

The **62** **Outlaw**

Spring 2020



KARABADANGBARAKA!



Or should we say, 'Great Wriggling Congers or Suffering Lampreys!?' This is the first edition of *The Outlaw* of the 2020s and we begin with the implausible but intriguing and often hilarious yarn of *Secret Water*. The Walker family are home together and are looking forward to a week or so of freedom. 'Everything had been fixed. The whole family of the Walkers were to sail round in (Jim Brading's) *Goblin* ... to a place where there were inland seas and dozens of islands.' (*Farewell to Adventure*) *Secret Water* is set in Hamford Water between Walton-on-the-Naze and Harwich in Essex. The area is a tidal inlet with marsh grasslands, creeks, mud and sand flats, salt marshes and – yes – islands. Looking through *The Outlaw* you might find a *Little Tern*, a dark-bellied *Brent Goose*, or the rare plants *Hog's Fennel* and *Slender Hare's Ear*, not to forget a *Lugworm*, all of which are native to this area.

Camping, exploring, surveying, map-making and discoveries on unknown islands were planned until the moment the letter headed with O.H.M.S. was read by father and a 'spanner in the works' was well and truly jammed. (We all know what that feels like!) Have you ever had an expedition or holiday or outing put off because something vital has come along to spoil it? '*Orders is orders.*' We'd like to hear your miserable tale of thwarted plans or any joyfully-rescued! *For contact details please refer to back cover.

The book is one filled with secrets, secrets kept, secrets revealed and secrets are one of the privileges of power and are a sign that one shares in that power; they are also a source of anxiety because of the burden it carries for those who carry them or those who fear them and all of this is played out at furious pace.

For those of you familiar with the story you will know that plans may have changed for the family but they only get more exciting for the (now five with Bridget, who becomes an Israelite in the morning, an Egyptian in the afternoon and a human sacrifice in the evening) children as they are trusted and allowed to continue the expedition by themselves.

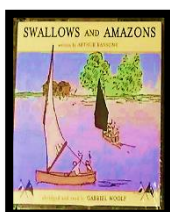
"The heartless skipper and his cruel mate will now sail away leaving their victims on the unknown shore. ... Use sense. Watch the tides. John and Susan in charge." (*Father, The Expedition Goes Ashore*) You may have been seconded in charge of an expedition or adventure – if so, we'd like to hear about it.

By and by a captain, a mate, two able-seamen and a ship's baby, not forgetting the ship's kitten, become what is to be the S.A.E. – not stamped-addressed envelopes, no! – but the SECRET ARCHIPELAGO EXPEDITION! After one long, stupendous rush they are joined by the *Amazons* and it all turns out *the more, the merrier!* That is until they meet a Mastodon and a squirm of Eels and, once again, plans and adventures must change.

In this issue, you can follow elements of the book comically through *Roger in Distress*, quizzically in *Quizzicals*, splatchily in *Mud and Mastodons*, co-ordinate your way trickily through *John's Challenges* or hungrily through *Gingerbreads and Cornflakes*, get all eely in *The Totem Pole* and spy on what Winifred has been reading recently in *TARS Bookworlds!*

Prizes of colouring books featuring Arthur Ransome sketches shall be awarded to those of you who can remind us where we have hidden seven smoky saucepans, a wheelbarrow, a swallow, a pair of footprints, silhouettes of a fox, hare, leaping fish, flamingo, cocoa pod, swifts on a wire, an elephant and *George the seal* along with innumerable mastodons!

AKARABGNADABARAK! Swallows, Amazons and Eels forever!



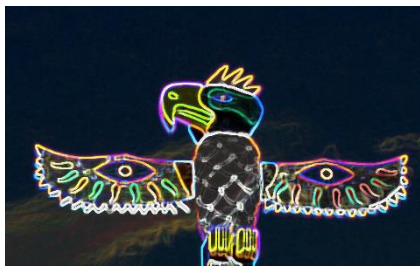
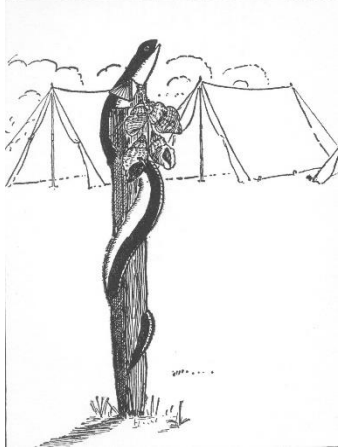
PRIZES A prize is awarded to the first correct entry pulled out of our prize hat for either *Quizzicals* or *John's Challenges*.

Prizes: Any A.R. book you like on C.D.

A special TARS t-shirt (green or blue)



THE TOTEM POLE



You might draw your totem here ...

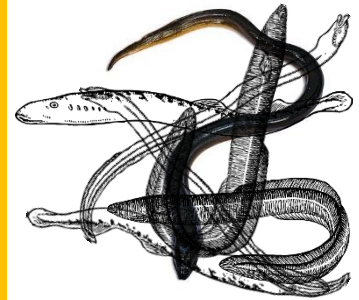
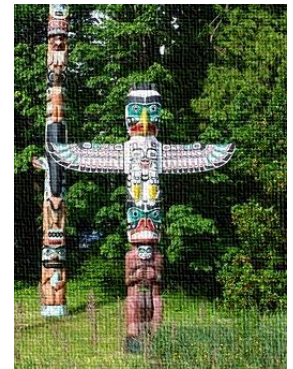
Totem Poles are monumental carvings, a type of Pacific Northwest Coast American-indigenous art, consisting of poles, posts or pillars, carved with symbols or figures. They are usually made from large trees of Western Red (giant) Cedar wood (the highly rot-resistant trunks of *Thuja Plicata* trees).

