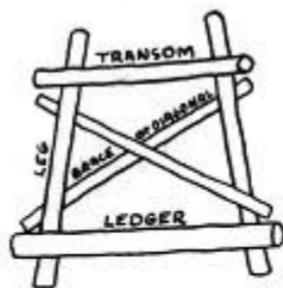


Fig. 8

Fisherman's Knot.

(Fig. 6). The name suggests the Chief use - the joining together of lengths of fishing line. It is a simple knot to make if you follow the diagram carefully; make sure the two knots meet together Closely; if yours do not do this, it means you have tied one of the knots round the wrong way.

Lashings.

For fastening poles or staffs together. The length of a lashing is found by measuring the diameter of the pole in *inches*, and then getting your rope or cord the same number of *fathoms*. A fathom is 6 feet. So a diameter of two inches needs 12 feet for the lashing.

Square Lashing.

This is most important, as it is constantly used in pioneering and at camp. The diagram on page 65 of *Scouting for Boys* should be studied carefully and the directions followed. You must know this lashing *thoroughly*.

A constant strain must be kept on the lashing until it is secured by the final clove hitch. It is most important that this clove hitch is pulled well into the corner from which the rope takes off.

Diagonal Lashing.

(Fig. 7). Not used very often, but when two poles cross each other - as in the centre of a trestle - this lashing pulls them together. Begin with a *timber hitch* at the

crossing round both poles, then take three or four turns round one fork, followed by as many round the other.

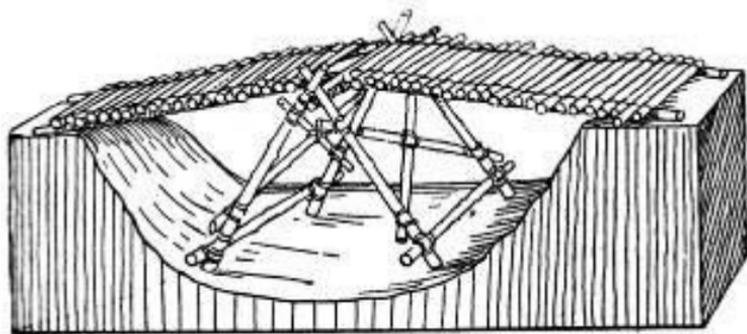


FIG. 9

Two frapping turns are needed. Finish off with a clove-hitch round the handiest spar.

Trestle.

(Fig. 8). The diagram shows you the arrangement of the parts. Note the proportions and the amount of slope. All the lashings are square except the one at the central crossing, which is diagonal.

The sketch of a model trestle bridge (Fig. 9) will show you one use of trestles in pioneering.

(b) *Know the safety rules and care of a hand axe, and knife. Demonstrate how to chop firewood.*

A workman can be judged by the condition of his tools; so a Scout can be judged by the condition in which he keeps his *knife and axe*.

Both knife and axe should be kept clean and sharp. Actually a sharp knife is less dangerous than a blunt one.

The edge should be kept sharp by occasionally rubbing on a carborundum or other kind of sharpening Stone.

A *clasp knife* should have its joints oiled occasionally and kept free of dust and grit. If it won't close properly there is probably some grit in the joint. After a dirty job, or one in which the blade gets wet, wipe it dry; an occasional wipe with an oily rag is useful. A *sheath knife* should be kept in its sheath when not in use.

A *handaxe* (Fig. 10) is a dangerous weapon in foolish hands. A Scout prides himself on using it properly. When not in use it should be in its leather case, or protected by a piece of wood. This not only prevents the edge from getting damaged, but avoids the danger of other people getting damaged. Keep the edge sharp by rubbing it with a carborundum stone; use the stone with a circular motion, keeping the edge away from you. Occasionally rub both haft (handle) and metal with an oily rag. If the head works loose, it may be tightened by hammering in the wedge; or, temporarily, by soaking the head in water.

Here are a few "don'ts" to remember:

Don't chop straight down at right angles. Chop on a slant; the edge will bite the wood more easily.

Don't chop sticks on the ground. Always use a chopping block or a flat bit of wood.

Don't chop a stick leaning against a log. It will fly up, and may do damage.

Don't let the edge of the axe go into the ground. If it does, the edge will get damaged.

Don't let others stand too close.

