

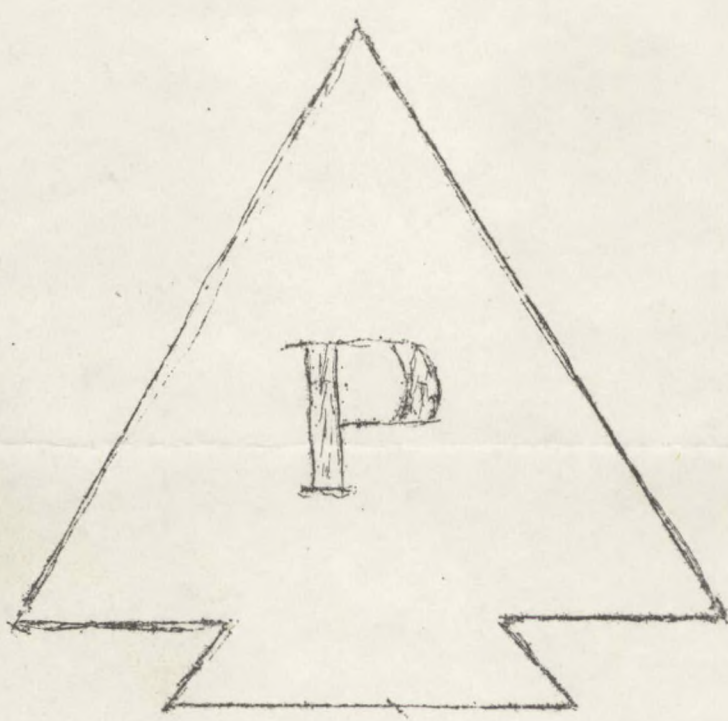
19.2.16

TRAINING COLLEGE  
PIETERSBURG

TRANSVAAL PATHFINDER MOVEMENT.

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RULES AND REGULATIONS FOR THE GUIDANCE OF ALL RANKS.



FEBRUARY 1935.

APPROVED BY THE TRANSVAAL SCOUT COUNCIL FEBRUARY 20th 1935.

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TRANSVAAL PATHFINDER MOVEMENT.

20/2/25.

For the information of Officers.

"TRANSVAAL PATHFINDERS".

- (1) An organisation under the control of the Transvaal Scout Council for the purpose of According to boys of Asiatic, Coloured and Native birth, the benefits of Scouting.
- (2) AIMS AND OBJECTS. To develop good citizens among the said boys by forming their character-training them in habits of observation, obedience and self-reliance, - inculcating Loyalty and thoughtfulness for others- teaching them services useful to the public and themselves - promoting their physical development and hygiene - and duty to God.  
  
MOTTO FORWARD.
- (3) MEMBERSHIP. Open to all boys who are British subjects and approved by the Transvaal Scout Council through its sub-Committee and Executive Officers.
- (4) RELIGIOUS POLICY Inter-denominational. It is expected that all members shall attend religious services as often as possible ~~for~~ at their own Church. Troops may be formed for boys of a particular denomination, or by Social bodies, or Lodges, or may be "Open" Troops, embracing any boys irrespective of religious denomination.
- (5) FINANCE The Organisation shall be financially supported by the Community concerned through Committees appointed by them for that purpose.
- (6) ORGANISATION Troops consisting of boys between the ages of 12 and 18 years (i.e. a boy may not join a Troop after he has attained the age of 18. (The Control Committee may recommend to the Officer in charge of the Movement boys of 18 years and over and he may admit such to Senior Troops), but shall not necessarily cease to be a member of a Troop on reaching the age of 18, should he have joined previous to that age).  
JUNIOR TROOPS may be formed consisting of boys between the ages of 8 years and 12 years.
- (7) COMMITTEE OF CONTROL  
COMMITTEES OF CONTROL, Control Committees in charge of Troop and Junior Troops, who shall be elected preferably from the Parents of the boys or members of the Community interested in the Movement.

Local District Committees. To be elected after the formation of two or more Troops or Junior Troops in a district. To be composed of two members elected from each Control Committee, the Senior Officers of each Troop or Junior Troop in the District, and co-opted members, but the latter shall not exceed the number of elected members. (A certain elasticity is permissible in these matters subject to the approval of the District Commissioner in charge of Pathfinders.)

(8) CONTROL

The organisation shall be under the Control of the Commissioner (for the time being) of the Boy Scouts of the Transvaal, the Transvaal Scout Council, and the Executive Officers thereof.

The organisation shall be governed by rules and regulations as laid down from time to time by the Transvaal Scout Council, and shall be subject to the control and discipline of the Executive officers thereof.

PATHFINDER ADVISORY COUNCIL shall consist of the present elected members together with 5 representatives elected by the Transvaal Scout Council.

The election to membership of the Pathfinder Advisory Council shall be held in April of each year at the ordinary monthly meeting or at a special meeting to be called for the purpose of which 7 clear days notice shall have been given.

After April 1925 the Advisory Council shall consist of 5 representatives elected by the Transvaal Scout Council together with the Executive Officer appointed by the Transvaal Scout Council to control the Pathfinder Movement and the Secretary of the Transvaal Scout Council and a maximum of 20 members affiliated to or interested in the Pathfinder Movement, who have expressed their willingness to accept office and who have been duly nominated and elected by the sitting Advisory Council, and this meeting shall annually elect a Chairman - Treasurer and Secretary.

The duties of the Advisory Council shall be:--

- DUTIES. (a) To administer the Pathfinder Movement in accordance with the Rules and Regulations laid down by the Transvaal Scout Council.
- (b) To deal with the Appointments of Pathfinder Leaders up to and including the appointment of District Pathfinder Master, with the privilege of recommending to the Transvaal Scout Council the names of Officers of higher rank for approval.
- (c) To arrange for financing the Pathfinder Movement and the provision of Administrative expenses. The methods to be employed in raising funds to be subject to the approval of the Transvaal Scout Council.
- (d) To deal with all matters relating to the Pathfinder Movement that do not conflict with the Constitution and Bye-Laws of the Boy Scouts' Association, Transvaal Province, or the Rules and Regulations laid down by the Transvaal Scout Council.

- (e) To suggest new Rules and Regulations or to amend existing Rules and Regulations for the more efficient control or working of the Pathfinder Movement subject to the approval of the Transvaal Scout Council.
- (f) To do all such things for the advancement of the Movement consistent with the Rules and Regulations.

As the Name implies the function of the Council shall be advisory and not executive.

Membership of the Pathfinder Advisory Council shall not constitute membership of the Transvaal Scout Council or of the Boy Scouts' Association.

- (9) TROOPS OR JUNIOR TROOPS shall be under the direct control of a Troop or Junior Pathfinder Master. The Troop or Junior Pathfinder Master must be a responsible man (in some cases Women) of known character, recommended by the Control Committee who shall serve three months probation to the satisfaction of the Control Committee, whereafter they may be appointed to that office by Warrant issued, upon the recommendation of the Officer in charge of the Movement.