The word *totem* derives from the Algonquian word *odoodem* meaning *kinship group*. The carvings may symbolize or commemorate ancestors, cultural beliefs that recount familiar (or family) legends, or notable events, important animals or people. The poles may also serve as functional architectural features, welcome signs for village visitors, or mortuary vessels for the remains of deceased ancestors. Their placement and importance lies in the observer's knowledge or connection to the meanings of the symbolic figures carved. They can serve as important illustrations of family clan lineage.

Pole carvings may include animals, fish, plants, insects, humans or even a mythological character. In *Secret Water*, the *Eels* have carved - yes! - eels!

Why not have a go at sketching a plan of a carving of your own and send in a picture for us to consider for inclusion?

Here's one we didn't carve ourselves!



How many eels can you count here?



"Why is your totem an eel?" said Titty.

"Mud everywhere," said the Mastodon. "Eels like it, and so do we. And we catch eels and eat them and get eelier and eelier. ... But eels can wriggle through anything and out of anything. An eel's a jolly good totem when you don't want get into trouble ..."

(Making a Friend of a Savage)

Be sure to give your totem a theme, symbol or mythological character such as a kraken or dragon.

"... someone's been in the camp. Look at that!"

A stick, painted red and green and blue, and carved so that it looked like a snake, with a long narrow head, was stuck upright in the ground. Round the neck of the snake were hung four small yellow shells. (*Hoofmarks in the Mud*)



GINGERBREAD & CORNFLAKES &











Ingredients

- 350g/12oz plain flour, plus extra for rolling out
- 1 tsp bicarbonate of soda
- 2 tsp ground ginger
- 1 tsp ground cinnamon
- 125g/4½oz butter
- 175g/6oz light soft brown sugar
- 1 free-range egg
- 4 tbsp golden syrup
- icing (optional)



Method

-  Sift together the flour, bicarbonate of soda, ginger and cinnamon.
-  Add the butter and blend until the mix looks like breadcrumbs. Stir in the sugar.
-  Lightly beat the egg and golden syrup together, add to the mixture until it clumps together.
-  Tip the dough out, knead briefly until smooth, wrap in cling film and leave to chill in the fridge for 15 minutes.
-  Preheat the oven to 180°C/160°C Fan/Gas 4. Line two baking trays with greaseproof paper.
-  Roll the dough out to a 0.5cm/¼in thickness on a lightly floured surface. Using cutters, cut out the gingerbread men shapes and place on the baking tray, leaving a gap between them.
-  Bake for 12–15 minutes, or until lightly golden-brown. Leave on the tray for 10 minutes and then move to a wire rack to finish cooling. When cooled decorate with the icing.
-  Enjoy!



	→→→→→→→→	
One stone jar		Steak and kidney pie
One bag		Tongues
Six boxes		Tins of milk
Three slabs		Pemmican
Three tins		Tins of soup
A whole box		Marmalade
One tin		Sardines
Six loaves		Eggs
Two dozen		Cornflakes
Three big tins		Golden syrup
Six tins		Chocolate
Twelve		Potatoes
Four packets		Sticky cake
Three tins		Bread



Cornflakes!

How do you have yours? Anything different to us?

Milk, dry, soya milk, oat milk, chocolate milk, honey, sugar, jam, chocolate, peanut butter, straight from the packet? Let us know!

I especially like mine made into a chocolate cake! – ED.



"I now know why Mother put in too many mugs and plates"... "Come back to supper." said Susan.



"Foraging party. We're going blackberrying while you make up your minds. We can't live off the land altogether, but that hedge is black with blackberries."

"Good against scurvy," said Titty
(Blood and Iodine)



"You can eat every tenth blackberry..."

Did you know...

Sometimes called 'bramble' from Germanic 'brom' meaning 'thorny shrub'.

Harvest-time is long, from July-October.

Frost makes them inedible.

Start with pretty pink-white flowers.

Can stain hands, teeth and clothes!

Prolific in British Isles.

Can be eaten in a variety of ways.

Blackberry Muffins

Ingredients

- 250g self-raising flour
- 1 tsp baking powder
- 50g butter
- 175g blackberries – washed, stalks removed
- Grated zest of unwaxed orange or lemon
- 2 eggs
- 150ml milk

Method

- Preheat oven to 200°/as mark 6
- Pop paper muffin cases into muffin tray
- Sift flour and baking powder together
- Rub in the butter
- Add sugar and stir in blackberries, lemon or orange zest and mix gently with hands
- In a separate bowl beat eggs and milk together then add to the flour mix
- Stir quickly and then add to the cases
- Bake for 20-25 minutes
- Cool slightly before enjoying!



ROGER IN DISTRESS



"And do look at the shadow on the meal-dial," said Roger. "I bet it's short enough for time. Put a stick to mark the place. We'll be extra hungry after hunting mastodons." (*Hoofmarks in the Mud*)

"We'll manage alright about time," he said. "Where's a straight stick?" ... "Fine," said John. He stuck it carefully upright. The sun threw its shadow along the ground. He cut a twig from one of the bushes behind the tents, sharpened one end of it and cut a deep notch in the other. Then he took a piece of paper from the pad on which Susan had been writing her list of stores, folded it, wrote "....." on it in large letters, fixed it in the notch, and then pushed the pointed end of the twig into the ground exactly in the thin line of shadow cast by the upright stick.

"Gosh!" said Roger. "A meal dial." (*Marooned*)

Without a watch or clock for gauging meal times and tides, not to mention bed times, John's inventiveness sets to work and Roger is very keen to implement the invention! Can you do some sleuthing and work out what "meal times" are missing from each book quote?