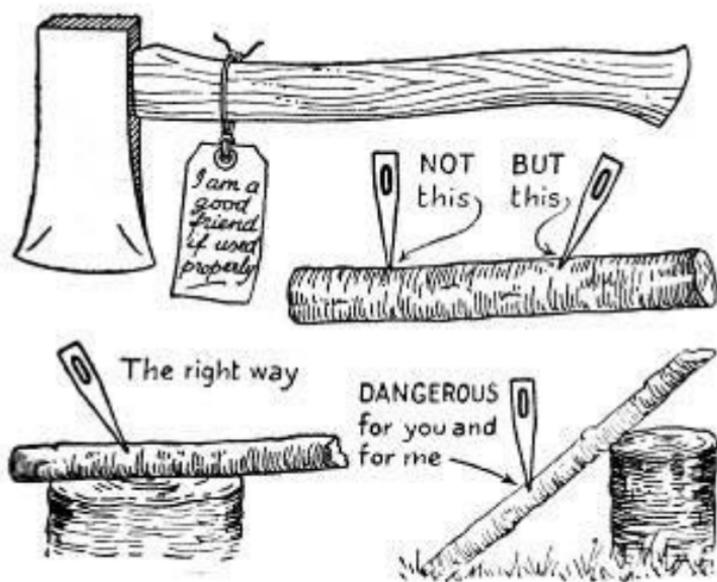


FIG. 10

SIGNALLING*

Know the morse or semaphore sign for every letter in the alphabet and for the numerals; also the table of miscellaneous Signals in Camp Fire ram 7 of "Scouting for Boys". Be able to send and receive a simple message accurately out of doors.

You can select either Semaphore or Morse for this test; you can change from one to the other for First Class. A Scout should try to learn both by the time he is First Class. Perhaps Semaphore is more useful in Scouting games than Morse, but whichever system you choose remember that *no one can learn it for you*. A number of ingenious ways have been suggested for learning both systems, but sooner or later you come back to the plain facts - first, that you have got to learn the system by heart; and second, you learn best by constant practice. Work with another Scout and so help each other; this is quicker and more interesting than learning by yourself. Don't wait for someone to teach you: *teach yourself*.

Get into the habit from the beginning of learning the signalling names for letters. (See p. 60 *Scouting for Boys*.) These names prevent any confusion between such letters as M and N, P and V.

This is much more interesting if you bring signalling into Wide Games and other outdoor Scouting activities. Work with a pal and see who progresses the faster. Thus you will help each other.

** This has been deleted from the list as an experiment as from June 1st, 1956.*

When you send a message your pal can read it, but remember to Change over from time to time. It is of little use being able to send without being able to read, or vice versa. Most people find it rather easier to send than to read, so get as much practice in reading as you can.

Semaphore.

Note that the list on p. 58 of *Scouting for Boys* shows you the signals *as they appear to you* when someone else is signalling to you; for example, in A, the signaller has his right arm out. Next, be careful of getting the *correct angles*, so that A is not, for example, confused with B. This is where another Scout can help you, and you can help him.

The Semaphore code can be arranged in circles.

Circle I. - Where the left arm is kept straight down and cannot be seen.

Letters: A, B, C, D, E, F, G.

Figures: 1, 2, 3, 4, 5, 6, 7.

Circle II. - Where the right arm remains at the A position and the left arm begins at the B position.

Letters: H, I, K, L, M, N.

Figures: 8, 9, 0.

Note. - Letter J is omitted for the present.

Circle III. - Where the right arm remains at the B position, and the left arm begins at the C position.

Letters: O, P, Q, R, S.

Circle IV. - Where the right arm remains at the C position and the left arm begins at the D position.

Letters: T, U, Y, and *Special Sign* for “Erase.”

Note. - V, W and X *are omitted.*

“Erase” means you have made a mistake and the last word (or letter, if you are sending separate letters) should be cancelled.

Circle V. - Where right arm is at D, and the left arm begins at E.

Special Sign for “Numbers to follow” (Numerical sign). This is sent just before you send any figures.

Letters: J (omitted from Circle II) and V (omitted from Circle IV.)

Note. - **J** is also the special sign for “Letters to follow.” (Alphabetical Sign). When you have finished sending figures or numbers, you send J to show that you are returning to letters or words.

Circle VI. - Where right arm is at E, and the left arm begins at F.