Assistant Pathfinder Master or Junior Pathfinder Master may be similarly recommended and appointed.

Their duty shall be to assist the Pathfinder Master or Junior Pathfinder Master.

(10)

CONTROL COMMITTEE shall be responsible for all finance connected with the Troops, and shall arrange for Halls or Rooms for Troop Headquarters and meeting places, supervise the Troop work, arrange Parades, and be responsible that rules and regulations are carried out and that the boys are instructed and controlled efficiently. They shall appoint a Chairman, Treasurer, and Secretary, and shall be responsible that Account Books clearly show all receipts and disbursements in connection with the Troop, and that such books are properly kept, and Minutes of all meetings are recorded in a book for that purpose.

They shall recommend all appointments or suspensions and all badges for Pathfinder Masters or Junior Pathfinder Masters or boys shall be requisitioned by the Chairman and Secretary, only after having been approved by the Committee. The Control Committee shall consist of not less than 5 and not more than 11 members exclusive of the Pathfinder Master (or) Junior Pathfinder Masters, who shall be members of the Committee and entitled to vote. a quorum shall consist of a number decided upon at the first meeting decisions shall be arrived at by Ballot. The Chairman shall have a casting as well as a deliberate vote.

- (11) LOCAL DISTRICT COMMITTEES shall control a District in similar manner as laid down above, and shall be responsible for all Troops and Junior Troops in the District under its control. It shall periodically examine all Troops and Junior Troop accounts and registers; shall confirm all appointments, and deal with all District Parades and all matters of District interest.
- (12) TROOP OR JUNIOR PATHFINDER MASTERS. shall keep a register in which is recorded the name, age, and address of all boys in the Troop or Junior Troop; date of joining, name and date of any badge he may obtain, date of promotion to Section Leader, or Assistant Section Leader, and date of Registration. The Register shall also record his attendance at Troop Meetings or Parades.
- (13) INSPECTION All Troop or Junior Troop Books or Registers shall be open to the inspection of any visiting or inspecting Officer holding executive rank under the Scout Organisation.
- (14) TROOP ORGANISATION A Troop may consist of any number of boys over twelve and shall be formed into Sections. A Section shall consist of a Section Leader and Assistant Section Leader and four or six boys.
- (15) APPLICATION FOR REGISTRATION. and for Badges and Equipment shall be made to the Secretary, Transvaal Pathfinders, P.O.Box 631, Johannesburg.
- (16) TROOP NAME AND COLOURS Troops will be designated by name (e.g. 1st Pretoria etc.,) and shall be distinguished by their own Troop Colour as a Tie.  
SECTION COLOURS Sections will be distinguished by a 2" Coloured square worn on the left shoulder, any of the following colours :- Yellow, Maroon, Grey, Brown, Light Blue, Navy Blue, Emerald Green, Black.
- (17) TROOP FLAG. Troop Flag to be BLUE with the name of the Troop at the bottom and the word "Pathfinder" at the top in white. Size 3 feet 10 inches by 3 feet.
- (18) TROOP JACK A Troop may carry a Union Jack in addition to the Troop Flag, but no other Flag of any sort may be carried.
- (19) BANDS Bands will be permitted under control and regulations as follows:-  
Bands must not play when passing Churches, Hospitals or any house where illness is known to be. No Bands are to play after 9 p.m. in the Streets, and bugle practice must not be carried out in open places within 600 yards of houses.
- (20) POLITICS Politics may not be discussed or participated in by any members of a Troop in uniform, and no favours or badges other than those allowed under these Regulations may be worn on the Uniform.

- (21) MEDALS Officers possessing War Medals may wear the Medals or Ribbons, also recognised life saving or Ambulance medals on any Parade.
- (22) THE PROMISE "On My Honour I promise that I will do my best-  
(1) To do my duty to God and the King.  
(2) To help other people at all times.  
(3) To obey the Pathfinder Law".
- (23) THE LAW  
(1) A Pathfinder's Honour is to be trusted.  
(2) A Pathfinder is Loyal to the King, and to his Officers, and to his parents, his Country, his employers, and to those under him.  
(3) A Pathfinder's Duty is to be useful and to help Others.  
(4) A Pathfinder is a friend to all, and a brother to every Pathfinder, no matter to what social class the other belongs.  
(5) A Pathfinder is courteous.  
(6) A Pathfinder is a friend to animals.  
(7) A Pathfinder obeys orders of his parents, Patrol Leader, or Pathfinder Master without Question.  
(8) A Pathfinder smiles and whistles, under all difficulties.  
(9) A Pathfinder is thrifty.  
(10) A Pathfinder is clean in thought, word and deed.
- (24) APPLICATION FOR REGISTRATION of Troops, Junior Troops, Local District Committees, Control Committees, and for any further information or assistance desired, should be addressed to the Secretary, Pathfinders, P.O. Box 631. JOHANNESBURG.
- (25) BADGES The supplying of badges shall be under the control of The Transvaal Scout Council. Application for Proficiency Badges should be made *through the M.* to the Secretary, Equipment Department, P.O. Box 631, Johannesburg and should be signed by the Examiner or Examiners, Pathfinder Master, and Chairman or Secretary of the Committee if any.
- (26) LITERATURE EQUIPMENT All Literature is obtainable at the UNIFORMS ETC. Boy Scouts' Headquarters, also Equipment required by Officers and Boys at lowest possible prices.
- (27) CHURCH PARADES Church Parades of Troops should be held as occasion permits but, under no circumstances should Officers insist upon Pathfinders attending places of worship other than those of their own denomination unless they so wish.
- (28) BEGGING Pathfinders are not allowed to solicit money either for their Troop funds or any other purpose. It is bad for the boys, and lends itself to fraud by outsiders.
- (29) CENSUS Annual Census must be taken of all Ranks in each year as at 31st January, forms will be sent to all Troop Officers for completion.