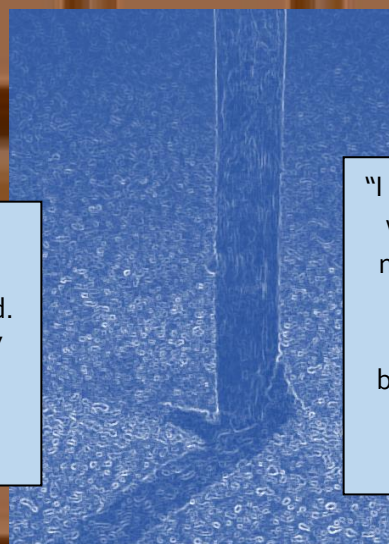
"Totem and clock-tower," said Roger. "... o'clock, too. Look at the stick. We'd got it in just the right place. The shadow's going to touch it in a minute." (*Blood and Iodine*)

Roger was watching the shadow of the meal-dial, with one eye on Susan, and a cleft stick with a "....." label all ready. (*First Hint of Savages*)



At that moment, Peggy, admiring the flags, tripped over the peg of the meal-dial and kicked it out of the ground. Roger darted to put it back. "Look out," he said, "or there won't be any"

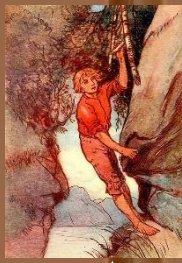
(*War or Exploration?*)



"I say, Susan, you forgot," he said. The sun was high overhead, and the stick in the middle of the meal-dial cast a very short shadow. In that short shadow Roger planted the cleft stick that had already been made for the purpose, wrote "....." on a bit of paper and wedged it in the cleft. (*Making a Friend of a Savage*)



ROGER



JOHN



BRIDGET

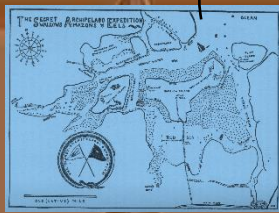
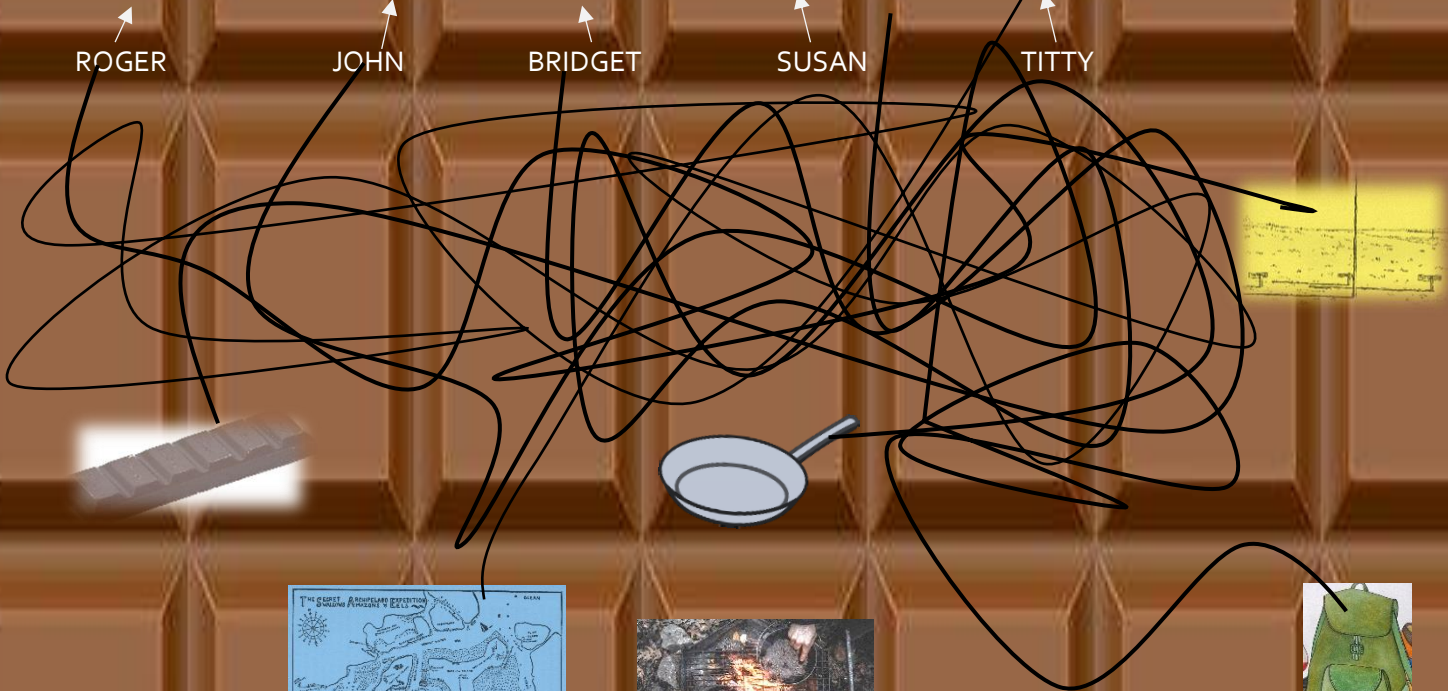


SUSAN



TITTY

Who gets to what?



" We ate the last piece of chocolate yesterday." said Roger.