Letters: W, X.

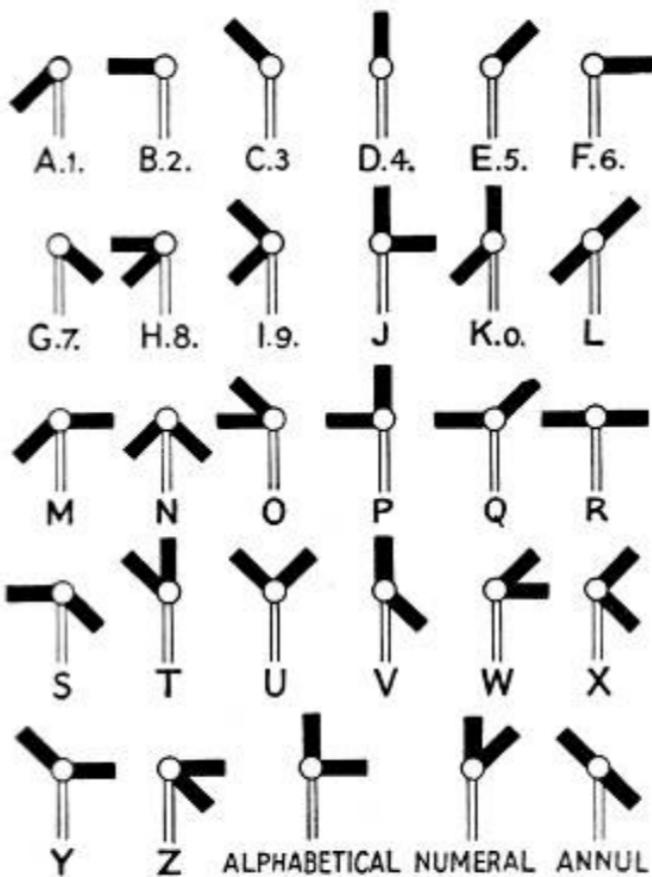
Circle VII. - Where right arm is at F, and the left arm at G.

Letter: Z.

Morse.

You will find it more fun to learn the morse code with a buzzer than with flags, as morse is generally sent by sound. Semaphore depends on the *position* of the arms.

Morse depends on *time*. It consists of a series of long and short signals, the *long being three times the short*. It is best for learning morse to get someone to show you how to get the right lengths of shorts and longs;



SEMAPHORE

if you begin on your own you may form bad habits which may be a nuisance later on.

Some learners find it useful to arrange the letters, where possible, in opposites, e.g., S is three shorts, and O three longs. If you work this out for yourself you will learn more than if it is worked out for you here.

Finally, there are the Miscellaneous Signals given at the end of Camp Fire Yarn 8. Get into the habit of using these as soon as you know the letters.

Remember: Good signalling is the result of -

Practice, Practice, Practice.

EXPLORING

(a) *Know the 16 points of the compass and how to set a map.*

A *compass chart* is given on page 44 of *Scouting for Boys*. Begin with the four chief points, and make a habit of knowing where the North is anywhere you happen to be. After the four main points, take NE, SE, SW, NW; finally the ones in between: NNE, ENE, ESE, SSE, SSW, WSW, WNW, NNW.

A Scout is a great *map-user*. The test only asks you to set the map, but it's not much use stopping there, so a little more is given you here than is actually required.

To set a map is to arrange it so that it lies in a position corresponding to the stretch of country where you are. The quickest way is by *compass*. Every map has a north point marked on it – usually (not always) the top of the map is north.

Turn the map so that the north point on the map is in the same direction as the north point on your compass.

Another way is by picking out *conspicuous features*, such as a church spire, a bridge, or a hill. Turn the map until imaginary straight lines from these features run through the same features on the map. Sometimes a straight run of railway or road or canal is useful; then you arrange your map so that these as represented on the map are parallel to the actual features - but make sure that the direction is right - which really means a compass direction again.

But the best way to learn to read a map is to get a map of your district and get on your bike with a pal and go out and identify places on it; to follow a route by it. In fact to use it. Carry it about with you and make it your constant companion always.

(b) Lay and light a fire out of doors with natural materials, using two matches only; cook over this fire, porridge for two, and a twist or damper.

Firelighting.