- (30) CAPITATION FEES A Capitation fee of 3d. per head on all ranks is due and payable on Census returns, as at January 31st of each year.
- (31) OFFICERS WARRANTS Are the property of the Pathfinder Movement and may be recalled if found necessary through dismissal or for bad conduct or other reasons decided on by the Pathfinder Advisory Council.
- (32) PRESENT REGULATIONS The above rules will serve the Organisation and should it be found necessary, as the organisation develops, the Executive Officer appointed by the Transvaal Scout Council in conjunction with the Advisory Council, will promulgate additional rules and regulations to ensure the efficient control of the Organisation. In so far as possible, the Rules, Regulations, Method, and Policy of the Boy Scouts' Association will apply, and the training aimed at is identical therewith.
- (33) CORRESPONDENCE All correspondence should be addressed to the Secretary Pathfinders and not to the Officer in charge of the Movement ( unless of a private nature)
- (34) BADGES FOR ALL RANKS The design in brass is a triangle with projecting base and the letter "P" superimposed, and is worn on the left breast of the shirt when in Uniform, and in the buttonhole of the Jacket when not in Uniform. Members of the Advisory Council, Local District Committees and Control Committees are entitled to wear the badge in the lapel buttonhole of their Coat if they first take the promise of a Pathfinder, and they are then entitled to the full Salute from Officers and boys of the Organisation.
- (35) PATHFINDER SALUTE The Salute shall be given with the open hand raised to the head in the full salute, or raised to a level with the shoulder in the half salute. The full salute shall be given to all Officers by the boys, whether in uniform or otherwise, so long as such officers are wearing their badge of rank. Also when repeating the Promise or Law. The half salute shall be given and returned by all boys whether in Uniform or out of Uniform, on their meeting their brother Pathfinders who are wearing the badge.
- (36) SERVICE BADGE All ranks are entitled to wear the Service 52 P. Badge (One for each years service) and shall be worn on the left breast above the pocket.  
The Badge a SUN in Circle with P in centre on a Black cloth back ground.
- (37) GROUP CORDS shall be worn on the left shoulder as a lanyard.
- |      |        |       |                       |
|------|--------|-------|-----------------------|
| 54P  | No. 1. | Group | Royal Blue.           |
| 55P. | No. 2. | "     | Purple.               |
| 56P. | No. 3. | "     | Emerald Green         |
| 57P. | No. 4. | "     | Red (Post office Red) |
- (For conditions of above see under proficiency badges)

UNIFORM - OFFICERS.

38. HAT Smasher type turned up on left side and dented from front to back, with flash fitted to left side of hat.
- FLASH 58P. FLASH of Light Blue for Dist. Pathfinder Masters.  
59P. Flash of White for Senior and Junior Pathfinder Masters.  
60P. Flash of Red for Senior and Junior Asst Pathfinder masters.  
61P. Flash of Yellow for Instructors.
- The Flash shall be of the above colours with the emblem in Green.
- SHIRT Grey or Khaki Drill Shirt, shoulder straps to be colour of Rank as Flashes, and be worn on the left shoulder only.
- TIE A Narrow Tie of Troop Colours not to exceed 2 inches in width.
- SHORTS Grey or Khaki Drill
- BELT Leather  $1\frac{1}{4}$ " wide with metal fastening formed of the Pathfinder emblem.
- STOCKINGS Without fancy tops, optional.
- BOOTS Boots, Shoes or Sandals, optional.
- STAFF Optional, of approved natural wood or walking stick if preferred.
- 58P. LANYARD Khaki worn on Left Shoulder.

UNIFORM - SENIOR PATHFINDERS.

39. HAT Smasher type turned up on left side and dent from front to back with Flash fitted.
- 62P. FLASH A Red flash with Pathfinder Emblem in Green shall be worn on the left side of the hat.
- SHIRT Grey or Khaki Drill no Shoulder straps.
- Tie A narrow tie of Troop Colours, optional, not to exceed 2" in width.
- SHORTS Grey or Khaki.
- BELT Leather Belt  $1\frac{1}{4}$ " wide with metal fastening formed of the Pathfinder emblem.
- STOCKINGS Optional, without fancy tops.
- BOOTS Boots, Shoes, or Sandals, Optional.
- STAFF Approved Type of Natural wood.
- 58P. LANYARD. Worn only by Head Leader, Section and Assistant Section Leaders.



UNIFORM - JUNIOR PATHFINDER.

- (40) CAP A Khaki Cap Glengary Shape no Streamers.
- CAP FLASH 63P. A Red flash with Pathfinder emblem in Green shall be worn on the left side of the Cap.
- SHIRT. Grey or Khaki Drill, no Shoulder straps.
- TIE A narrow tie of Troop Colours, Optional not to exceed 2" in width.
- SHORTS Grey or Khaki Drill.
- BELT Leather Belt  $1\frac{1}{4}$ " wide with metal fastening formed of the Pathfinder Emblem.
- STOCKINGS Optional, without fancy tops.
- BOOTS Boots, Shoes or Sandals, optional.
- STAFF Approved type of Natural wood, optional.

(NO LANYARD TO BE USED BY JUNIORS)

41. TROOP LEADERS Head Leaders, Section Leaders, and Assistant Section Leaders shall wear the same Uniform as Senior P/Finder.

- (42) LEADER BADGES 63P. Head Leaders Shall wear in a horizontal position above the pocket, Badge of Red Braid 4" long and 3 in number.

SECTION LEADERS as above but 2 in number.

ASSISTANT SECTION LEADER as above but 1 in number.

For the above Ranks in Junior Troops the above shall apply but braid shall be of EMERALD GREEN.

67B. SECTION COLOURS . . Sections will be distinguished by a 2" Coloured square worn on the left shoulder, any of the following colours:-- Yellow, Maroon, Grey, Brown, Light Blue, Emerald, Green, Black.

- 43) PROFICIENCY BADGES These will be worn on the right sleeve, except badges from Group 1 (Social Service) which will be worn on the left sleeve and shall be oblong in shape.

NOTE: On promotion the badge of inferior rank will cease to be worn i.e. on becoming a First-Class Pathfinder, the second-class badge must be discarded; and on becoming an Officer, Section Leader Badges and Proficiency Badges must be discarded. etc., Group Cords, may, however, be retained by those Officers and all who have earned them

ALL TESTS MAY BE TAKEN IN THE VERNACULAR.

TENDERFOOT Before becoming a Pathfinder, the recruit must know:-  
Pathfinder Law, signs, and salute.

*Optional* - Flag, Uses of the Staff, Tenderfoot knots.  
After making the Promise and being Sworn in, he will be allowed to wear the Pathfinder Uniform and Badges.

SECOND CLASS To qualify as a Second Class Pathfinder, the Tenderfoot must:-

1. Have at least one month's service.
2. Have a knowledge of elementary first-aid.
3. Know the Semaphore and Morse Alphabet and numerals.
4. Follow a Track for half-a-mile in 25 mins: or pass an equivalent test of observation.
5. Cover a distance of 2 miles on foot in 25 Minutes.
6. Lay and light a fire of wood in the open, using not more than two matches.
7. Cook quarter of a pound of meat, and 2 potatoes over an open fire, using only billy-can or tins.
8. Know the 16 points of the compass.  
Badge shall be woven P/F badge in Purple on a Green Back-ground oblong in shape, worn above the pocket on the left breast.