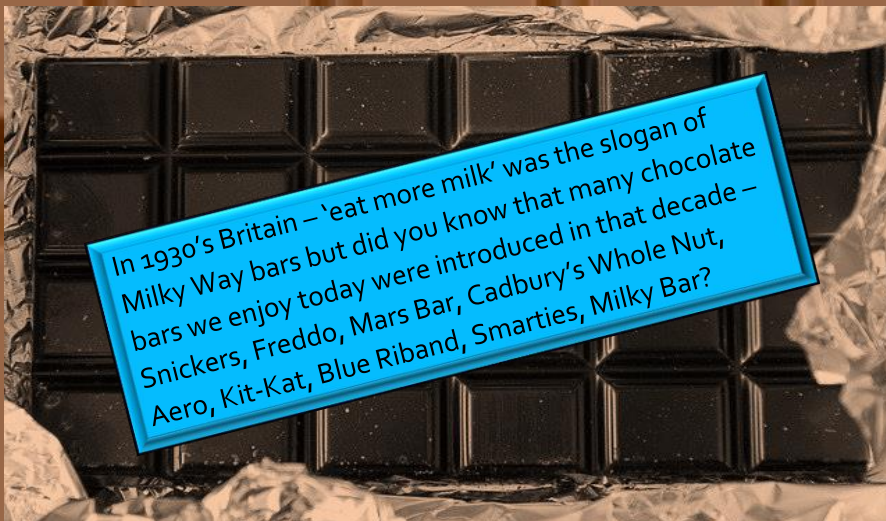
" Can't you think of anything but chocolate." Said John.

" Of course, I can," said Roger. " But chocolate's jolly important. All explorers have it. Scott and Nansen and Columbus... ."

" Not Columbus," said Titty. " It wasn't invented then."

" Well I bet he'd have fairly hogged it if he'd had a chance." said Roger.

(Red Sea Crossing: Israelites)



QUIZZICALS



CAMPING CONFUSION

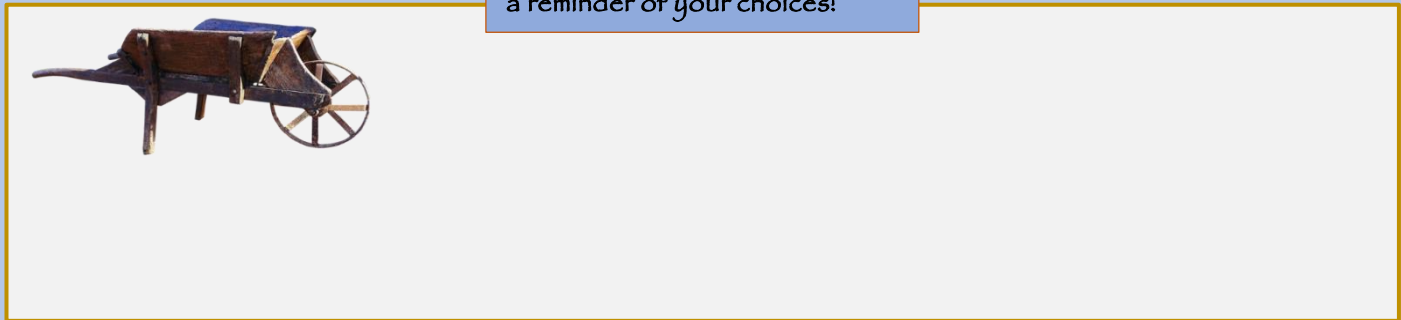


“Journey after journey was made from Alma Cottage to the dinghy floating by the hard. John, or Daddy after he had come back with the chops, pushed the wheelbarrow at the run, while others ran alongside keeping things from falling off. Voyage after voyage was made from the hard to the *Goblin*. Bit by bit that inner room began to look more like a room inside someone’s house and less like a general store. It was extraordinary how different everybody felt. Yesterday it had seemed that adventure was over at least for these holidays. Today, adventure was ahead . . . just around the corner. Real exploration . . .” (*Adventure Ahead*)

Sort through the items below and tell us which were taken to the *Goblin* and which are red herrings – you could win a super *Tarsy* prize!



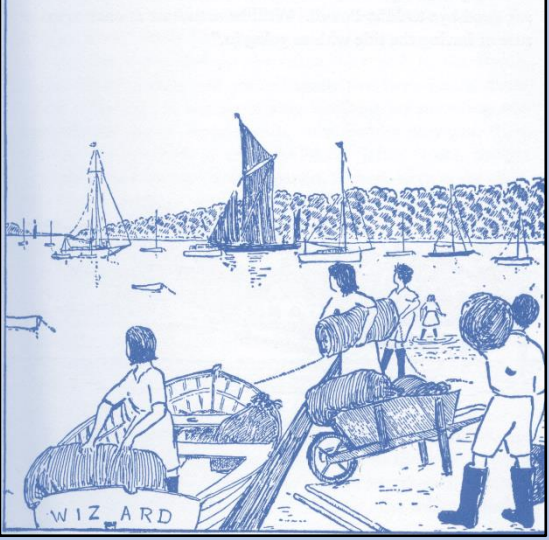
Write or draw in the box below things that you might take on a secret expedition, then send us a reminder of your choices!



