



given until the whole Troop has passed the officer inspecting or other occasion of the salute.

*Occasions.*

- (a) As a Greeting. The salute between Pathfinders of whatever rank is a sign of friendship and brotherhood and not of servility.

The Full Salute is given by every member of the Pathfinder Movement when he meets another of rank senior to his own, whether the latter is in uniform or wearing his buttonhole badge.

Except in the above cases, the Half Salute is given and returned by all members of the Movement when meeting other members, whether in uniform or wearing the buttonhole badge.

- (b) As a mark of Respect. Pathfinders use the Full Salute on the following occasions : At the playing of the National Anthem or *Nkosi Sikelela i-Afrika*, when passing National, Pathfinder or Scout Flags carried ceremonially, and when passing funerals. The Half Salute is used whenever the Laws or Promises are repeated ceremonially.

Pathfinders give the Half Salute to Girl Wayfarers in uniform.

67. *TRANSFERS*

When a Pathfinder leaves his Troop, the Pathfindermaster of the Troop must send a copy of his record to the District Pathfindermaster in order that the Pathfinder may be followed up.

Transfers between Divisions must be affected through Divisional Secretaries. (See Rule 54.)

Transfers to troops in the same district are not encouraged.

68. *WEARING OF UNIFORM*

Every effort should be made to see that the Pathfinder uniform (in whole or in part) is worn only on Pathfinder service. The wearing of Pathfinder Badges by unauthorised persons should also be discouraged—if possible by the recovery of the badges by an Officer of the Movement.

No badge, cord or other decoration may be worn on Pathfinder uniform except :—

- (a) Those described in these Regulations.
- (b) Ribbons of the following :—King's medals, war medals, decorations and orders (except on occasions when such medals may be worn).
- (c) The Badges of the South African Red Cross Society (Junior and Senior Courses), St. John's Ambulance Badge (Senior Course), and the Badges of the Royal Life Saving Society. These badges are worn on the right arm between shoulder and elbow.
- (d) The Life-saving medals of the Order of St. John, and of the Royal Humane Society.
- (e) Any badge issued under the authority of the State.
- (f) Any other Badges authorised by the Chief Pathfinder.

## V. PROFICIENCY AND OTHER BADGES

### 69. CONDUCT OF TESTS

- (a) The Officer in charge of a Tracker Pack may examine his boys for the Tenderpad and One Ring Tests. The Test for the Second Ring must be conducted by an independent examiner.
- (b) The Officer in charge of a Pathfinder Troop may examine his boys for the Tenderfoot and Second Class Tests. The First Class and Proficiency Badge Tests must be conducted by independent examiners.
- (c) The Officer in charge of a Senior Pathfinder Crew may examine the members of his Crew for the Senior Pathfinder Novitiate and in the Tenderfoot Senior Pathfinder Tests. Tests for the First Class Senior Pathfinder and Senior Pathfinder Proficiency Badges must be conducted by independent examiners.

A list of competent and qualified Examiners in the different tests for proficiency and other badges is kept at Divisional Headquarters—and such list has the approval of the Divisional Pathfinder. Only Examiners whose names appear on this list may conduct Tests as laid down in this Rule.



120  
An Officer who has passed a recognised course of instruction may be recognised as an Examiner in such subject. (See Rule 49.)

Note:—

- (a) No test for a Pathfinder Proficiency Badge must take place until the Pathfinder has gained his Second Class Badge.
- (b) No Group Cords can be awarded before the Pathfinder has gained his First Class Badge.
- (c) Application for the award of Proficiency Badges must be made on the prescribed form and must be signed by the Pathfindermaster and an independent Examiner and counter-signed by the District Pathfindermaster or other Senior Officer.

## 70 PATHFINDER PROFICIENCY BADGES

*Note:—Detailed Instruction regarding most of the following tests will be found in Scout Tests and How to Pass Them.*

*“Badges marked with an asterisk (\*) must be passed annually.”*

### \*AMBULANCE MAN

He must know :

- (a) how to use the Fireman's Lift, and to drag an insensible person with ropes.
- (b) how to improvise a stretcher and to improvise a splint.
- (c) how to revive a person who is apparently drowned and the Schaffer method of artificial respiration.
- (d) how to deal with poisoning from caustic soda, Lysol, decayed food, bad tinned food and dip.
- (e) how to deal with dislocations and how to bind up a fractured limb.
- (f) the position of the main arteries (the names need not be known) and how to stop arterial, external, internal and venous bleeding, and when practicable.
- (g) how to throw a life-line, how to deal with

electric shock and accidents from lightning and gas poisoning.

### ARTIST

He must show that he takes an interest in, has practised and has gained proficiency in any one of the following forms of art :—

- (a) Graphic art : Drawing, painting, etching, woodcuts, etc.
- (b) Decorative art : Designing for wall papers, posters, book-jackets, wrought-iron or other metal-work.
- (c) Plastic art : Modelling, pottery, etc.
- (d) Carving : wood, stone, etc.

In no case is the work to be a copy, and he must be prepared to state on his honour that the work has been done entirely by his own hand.