(46) FIRST CLASS. To Qualify for this Badge, the Second Class Pathfinder must pass the following tests before a recognised Examiner:--

1. Swim 50 yards; or have attended regularly a course of physical training involving leg, neck, arm, trunk and breathing exercises, for a period of at least 3 months.
2. Send and receive a message either in Semaphore (at 20 letters a minute) or in Morse (at 15 letters a minute); and understand the use of simple code signals for calling up, and of message, numerals, erasure and appropriate acknowledgements. He must also be able to use and understand field signals (Smoke & Whistle)
3. Go on foot or row a boat to and from a place 12 miles distant, alone or with another P/F: write a report of the journey. (2 days should be taken for this).
4. Describe the proper method for dealing with the following accidents:-  
Fire, drowning, runaway trap (Spider etc) sewer gas, electric shock, snake bite, and any accidents common to farm, bush and mine; Bandage an injured person and revive person apparently drowned.
5. Cook satisfactorily over an open fire, Stew or Curry, beans, pumpkin, mealies and rice; make a damper or twist.
6. Read conventional signs correctly, draw a sketch map, and indicate compass direction without the use of a compass.
7. Use an axe for felling and trimming light timber or Produce an article of carpentry, joinery or metal-work made by himself satisfactorily, or a model of any useful article in Metal or Wood.
8. Judge distance, area, numbers, weight and height with not more than 25% of error.
9. Bring a Tenderfoot trained by Himself.

- 66P. BADGE shall be as for Second Class, but Red back ground, and emblem of Royal Blue oblong in shape, worn above the pocket on the left breast.

PROFICIENCY BADGES. The Proficiency Tests are divided into four Groups:

- (47) Group 1. Ambulance, Camper, Cook, Cyclist, Fireman, Friend to Animals, Handyman, Healthyman, Interpreter, Missioner, Guide, Public healthman, Rescuer, Signaller, Swimmer.  
Royal Blue.
- (48) GROUP 2. Artist, Athlete, Bugler, Horseman, Laundryman, Musician, Mason, Starman, Surveyor, Tailor, Naturalist, Photographer.  
PURPLE
- (49) GROUP 3. Book-binder, Carpenter, Clerk, Electrician, Engineer, Leather-worker, Metal-worker, Miner, Plumber, Printer, Telegraphist.  
EMERALD GREEN
- (50) GROUP 4. Basket-worker, Bee-Farmer, Bird Warden, Blacksmith, Boatman, Dairyman, Farmer, Gardener, Pioneer, Poultry-Farmer, Prospector, Stalker, Weatherman.  
RED.

THE BADGES shall be in an oblong form, with the name of the badge woven upon it in white. The colours in Group 1 Royal Blue, GROUP 2 PURPLE, GROUP 3, GREEN. GROUP 4 RED (Post Office Red)

*1st Class P/F only*

GROUP CORDS (Single without ends worn as Lanyards) on completion of 6 Proficiency tests at least four of which must be from the same Group; and the colour of the Cord will designate the Group from which the majority of the badges have been won. Thus, if a P/F gains four Proficiency badges from Group 1, and two other from other Groups, he will be entitled to wear a BLUE CORD: if however 4 of his badges are from Group 4, he will be entitled to a Red Cord, worn on left Shoulder.

All four Cords may be earned in this way, the qualification for each being the same, viz:- 6 extra proficiency Badges of which 4 must be from the group distinguished by the colour of the Cord awarded.

The following are the qualifications required for each Proficiency Badge:- (Those marked are rewarded annually. Should the holder fail to re-pass the Annual test, he must surrender his badge until such time as he is successful).

- 1P. AMBULANCE MAN (Annual) Must know- Fireman's lift; how to drag an insensible man with ropes; how to improvise a stretcher; how to fling a life-line; position of the main arteries; how to stop venous, arterial, internal and external bleeding; how to improvise splints, recognise and bind fractured limb, Schafer method of Artificial respiration; how to deal with choking, burning, poison, grit in the eye, sprains and bruises, snake bite, fainting, fits, shock and insensibility; also the general laws of health and sanitation, including dangers of smoking, incontinence want of ventilation and lack of cleanliness.

- 2P. ARTIST. Must draw: (a) from memory, and state on drawing when and where the subject was seen;  
(b) from sight;  
(c) from Imagination:

The three Drawings, pasted on a single sheet of brown paper to be submitted to the Pathfinder Headquarters with certificates from the Local Association declaring the drawings to be the original work of the candidate.

- 3P. ATHLETE: Must (1) demonstrate the proper method of sitting; standing, walking, running and starting in a race;  
(2) give proof of proper training and diet for athletics, and of taking regular bodily outdoor exercise.  
(3) Pass 1 running test, 1 jumping test, the throwing test and the Mile test according to the schedule approved.
- 4P. BASKET WORKER: Must have a general knowledge of the raw material used in either basket, cane, rush, straw, raffia work, must know where material is obtained how it is prepared for working, and must produce an article of practical use made from one of these materials by himself.
- 5P. BEE FARMER: Must have a knowledge gained in practice of swarming, hiving, hives and general apiculture, including a knowledge of the use of artificial combs etc.,
- 3P. BIRD WARDEN: 1. Must, in his own district, with regard to bird life in general, know:-  
(a) the chief natural dangers (animal, bird etc) to which they are exposed, and how to prevent their depredation.  
(b) any Social customs, ideas or superstitions which threaten their existence.  
(c) any laws passed, or practical steps taken to protect them.  
2. Must produce a notebook of, and be familiar with, the habits, calls and appearances of at least 12 different varieties of birds in his own district  
3. Must make a written promise that he will neither harm nor destroy bird-life except for food and that will protect nests, eggs, and young.
- 7P. BLACKSMITH: Must be able to upset and weld a one-inch iron rod make a shoe, tyre and wheel, use a sledge hammer and forge, and must know how to shoe and rough a horse, Mule donkey or ox correctly, and be able to temper iron and steel.
- 3P. BOATMAN: Must be able to manage a boat single handed rowing, punting and sculling over the stern: to steer a boat under oars and bring her along-side a vessel or landing stage. He must know to box a compass, and how to tow and be towed. Also various bends and hitches, knots and splices, and be able to throw a line.
- 3P. BOOKBINDER: Must perform the following operations:-  
Prepare the parts or sections for sewing, making out and sawing the back for cords or kettlestitches, sewing, glueing up, winding and backing, cutting and lacing-on boards; covering with cloth or paper.