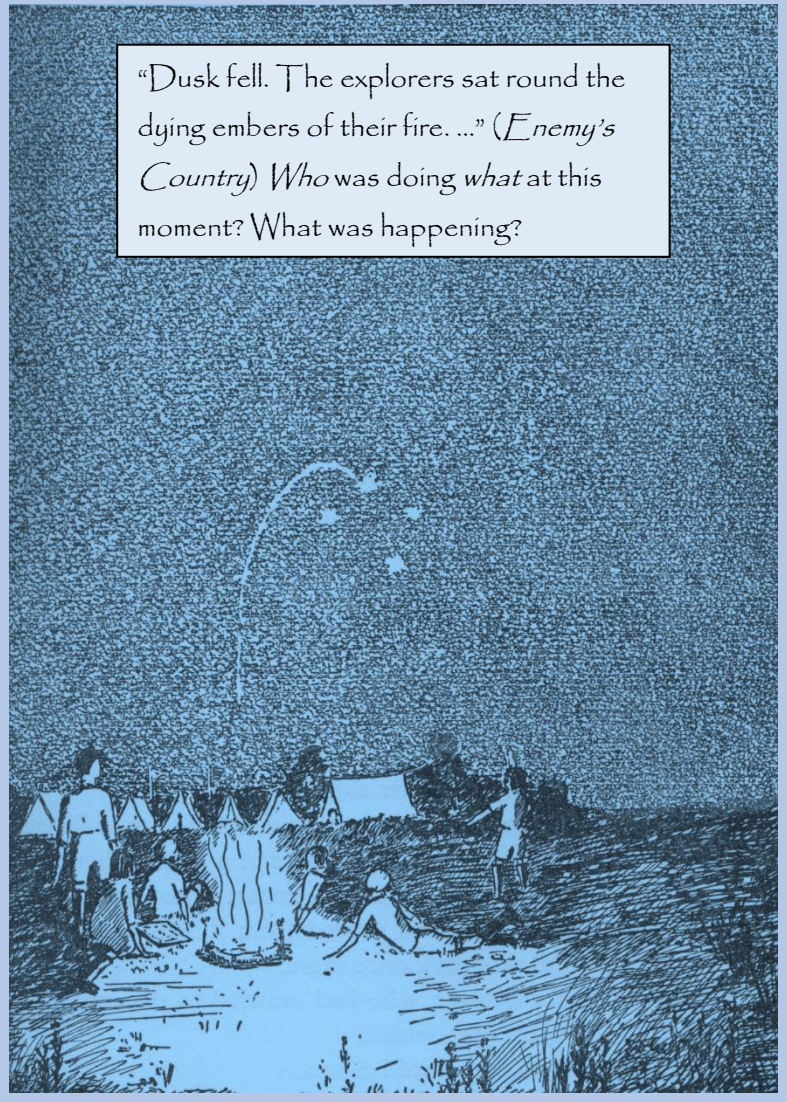
Inside Speedy John, Roger and Titty discover the *Mastodon's lair*. Don has put together quite a haul of inventive adaptations – mostly made from salvaged wood – what were they?



Everybody was carrying something down to Wizard and then Firefly, readying to explore Flint Island – what were they carrying?



“Dusk fell. The explorers sat round the dying embers of their fire. ...” (*Enemy's Country*) Who was doing *what* at this moment? What was happening?



Who was at this feast and where did it take place? What item was not there?



TARS BOOKWORLDS

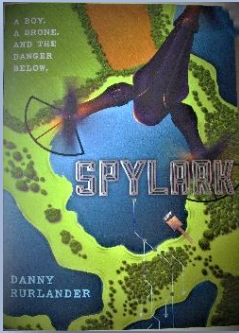


Remember – members of TARS are members of TARS library. Borrow a book! ~ Contact me,

Winifred Wilson:

Winwilson2003@yahoo.co.uk

**TARS Library, Moat Brae, 101
George Street, Dumfries DG1 1EA**



Two books, one very new and the other very old, reminded me recently of Arthur Ransome's style. The new book is called *Splyark*, by Danny Rurlander, and is set on the edge of a lake with a great-aunt, boats and an island called Ransome Holme involved! Sounds familiar? Well yes, but when I say home-made drones, computers and some quite believable terrorists (*not* like those in the 2016 film of *S&A*), you will see that it's definitely twenty-first century writing. I won't give the plot away, but I read it in less than a day, because – well, there was no question of putting it down until I knew what happened in the end!

Two Little Savages: Being the Adventures of Two Boys who lived as Indians and what they learned. With over three hundred drawings, by Ernest Thompson Seton.



This second book was lurking on a shelf in the Library until I took it down to check its date of publication - 1915 (earlier across the Atlantic). It's surprisingly Ransom-ish in a totally different way from *Splyark* because the two boys (three actually, but the third one is a bit of pain in the neck, although he does have excellent eyesight, which comes in useful when they are tracking animals and birds) learn how to make everything they need to live as '*Injuns*'. Okay, it's not the kind of language we would use these days, any more than 'natives' is, but the boys are very respectful of the people who live just beyond their reach, in the wilds of Canada. In a search for the correct term to use in the twenty-first century, I discovered it's a minefield, and varies from place to place and over the centuries since Columbus first called them 'Indians'. Canada now seems to favour the term '*First Nations*'.

Fourteen-year-old Yan has been sent to work on a farm for a year, and he and the farmer's son, Sam, decide to build a tepee, but they don't really know how to do it so that the fire inside draws properly and doesn't choke them with smoke. They meet a man who has lived with the 'Indians', and he is the one who teaches them the proper way to make everything they need for their camp. They both have to work hard on the farm, and so it all has to be done in their spare time, until Sam's father says they should spend a night there, and his mother says that they must have a holiday! The hired hands offer to cover their jobs on the farm for two weeks, and off they go. It's a long book – 542 pages! - so I didn't read this one in a day, but it did keep my attention for a couple of weeks, and was just as exciting as *Splyark*.

Here are some of the things you could learn from Yan and Sam and their friends:

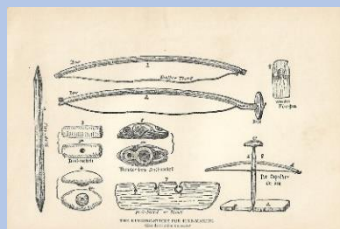
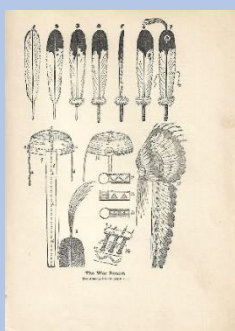


How to make a war bonnet, and draw up a list of challenges – each challenge met merits a new feather in the bonnet, hence an expression you might have heard. [page 300]

How to make bows and arrows (or bownarrers, as the boys call them). [page 182]

How to make smoke signals and other signs – AR would like this. [page 357 diagram]

How to light a fire without matches – and there's more to it than rubbing two sticks together! [page 174]



We have borrowed *Two Little Savages* and will let you know what we think in the next issue. (Ed)



JOHN'S CHALLENGE



KARABADANGBARAKA!

AKARABGNADABARAK!