Look at B.-P.'s sketch on p. 84 of *Scouting for Boys*. It shows a Tenderfoot who has heaped up a pile of wood and then tried to set fire to it; in the background is a Scout with his *small*, workmanlike fire. Then read carefully what B.-P. tells you on that page about how to make a fire.

Then collect the best material available. Birch bark is rarely obtainable and even then it is a pity to tear it off the tree. Soft woods like pine and larch supply excellent kindling woods, but almost any thin twigs will do if they are dry. Remember that any twigs or sticks found on the ground will be damp on the outside at least, so shave off with your knife until you reach dry wood. Better still, look for dead twigs on branches still on the tree or lodged in forks, etc.

Sort out your material according to size from very thin twigs to medium sticks. Collect plenty of material before starting to lay or light the fire. Make a small firm pyramid of twigs about the size of the top of your hat with the kindling where your head goes. This can be dead leaves, old rope, gorse, or part of an old birds' nest, etc., etc. Straw is not usually very good, but dry grass is sometimes effective. You will not want to use paper, so make experiments.

Don't light your fire until you have everything ready. The secret of good fire-lighting is careful choice of materials and careful laying. In damp weather you may find it better to lay your fire on a platform of sticks or logs instead of on the damp ground. On windy days you may save matches and get your fire going quicker if you sit on the ground, back to the wind, with the fire between your open legs before striking a match. By the way, do not forget to keep these dry.

COOKING

Porridge.

Many people use rolled oats or one of the prepared kind of oats. If you do so, then follow the directions on the packet carefully. If, however, you use plain oatmeal, proceed as follows. You need a breakfast cup of water for each person. Put this into the pot with a large pinch of salt per person. Bring the water to the boil, then, with one hand, sprinkle the oatmeal on the water, while stirring with the other. Use a wooden spoon or stick. The amount of oatmeal you use depends on your taste - whether you like it thickish or thinnish. Go on stirring until you have a smooth mixture. Let the porridge *simmer* for half an hour, stirring all the time.

Dampers or Twists.

You will find B.-P.'s directions for making dampers (or bannocks, as he calls them) and twists on page 91 of *Scouting for Boys*. Follow these carefully and you won't go far wrong, even at the first attempt.

PUBLIC SERVICE

(a) *Show that he understands the Highway Code*
Paras. 1-15 inclusive (the road user on foot). Paras. 16-52 inclusive (the road user on wheels).

Buy a copy of the *Highway Code*, read it carefully and ask your P.L. or S.M. about any points you don't understand in the special sections. If you are a cyclist pay particular attention to paras. 16-52.

(b) *If he has the use of a bicycle, demonstrate that he is keeping it properly maintained and that he is able to effect minor repairs.*

THE NEXT STAGE

B.-P. said: "No Scout will want to remain Second Class for longer than he need, and so you will become a First-Class Scout as soon as you can." And he once called a Second-Class Scout "a half-baked Scout." He didn't mean that as an insult, but just to drive home the fact that the real goal is the First Class Badge.

SO GO TO IT!

Don't try to get too many Proficiency Badges meanwhile. Get one for your hobby by all means, but work for those which will help you to First Class standard, such as Pathfinder or Ambulance Man.

TEST YOURSELF

Here are a few questions by which you can test yourself.

1. What is meant by “shock” in First Aid?
2. What is the difference between a burn and a scald?
3. What is the opposite of an acid?
4. What could you use for a triangular bandage when you are in ordinary clothes?
5. Which of the following woods would you select for starting a fire - oak, pine, holly, elm, ash, birch?
6. Which tree has the largest cones - pine, spruce, or larch?
7. Which is the ledger on a trestle?
8. How do you begin a diagonal lashing?
9. Give three “don’ts” about the hand axe.
10. What letter is missed out of the second Semaphore circle?
11. What do you mean by the scale of a map?
12. What is the difference between a damper and a twist?

PERSONAL RECORD—cont.

<i>Second Class Tests</i>	<i>Date passed</i>	<i>Initials of S.M.</i>
SIGNALLING—		
Morse or Semaphore
EXPLORING—		
(a) Compass
Setting a map...
(b) Firelighting
Cooking
PUBLIC SERVICE—		
(a) Highway Code
(b) Bicycle

Badge awarded

Signed.....

Scoutmaster



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A SECOND CLASS SCOUT

can always be in a

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if he gets it from



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