- 10P. BUGLER:: Must sound properly on the bugle the Rally and the following calls:- Alarm, Orderlies, Orders, Warning for Parade, Quarter call, Fall In, Dismiss, Rations, Dinner Calls, Reveille, Last Post and Lights Out.
- 11P. CAMPER: Must have camped or bivouacked for 30 nights, taking an active part in the work of the Camp. Must know the minimum kit, utensils and rations required for 7 boys for a week's Camp, and must have cooked all meals for them for 7 days (not necessarily consecutively) Demonstrate what kit he would take on a tramp trek by himself, and must have taken part in a camp on trek of not less than three days, covering at least nine miles a day.  
Know how to select and lay out a camp for (a) a Section (b) a Troop 40 strong, making the necessary kitchens, rubbish-pits, latrines etc.,  
Demonstrate that he understands the use and care of an axe, that he is proficient in knots and lashings and can tie the Tenderfoot knots blindfolded.  
Build a shelter using only natural materials, or make a suitable section tent of any old material.
- 12P. CARPENTER: Must be able to distinguish 12 different kinds of wood and know the natural and common use of each.  
Must be able to sharpen a chisel and plane-iron, shute and glue-up a 2ft straight joint (use of shuting board allowed) make a housing, tenon and mortice, and halved joint. Must dovetail two pieces of wood together with not less than 5 dovetails, or make a properly framed stool, chair or other piece of framed furniture.
- 13P. CLERK: Must pass a test in hand writing, hand printing, type writing or shorthand (at least 20 words per minute) write a letter from memory on a subject given verbally 5 minutes previously, simple book-keeping.
- 14P. COOK: Must make fire and cooking-place, and cook meat, Rice, pudding, Fat Cakes, Vegetables, and Eggs, make bread, and Tea or Coffee.
- 15P. CYCLIST (Annual) Must be able to ride a cycle satisfactorily and keep it in good repair and running order. Must be able to read a Road map and repeat correctly a verbal message.
- 16P. DAIRYMAN: Must have a knowledge gained by practice of management of dairy cattle, milking, butter-making, cheese-making, sterilization of milk, safe use of preservatives, care of dairy utensils and appliances.
- 17P. ELECTRICIAN: Make simple electric magnet, repair blown fuses and broken connections, have knowledge of the method of rescue and resuscitation of persons suffering from shock, elementary knowledge of the action of simple battery cells and the working of electric bells and telephones.
- 18P. PIONEER:  
ENGINEER: Have general idea of the working of either motor cars, or steam locomotives, or marine or internal combustion of electrical engines; know also the names and functions of the principal parts of any one of them chosen by himself, and how to start, drive, feed, stop, and lubricate it.

- 19P. FARMER: Must have a knowledge gained by practice of ploughing, cultivating, drilling, and draining; also a general knowledge of farm machinery, haymaking or making of Lucerne hay, breaking and gathering of mealies, and a knowledge of the routine seasonal work of a farm, including the care of cattle, horses and sheep; and of pigs or ostriches.
- 20P. FIREMAN: Must pass tests in use of hose and hydrants, escapes, ladders, chutes, ropes, jumping sheets, fire extinguishers; fireman's lift, dragging patients, climbing, and passing buckets; how to give alarm to inhabitants, fire brigade, and police; how to enter burning buildings and work in fumes how to prevent spread of fire, rescue animals and salvage property; the use of "Scrum" to keep back crowds, and how to improvise ropes and jumping sheets.
- 21P. FRIEND TO ANIMALS: Must have general knowledge of the habits, foods and all that tends to the well-being of the following animals:-- Horse, mule, ox, cow, donkey, sheep or goat, dog and cat, and be able to recognise any form of cruelty or ill-use to which they are subject. Know, in case of any one of the above animals, the usual minor ailments to which it is liable and what simple remedies to employ. Know how to care for such birds, insects and reptiles as are generally kept either as pets or for domestic purposes; or have kept a pet in good health and comfort for at least 12 months. Must have an elementary knowledge of what to do in case of accidents to animals; also of any laws passed for their protection, and of the powers of the Police with regard thereto.
- 22P. GARDENING: Dig a piece of ground not less than 12' square, Plant and grow successfully 6 kinds of vegetables, or flowers from seeds or cuttings. Know the names of a dozen plants pointed out in an ordinary garden and understand what is meant by pruning, grafting and manuring. or have worked regularly in a garden under proper supervision for at least 6 months.
- 23P. HANDYMAN: Must be able to paint a door, whitewash a ceiling, or wall, repair ball-cocks, tap washers, sash lines, window and door fastenings, fill and trim lamps, replace electric light bulbs, hang pictures and curtains, repair blinds, fix curtaine rods, blind fixtures, lay carpets, mend clothing, and upholstery, do small furniture and china repairs, sharpen knives, cut hair, know how to pack and tie a parcel. or (as alternative to ball)cock, tap washers, sash lines and electric light bulbs) must be able to put glass in window, clean a pair of boots, make a bed wash up crockery, etc. clean windows, knives and brass work.

- 24P. HEALTHYMAN  
(Annual) Know the importance of keeping, heart, lungs, skin, teeth, feet and stomach, eyes, ears, and nose in good condition; and the principal dangers to guard against.  
Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercise; give proof that by the exercise of these rules, he has kept fit for at least 12 months.  
Know the dangers incurred in the use of tobacco, alcohol, and the breaking of the 10th Pathfinder Law. The danger of over-training and of continual use of one form of exercise only.  
Be able to train a section in simple exercises for strengthening the whole body and give reasons for each exercise.
- 25P. HORSEMAN Must be able to ride, inspan and drive a horse, mule, donkey or an ox, and know <sup>Know</sup>  
How to water, feed and groom correctly; the evils of ill-fitting harness. Be able to detect common ailments and lameness; and keep and clean harness properly.
- 26P. INTERPRETER: Must be able to carry on a conversation, write a simple letter on a given subject, read and translate a passage from a book or newspaper; thus giving proof of a proficient knowledge of at least two languages.
- 27P. LAUNDRYMAN: Must wash and finish satisfactorily garments of linen, cotton and flannel.
- 28P. LEATHER WORKER Sole and heel a pair of boots (either sewn or nailed and generally repair boots and shoes; or dress a saddle, repair traces, stirrup leathers, etc., and know the various parts of harness.
- 29P. MASON: Have a knowledge of soils with reference to brick-making, be able to make bricks, lay at least 12, courses in addition to the foundation add damp course; make mortar and understand the use of plumb-line and trowel.
- 30P. METAL WORKER: Make and repair some tinware articles in common use; chip and file small surface of cast iron, forge wrought iron into S-hook, ring, staple, hold-fast or pipe-hook. Forge and temper a drill or chipping chisel; fit and braze two pieces of wrought iron together.  
Explain names, uses and construction of tools and apparatus commonly used in connection with metal work; and give reasons for shapes, cutting angles etc of tools.  
Explain composition and proportion of sold ers, fluxes, and metals; and be familiar with ordinary work-shop practices and processes.
- 31P. MINER: Have a general knowledge of one particular branch of the mining industry, such as coal, iron or other mineral with the special dangers involved and safeguards against them; and must have worked below the surface for not less than 6 months.

- 32P. MISSIONER: Have a general elementary knowledge of sicknursing (Annual). invalideockery, sick-room attendance, bed-making and ventilation and must show ability to help aged and infirm.
- 33P. MUSICIAN: Play correctly some recognised instrument and read simple music written for that instrument. The recognised instruments are:-- Piano, harmonium, organ, and all instruments used in military or orchestral bands, including drums, but excluding other instruments of percussion and toy instruments.
- 34P. NATURALIST: (1) Explain in own words the fertilization and development of a wild flower, or the development of a bird from the egg or the life history of an insect, or a month's observation of Pond life. And ---  
(2) Keep (unaided) a Nature Diary for 52 consecutive weeks, illustrated by sketches of the animals, birds, trees, plants, insects, etc., recorded; this diary to contain the dates and places of--  
a. First appearance of 12 Spring or Autumn bird migrants.  
b. First flowering of 18 wild flowers.  
c. First appearance of 6 butterflies or moths.  
d. The carbon impression of 18 leaves of common trees.