The *Eels* have taken their secret tribe very seriously, even to the point of making their own coded language – including these greetings signals. In thinking about their secret language, we discovered that some scientists have taken their work just as seriously but, with a very quirky sense of humour, have given highly comical names to creatures whose discoverers were in a more flippant mood than usual:

AGRACADABRA – A CARABID (GROUND BEETLE, OF WHICH THERE ARE MORE THAN 40,000 SPECIES!)

APOPYLLUS NOW – A GROUND SPIDER (SOUTH AMERICA)

BA HUMBUGI – A FIJIAN (ISLAND OF VITI LEVU) SNAIL



CYCLOCEPHALA NODANOTHERWON – A SCARAB BEETLE (ONLY FOUND IN AMAZONAS, BRAZIL)

EUBETIA BIGAULAE – A MOTH, FOUND IN VENEZUELA (YOU BETCHA BY GOLLY!)



ITTIBITTIUM – A TINY MOLLUSC

HEERZ LUKENATCHA – A BRACONID (WASP, FOUND IN MEXICO & CENTRAL AMERICA IN GENERAL)

KAMERA LENS – A PROTIST (A UNICELLULAR, FREE-SWIMMING ORGANISM)



NOTNOPS, TAINTNOPS – SPIDERS (SOUTH AMERICAN)

PIEZA KAKE – FLY (VENEZUELA)

PTOMASPIS, DIKENASPIS, ARIASPIS – TYPES OF FISH (REMOVE 'ASPIS' TO GET IT!)

TABANUS RHIZONSHINE – A HORSE FLY (SCISSOR-MOUTHED)



VERAE PECULYA – A BRACONID (WASP)

VINI VIDI VICI – A PARROT! (THE CONQUERED LORIKEET, EXTINCT 700 YEARS AGO, POLYNESIA)

YTU BRUTUS – WATER BEETLE (ENDEMIC IN BRAZIL)

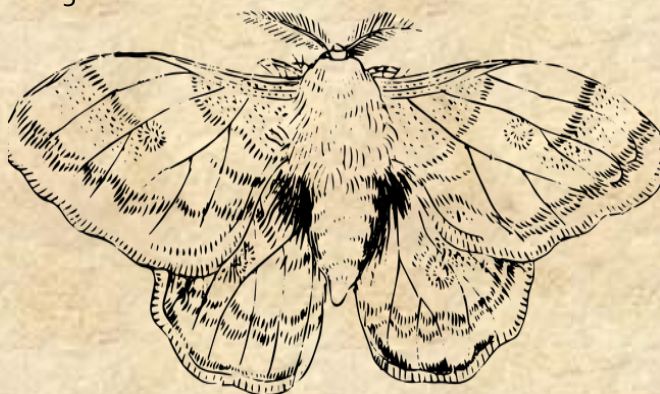


AGRA VATION – A CARABID BEETLE



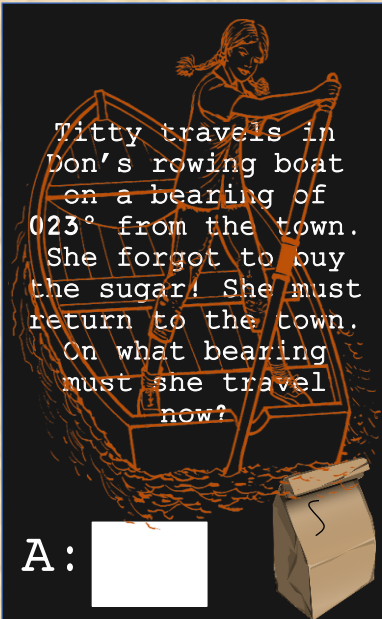
ZYZZYX – A SAND WASP

The above etymological classifications are factual and actual names, not unlike the language of the *Eels*, though we can't imagine that they would base their language on any of these creatures, particularly the ground spiders and beetles, but you never know! Have you made up either a language of your own or even the name of your *tribe*? You could colour in these drawings and send us a photograph of your finished masterpiece (along with tribal name) and it might be included in the next issue!



GETTING JOHN'S BEARINGS

If Nancy stands at the camp facing North then turns 160° SSE, she will be facing the Landing Place! See if you can work out these other puzzles:




Titty travels in Don's rowing boat on a bearing of 023° from the town. She forgot to buy the sugar! She must return to the town. On what bearing must she travel now?

A:


John travels on a bearing of 270° from Speedy. In which compass direction is he travelling?

A:




If Daisy sneaks into the camp at 45° , after she has captured Bridget, on what bearing must she travel to get back to her boat?

A:




If the friendly native travels on a bearing of 065° to bring the swallows their milk, on what bearing must he travel to get back to his farm?

A:




If Bridget walks 2 miles of 116° towards the middle of the wade with Titty and Roger but they cannot go any further, what is the back bearing to get them back to dry land again?

A:



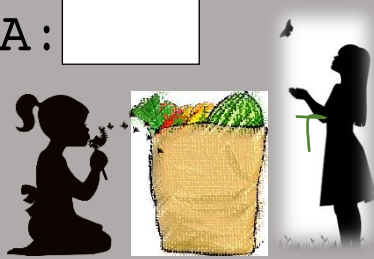
If Susan and Peggy walk 1 mile on the bearing of 045° to call the others for lunch, on what bearing do they have to travel to get back to the camp before the kettle boils over?

A:




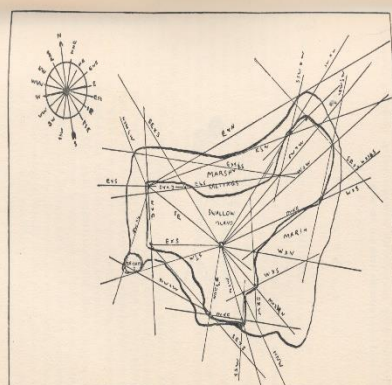
If Dum & Dee row from Speedy to Swallow Island to collect Titty and Bridget on the bearing 070° , on what bearing must they travel to get to Speedy on time for the feast?