In districts recognised as Towns one of the following ALTERNATIVES MAY be selected in place of (2) above.

Make collection of leaves of 30 different trees, or of 60 different species of wild flowers, ferns and grasses dried and mounted in a book; and be able to name and recognise them correctly.

Or Make a coloured drawing of 20 ferns, flowers, or grasses from life, or sketch 12 sketches from life of animals and birds. (Original studies as well as finished picture to be submitted)

OR Be able to name 60 different kinds of animals, insects, reptiles, or birds in a museum or Zoological Garden, or from unnamed coloured plates; and give particulars of the lives, habits, appearance and markings of 20 of them.

Or Describe the habits and recognise by their songs, calls and voices, 30 different kinds of birds or animals.

35P. GUIDE  
(Annual)

(1) Have an intimate knowledge of the locality around his Headquarters including fire alarms, fire and Police Stations, Hospitals, telegraph and telephone offices, railway, tram and motor bus routes; the principal (not exceeding 6) doctors, factories, chemists, garages, cycle repairers.

OR (in Country District) estates and farms with their proximate acreage and nature, water supply and blacksmiths. AND (in town districts) principal food and provisions stores and cab ranks.

ALSO (2) have a general knowledge of the district so as to be able to guide strangers by day or night within a 20 mile radius and give them general directions how to get to neighbouring districts or towns.



- PHOTOGRAPHER: 36P. Take, develop and print 12 separate subjects, 3 interior, 3 portraits, 3 landscapes and 3 instantaneous "Action" photos; have a general knowledge of theory and use of lenses, the construction of a camera and the action of developers.
- 37P. PIONEER: Must show extra efficiency in the following:--  
Fell a 9" tree or scaffolding pole neatly and quickly; tie 8 kinds of knots quickly in the dark or blindfolded lash spars together properly for scaffolding, build model bridge or derrick, make a Camp kitchen; build a hut of one kind or another suitable for 3 occupants.
- 38 PLUMBER. Make a blown joint in Compo or lead pipe, and use a soldering iron to repair a copper ball or similar job. Be able to repair leaky bibcocks, plugcocks and ball valves. Know how to hammer up a burst pipe. Understand the ordinary hot and cold water system of a house: how to thaw out frozen pipes and how to protect pipes from frost.
- 39P. POULTRY FARMER: Have a practical knowledge of hatching, sanitary fowl houses, coops and runs; also of rearing, feeding, killing, and dressing birds for market, must be able to pack birds and eggs for market.
- 40P. PRINTER: Print a handbill set up by himself: and must know the names of different type and paper sizes, be able to compose by hand or by machine, and understand the use of hand or power printing machines.
- 41P. PROSPECTOR: Have a general knowledge of the various periods of the formation of the earth's crust, and know which are water-bearing rocks. Must understand stratification dip and faults; and be able to recognise 20 different minerals in their natural state.
- 42P. PUBLIC HEALTH MAN: Must know the dangers of Scarlet Fever, Diphtheria, Tuberculosis, Enteric, Typhus, and Plague, showing how they are transmitted, and the method to prevent their spread.  
Give a list of all the infectious diseases which must be notified, and state precautions which must be taken to prevent infection spreading; and state also the period of incubation of each.  
Describe one or more method of disinfecting a house, or a room and its contents after a contagious disease.  
Describe the necessity for, and the method employed in his own district, in the collection removal and destruction of house refuse and rubbish.  
Have a general knowledge of general and local Laws governing dairies, dairy farms, slaughter houses and butcher shops.  
A knowledge of the dangers of Venereal Diseases, method of transmission and facilities for treatment.

- 43P. RESCUER. Attired in shirt and trousers, must :-  
(a) Perform in the water 4 methods of rescue, and see 3 of release from the clutch of a drowning person. (The drowning subject about the size of the Rescuer) Each of the rescue methods to be carried at least 10 yards from shore.  
(b) Dive from the surface to a depth of at least 5' and bring up a stone, brick or iron weighted object of not less than 5 lbs.  
(c) Demonstrate the Schaffer method of resuscitation and the promotion of warmth and circulation.  
(d) Swim 50 yards and undress before touching ground.
- 44P. SIGNALLER: 1. Send and receive by flag in Semaphore (at 35 letters a minute) and in Morse (at 25 letters a minute)  
2. Send and receive 30 letters a minute on Buzzer or Sounder.  
3. Send and receive 25 letters a minute by lamp heliograph or disc.  
4. Attain 95% accuracy in above tests.  
5. Have a good knowledge of the simple procedure outlined in the official Manual of Signalling.  
6. Have a good knowledge of the various signs and signals given in the official handbook.
- 45P. STALKER Must be able to give particulars of the lives, habits and markings of at least 20 animals or birds and read their spoor.
- 46P. STARMAN. Must have a general knowledge of the nature and movement of the stars. Be able to point out and name 6 principal constellations, find the South by means of the Southern Cross, and tell the hour of the night by means of the stars and Moon. Must have a general knowledge of the relative positions and movements of the earth, sun, and moon, and of the tides, eclipses, meteors, comets, sun spots and planets.
- 47P. SURVEYOR: Must map correctly, from the country itself, the main features of half a mile of road, with 440 yds. each side, to a scale of 2' to the mile, and afterwards re-draw the same map from memory.  
Measure height of a tree, telegraph pole, and Church steeple, describing method adopted. Measure width of river, and distance apart of 2 objects a known distance away and unapproachable. Be able to measure a gradient.  
Understand what is meant by H.E. V.I. R.F. contours, conventional signs of ordnance survey and scales.
- 48P. SWIMMER: Swim 50 yds (wearing shirt and trousers as a minimum) and be able to undress in the water.  
(Annual) Swim (Without clothes) 100 yards on the breast or 50 yards on the back either with hands clasped or arms in front. Dive and pick up small objects from the bottom.
- 49P. TAILOR: Cut out and sew, either by hand or machine a P/F Shirt and shorts to fit himself. Insert a patch and darn a small hole neatly in either shirt or shorts.

- 50P. TELEGRAPHIST Understand simple electric circuits. Send by Morse key and receive by sound-er or Buzzer, at the rate of 30 letters a minute. Be able to explain construction of and adjust a sounder or buzzer set; and understand the elementary principals of a wireless telegraphy set.
- 51P. WEATHERMAN Must have kept a satisfactory record of air-temperature, and rainfall for a period of at least 6 months; also of wind, weather and cloud for a similar period; must be able to recognise halos, coronas and the principal forms of clouds.  
Must be able to read a barometer. Must know for his own District the wettest month and the wettest day on record, the extremes of temperature and the prevailing winds.
- 52P. WOODMAN:  
Know how to choose an axe, name its parts, and know the merits of different types and their uses.  
Know the safety-first rules of axemanship; grind an axe, fell a tree, trim and log up, score and hew, and split with wedges and axes.  
Know how to fell with cross cut saw and wedges and understand the theory of the cross cut and how to sharpen.  
Know the different species of tree by their appearance and their respective uses as timber; how to measure timber. Be able to recognise a "Well grown" tree, and know the principals of levering hauling and stacking timber and bark usual in the locality. Know the best wood for fires.

## JUNIOR PATHFINDER MOVEMENT.

- NAME:** The Junior Pathfinder movement will be known as the "KLIPSPRINGERS".
- AGE:** The age limit should be between 8 and 12 years, boys of small stature, whose age exceeds 12 yrs, should not be debarred from enrolment -- except where their influence is deemed likely to be harmful.
- UNIFORM:**
- CAP.** A Khaki Cap Glengary shape no streamers.
  - CAP FLASH SET.** A Red flash with Pathfinder emblem in Green shall be worn on the left side of the Cap.
  - SHIRT.** Grey or Khaki Drill, no shoulder straps.
  - TIE.** A narrow tie of Troop Colours, Optional not to exceed 2" in width.
  - SHORTS.** Grey or Khaki Drill.
  - BELT.** Leather Belt 1 $\frac{1}{4}$ " wide with metal fastening of the Pathfinder Emblem.
  - STOCKINGS** Optional, without fancy tops.
  - BOOTS** Boots, Shoes or Sandals, optional.
  - STAFF** Approved type of Natural wood, optional.  
(No Lanyard to be used by Juniors)
- BADGE:** The badge of the "Klipspringers" shall be the ordinary PATHFINDER badge, as for senior troops, woven, worn upon the hat and no Brass badge.
- MEMBERSHIP** A recruit may be admitted as a KLIPSPRINGER when he has a) attended regularly and satisfactorily as a recruit for a period of one month; and b) learnt the Promise, Law, Salute and Troop Cry (optional). No recruit shall be allowed to wear the Uniform until he is ready to take the KLIPSPRINGER Promise.
- PROMISE:** "I PROMISE, ON MY HONOUR, TO DO MY BEST ALWAYS IN THE SERVICE OF GOD AND THE KING, TO KEEP THE LAW OF THE KLIPSPRINGER, AND TO DO A GOOD TURN EVERY DAY".
- LAW:** The LAW of the KLIPSPRINGERS is :-  
1) A Klipspringer is always merry and happy.  
2) A Klipspringer is always busy.  
3) A Klipspringer never thinks of himself.
- SALUTE:** As prescribed in the present REGULATIONS.

TROOP CRY: A Troop Cry in the vernacular may be considered as optional -- subject to the approval of the D.P.M.

After having been accepted as a Klipspringer the following course of training should be followed -- the "one and Two Star" work of the Cubs, on which this schedule of TESTS is based. (See Wolf Cub Star Tests or Wolf Cub Handbook.) Efficiency in the four progressive tests detailed below shall be marked by the award of four concentric rings, black, worn upon the pocket.

While the training embodied in all four sections should be regarded as normal, yet a Klipspringer should not be debarred from enrolment as a Pathfinder because he has not gained his four Rings. He should be transferred to the senior movement as soon as his size and general efficiency make this desirable.

#### THE FOUR RING TESTS

FIRST RING: For this ring a boy must

- a) Physical Culture -- Have a knowledge of, and use regularly, deep-breathing exercises, toe-touching and knee-bending exercises; and walk a plank 12' long, and 6" wide, placed 3' above the ground.
- b) Personal Hygiene -- Know why and how to keep clean the head, hands, feet and body; care of nails and teeth; and practice nose-breathing.
- c) Public Service -- tidy thoroughly a piece of ground at least an acre in size: clean a pair of boots or a leather belt.
- d) Handicraft -- Produce a satisfactory model, made entirely by himself, in wood, cardboard, clay, or grass.
- e) Knot-Tying -- Know ~~when~~ and how to use these knots:- Reef, Sheet Bend, Clove hitch.
- f) Be able to tell the time by the clock or sun.
- g) Have three months' satisfactory and continuous service.

SECOND RING: For this Ring, a boy must

- a) Physical Culture -- have continued his First Ring exercises, and added to them exercises for the head and neck, upper body, abdomen, trunk, back and thighs.
- b) First Aid-- know what to do in case of dog-bite, snake-bite, nose-bleeding, choking and sunstroke.
- c) Public Service -- carry a verbal message for a distance of two miles, and repeat it correctly.

- d) Handicraft -- produce a satisfactory model in wood, made entirely by himself, a pen-knife to be the only tool used; or a Model in wood, clay, cardboard or grass to show marked improvement on First Ring model. (Town Troops should consider the possibility of keeping models, for comparison and encouragement.)
- e) Knot-tying -- Know when and how to tie the First Ring knots, plus Fisherman's, Bowline and Sheepshank.
- f) Compass -- know the four cardinal points of the compass, and be able to find them by day and night.
- g) Have six months' continuous satisfactory service.

THIRD RING: For this Ring, a boy must

- a) pass three of the following athletic tests :-
  1. Run 220 yds in 50 Secs.
  2. Run 100 yds in 18 secs.
  2. Jump (high) 3' 2"  
of (Long) 6'
  3. Cricket Ball -- either throw it 20 yds or catch it when thrown from 15 yds.
  4. CLIMB a rope or pole 10' high or stand on his head and turn "cartwheel"
- b) FIRST AID -- Know how to clean and tie-up a cut finger, cover a scald or burn; and understand the danger of dirt in a scratch.
- c) Public Service-- Be able to direct strangers for a distance of 10 miles ( for country troops) or 2 miles (for Town troops)-- in any direction. In towns, also point out the principal public buildings.
- d) Make a collection of either leaves, grasses, ferns, geological specimens, postcards, stamps or some other useful or interesting objects: the collection must show careful and methodical arrangement, and the boy must show a reasonable understanding of his collection.
- e) Signalling -- Must know the whole alphabet in either Semaphore or Morse, and be able to send three letters correctly out of four.
- f) Compass -- Must be able to point out eight points of the Compass, and to answer simple questions thereon.
- g) Must have nine months' regular and satisfactory Service.

FOURTH RING: For this Ring, a boy must

- a) Physical Culture-- Be able to swim 25 yds (any stroke) and be able to float on the back for 60 Seconds, in salt water, or for 30 Seconds in fresh water: OR

He must be a regular member of a properly organised team; a keen sportsmanlike player, and he must have played in six matches.

- b) FIRST AID-- Be able to bandage a hand so as to stop bleeding, know how to clean -up and treat cuts and grazes; know the treatment for sprains, and how to bandage a sprained ankle. Know how to put on the large arm-sling and skull- bandage.
- c) Public Service -- Be able to interpret simple sentences from his Native language into English or Afrikaans.
- d) Nature - lore -- Have a general knowledge of trees, bird or animal life in the district in which he lives; or (for town troops) be able to clean a grate, light a fire, make a cup of tea or coffee, clean a pair of boots, make a bed, wash-up crockery, clean windows, knives and brasswork.
- e) Signalling -- Must be able to send and read all the letters of the alphabet, in Morse or Semaphore.
- f) Compass -- Must be able to draw from memory a compass, showing sixteen points; and be able to answer simple questions thereon.
- g) Have 12 months' continuous satisfactory service.
-

TRANSVAAL PATHFINDER MOVEMENT.