A:



If Nancy explores the island (starting from the camp) heading one mile in a straight line on the bearing 102° towards the edge of the island, on what bearing must she travel to return to the camp?

A:

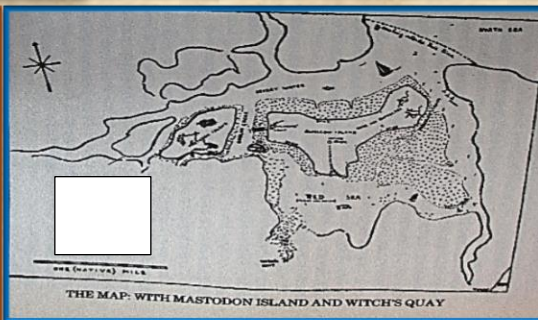
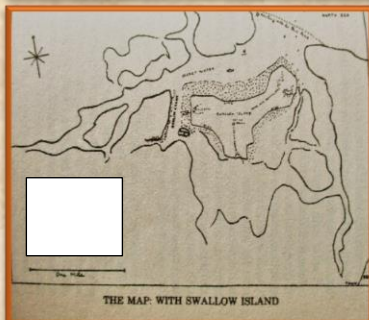
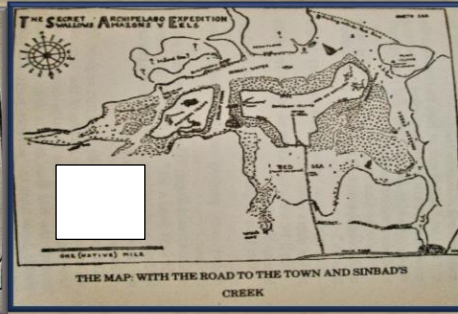
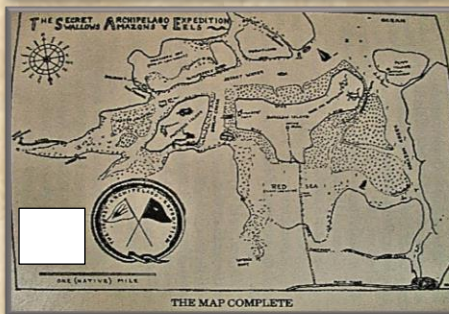
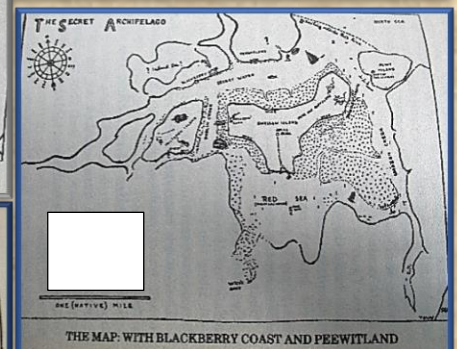
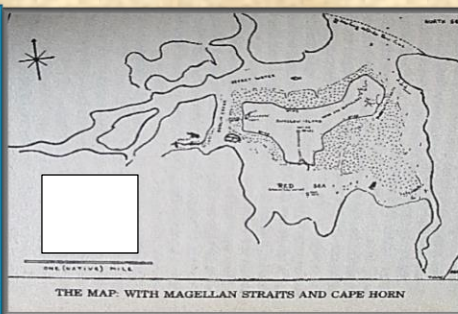
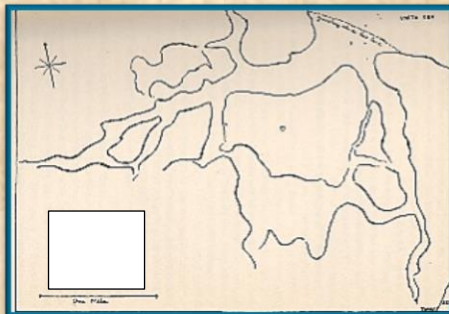
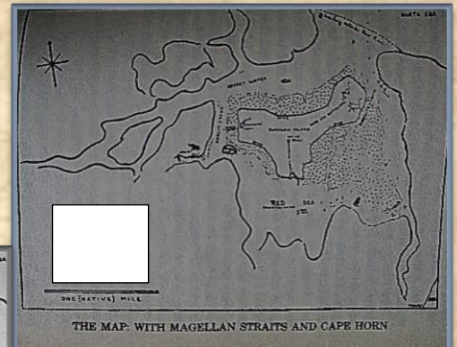
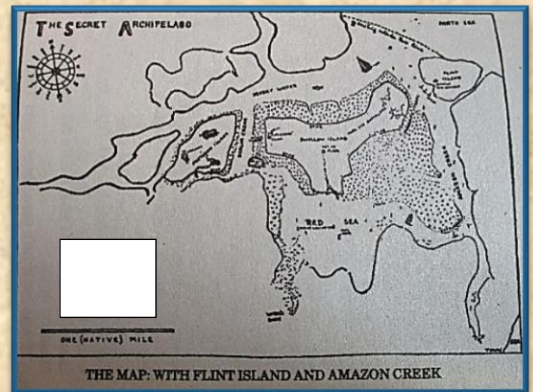
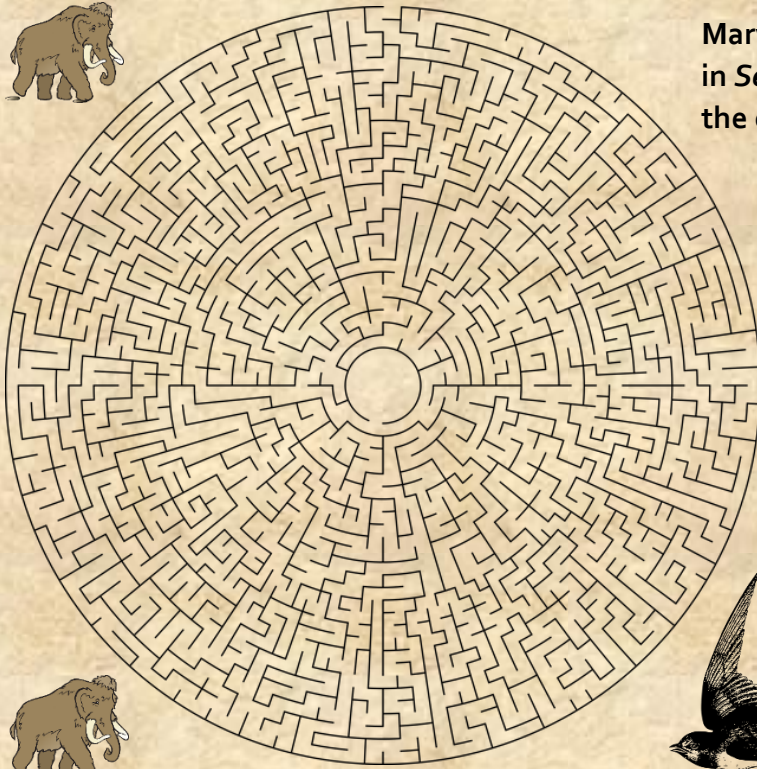
Mapping with Bearings

A **bearing** is an angle that describes a direction in relation to a turn in a **clockwise** motion from **North**. A bearing should always contain three figures, so for angles up to 100° a zero is used as the first digit, 055° , 099° and so on. A bearing of a point A to a point B is called the **back bearing** to the bearing of B from A. Back bearings always have a difference of 180° . If the bearing is greater than 180° , subtract 180° to find the back bearing. If the bearing is less than 180° , add 180° . For example, if the bearing of Speedy to Swallow Island is 100° , the back bearing is $100^\circ + 180^\circ = 280^\circ$.





Marvellous Maze! All sorts of navigation happens in *Secret Water* - can you navigate your way to the centre and back? How long will it take you?!



Here are 10 maps from *Secret Water* in their different stages. They are not in any particular order. Can you put them in book order from the blank map first, to the completed map? Mark your order, 1 to 10, in the boxes provided!



MUD AND MASTODONS!

Bridget, John, Roger, Susan, Titty, Daisy and Don find themselves traipsing or *splatching* around on the mudflats. Can you puzzle out whose footprints lead to and from where?

MASTODON →



JOHN →

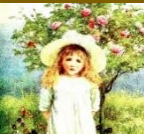
ROGER →



TITTY →



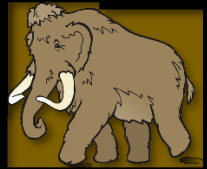
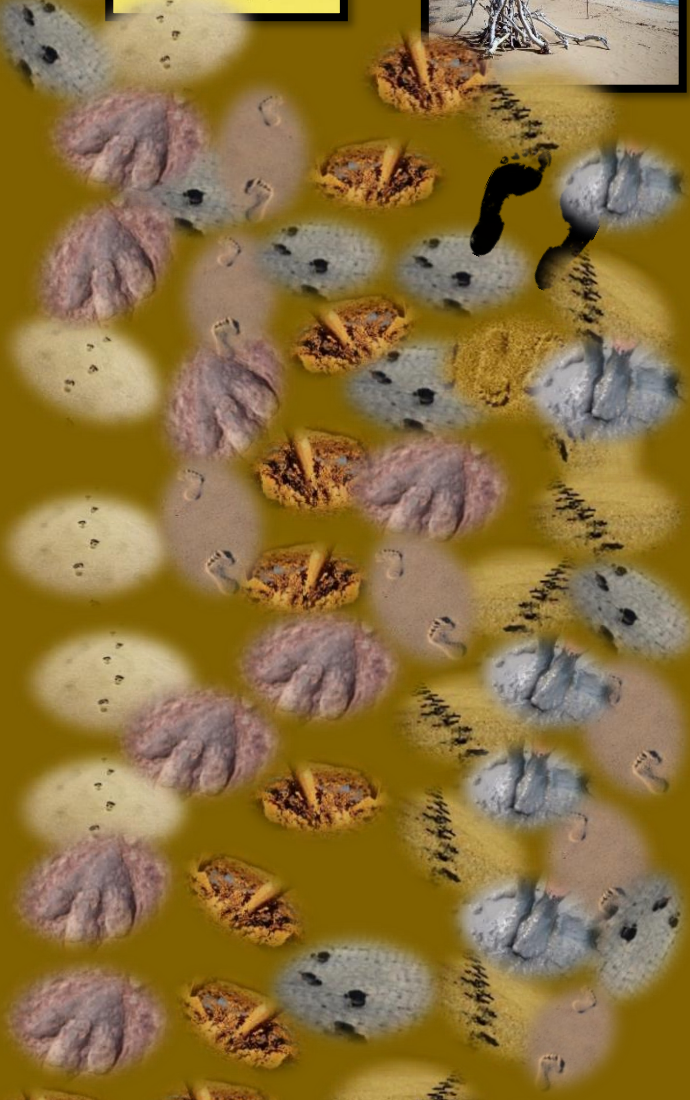
← BRIDGET



SUSAN



DAISY →





CONTACT: The Outlaw Editors

c/o TARS, Abbott Hall, Kendal, Cumbria, LA9 5AL

E-mail: outlaw@arthur-ransome.org.uk



Here are some reasons for meeting fellow Tars in 2020 - & this is only with Midland Region – what are you doing within your region? Send your pictures to us and we'll frame them!



The dreaming spires of Oxford ...



The Outlaw is the Journal for Junior members of The Arthur Ransome Society