J. B. YOUNG MEMORIAL FLAG.

CONDITIONS of AWARD as APPROVED BY THE  
ADVISORY COUNCIL.

1. The Flag for each District shall be awarded annually in December of each year.
2. In 1927 the following conditions shall be observed, and the matter shall then be considered for alteration or approval of the present conditions.
3. The contest shall be open to all Troops in the three Districts of Johannesburg, Pretoria and the Northern Transvaal whose names have been registered at Headquarters for at least one year.
4. The award of the Flag shall lie with the District Officer of each of the three Districts, in consultation with the Chief Pathfinder Master.
5. The following points will be taken into consideration:-
  - (a) The percentage of attendance at the ordinary parades of each Troop.
  - (b) The number of Badges gained during the year by members of the Troop.
  - (c) The award of points by the District Officer at an Inspection of which notice has been given.
  - (d) The result of an Inter-Troop Competition based upon the work for Tenderfoot and Second-Class Tests. (Teams of four to be entered for each subject of Competition).
  - (e) Any note-worthy acts of a Troop or members of a Troop performed during the year and reported to the District Officer.

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DUPLICATOR



TRANSVAAL PATHFINDER MOVEMENT.

J. B. YOUNG MEMORIAL FLAG.

MEMORANDA on the CONDITIONS OF AWARD

AS APPROVED BY THE ADVISORY COUNCIL.

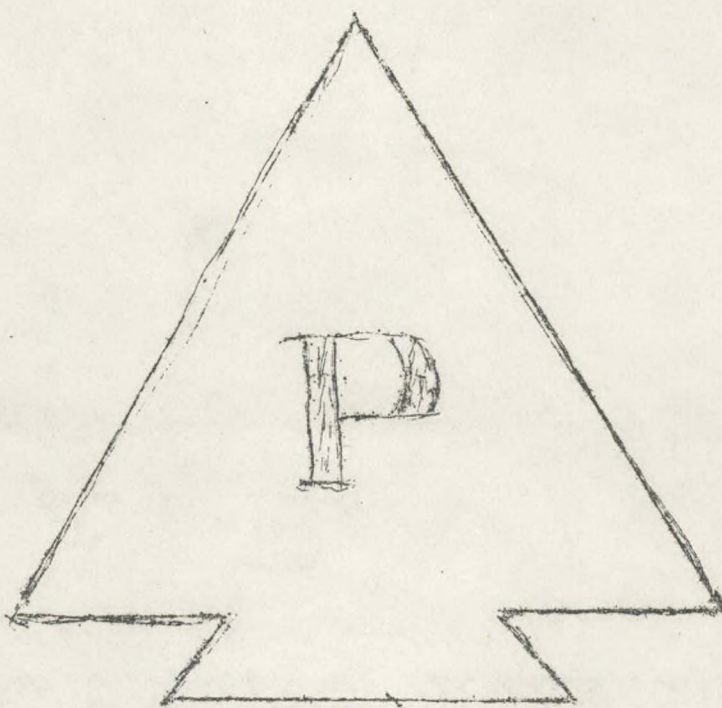
2. Officers are asked to note carefully any difficulties arising out of these conditions during the course of the year, and to bring them forward for discussion or amendment.
3. The proviso that only Troops of a year's duration shall enter, ensures the presence of a sufficient number of competitors to enter for 5 (d), since the second-class Badge should easily have been gained in that time.
5. (a) The percentage, rather than actual figures gives a fair basis of comparison, and discourages a tendency on the part of some Officers to get numbers rather than efficiency. It should be reckoned in the same way as percentages of school attendances are calculated; the total number of attendances for the year should be divided by the maximum possible attendances, the whole being multiplied by Local arrangements should be made for absences caused through sickness or any other unavoidable cause.  
(b) This includes the Tenderfoot, Second and First Class, and proficiency Badges. The inclusion of the first gives an opportunity for the younger Troops which, although keen, might be penalised by reason of their lack of experience. Care should be taken by District Officers to see that Badges are only awarded for real work done in the subject.  
(c) It is suggested that the Troop Officers should also be inspected since they often wear unauthorised badges, and the aim of this condition is that every Pathfinder should know what is the correct uniform, and learn to wear it.  
(d) It is not intended that the same Team of four should compete in each Test; it provides an opportunity for "specialists" in each Troop, and a consequent higher standard of work. If the Competition can be run during a rally, greater interest will be taken in it, and it is possible that parents and others would like to be present.

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TRANSVAAL PATHFINDER MOVEMENT.

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RULES AND REGULATIONS FOR THE GUIDANCE OF ALL RANKS.



FEBRUARY 1925.

APPROVED BY THE TRANSVAAL SCOUT COUNCIL FEBRUARY 20th 1925.

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TRANSVAAL PATHFINDER MOVEMENT.

20/2/25.

For the information of Officers.

"TRANSVAAL PATHFINDERS".

- (1) An organisation under the control of the Transvaal Scout Council for the purpose of According to boys of Asiatic, Coloured and Native birth, the benefits of Scouting.
- (2) AIMS AND OBJECTS. To develop good citizens among the said boys by forming their character training them in habits of observation, obedience and self-reliance, - inculcating Loyalty and thoughtfulness for others - teaching them services useful to the public and themselves - promoting their physical development and hygiene - and duty to God.

MOTTO FORWARD.
- (3) MEMBERSHIP. Open to all boys who are British subjects and approved by the Transvaal Scout Council through its sub-Committee and Executive Officers.
- (4) RELIGIOUS POLICY Inter-denominational. It is expected that all members shall attend religious services as often as possible ~~for~~ at their own Church. Troops may be formed for boys of a particular denomination, or by Social bodies, or Lodges, or may be "Open" Troops, embracing any boys irrespective of religious denomination.
- (5) FINANCE The Organisation shall be financially supported by the Community concerned through Committees appointed by them for that purpose.
- (6) ORGANISATION Troops consisting of boys between the ages of 12 and 18 years (i.e. a boy may not join a Troop after he has attained the age of 18. (The Control Committee may recommend to the Officer in charge of the Movement boys of 18 years and over and he may admit such to Senior Troops), but shall not necessarily cease to be a member of a Troop on reaching the age of 18, should he have joined previous to that age).  
JUNIOR TROOPS may be formed consisting of boys between the ages of 8 years and 12 years.
- (7) COMMITTEE OF CONTROL  
COMMITTEES OF CONTROL, Control Committees in charge of Troop and Junior Troops, who shall be elected preferably from the Parents of the boys or members of the Community interested in the Movement.

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