### ATHLETE

He must :—

- (a) demonstrate the proper method of sitting, standing, walking, running and starting in a race.
- (b) give proof that he has undergone a proper course of training and of bodily exercise, and that he knows what is suitable diet for athletes.
- (c) pass one running test, one jumping test, the throwing test and the two-mile test (see Rule 22 g), according to the attached schedule.

Limit.	<i>Under</i>	<i>Under</i>	<i>Under</i>	<i>Over</i>
	7 st.	8 st.	9½ st.	9½ st.
60 yards	9 secs.	—	—	—
80 yards	—	11 secs.	—	—
100 yards	—	—	13 secs.	12 <sup>3</sup> / <sub>5</sub> secs.
220 yards	40 secs.	—	—	—
440 yards	—	75 sec.	70 secs.	65 secs.
880 yards	—	—	—	2 mins. 35 secs.





Limit.	<i>Under</i> 7 st.	<i>Under</i> 8 st.	<i>Under</i> 9½ st.	<i>Over</i> 9½ st.
1 mile	—	—	—	5 mins. 30 secs.
4 Hurdles 2' 6"				
60 yards	12 secs.	—	—	—
6 Hurdles 2' 6"				
80 yards	—	16 secs.	—	—
10 Hurdles 3' 0"				
120 yards	—	—	24 secs.	22 secs.
<b>Running</b>				
High Jump	3' 6"	3' 10"	4' 2"	4' 6"
<b>Running</b>				
Long Jump	12' 0"	13' 0"	14' 0"	15' 0"
<b>Throwing</b>				
Cricket Ball	40 yds.	50 yds.	55 yds.	65 yds.
<b>Miles at</b>				
Pathfinder Pace	2 mls.	3 mls.	4 mls.	5 mls.

**BEE-FARMER**

He must have a practical knowledge of hives, hiving, and swarming, together with a general knowledge of apiculture.

**BIRD-WARDEN**

He must :

- (a) have a good knowledge of bird-life in his own district including
  - (i) the chief natural dangers (e.g. animals, birds, etc.) to which they are exposed, and how to prevent their depredation.
  - (ii) any social customs, ideas or superstitions which threaten their existence.
  - (iii) any laws passed, or practical steps taken, to protect them.
- (b) keep a record of bird observation for a period of nine months.

- (c) be familiar with the appearance, <sup>calls</sup> and habits of at least twelve different varieties of birds in his own district.
- (d) make a written promise that he will neither destroy nor harm bird-life except for food, and that he will protect eggs, nests and young.

### BLACKSMITH

He must :

- (a) be able to upset and weld a one-inch iron rod.
- (b) make a horseshoe and tyre a wheel.
- (c) use a sledge-hammer and forge.
- (d) know how to shoe and rough a donkey, horse, or mule.

### BOATMAN

He must :

- (a) be able to manage a boat single-handed by rowing or sculling, and be able to punt (in rivers) or scull over the stern or paddle a canoe.
- (b) be able to steer a boat under oars and bring her alongside a landing stage.
- (c) know how to fasten a boat to a buoy or landing stage.
- (d) know how to make various bends, hitches, knots and splices (see Boy Scout Tests pp. 117-119).
- (e) be able to throw a line.

### BOOK-BINDER

He must :

- (a) prepare the parts of sections for sewing.
- (b) make out and sew the back for cords or kettle-stitches.
- (c) know how to sew, glue up, wind and back, cut and lace-on boards.
- (d) cover with cloth or paper.

### BUGLER

He must sound properly on the bugle the following Calls : Alarm, Orderlies, Orders, Warning for Parade, Quarter Call, Rally, Fall in, Dismiss,





Rations, Dinner Calls, Pathfinder Call, Reveille,  
Last Post and Lights Out.

### BUTCHER

He must know :

- (a) how to select a slaughter animal.
- (b) how to kill and skin it.
- (c) how to cut it up into standard joints.

### CAMPER

He must :

- (a) have camped or bivouacked for not less than fourteen nights, taking an active part in the work of the camp.
- (b) know the minimum kit, rations and utensils required for seven boys for a week's camp, and he must have cooked all the meals for them for at least three days (not necessarily consecutive).
- (c) demonstrate what kit he would take on a tramp trek alone, and he must have taken part in a trek camp of not less than three days' duration covering at least nine miles a day.
- (d) know how to select and lay out a camp for a Patrol and for a Troop and make the necessary kitchens, latrines, rubbish-pits, etc.
- (e) show that he understands the care and use of an axe, that he is proficient in knots and lashings, and that he can tie the Tender-foot knots when blindfolded.
- (f) build a shelter using only natural materials, or make a suitable patrol tent of any old material.

### CARPENTER

He must :

- (a) distinguish six different kinds of wood and know the natural and common use of each.
- (b) sharpen a chisel and plane-iron, shute and glue-up a two-foot straight joint (the use of a shuting board is allowed), and make a housing, a tenon, a mortice and a halved joint.

- (c) dovetail two pieces of wood together with not less than five dovetails, or make a properly framed stool, chair or other piece of framed furniture.

### CLERK

He must :

- (a) pass a test in handwriting, typewriting or shorthand (at least twenty words per minute).
- (b) write a letter from memory on a subject given verbally five minutes previously.
- (c) keep a simple cash account and be able to file correspondence.
- (d) know the correct use of a telephone.
- (e) have a knowledge of postal and telegraph rates.

### COOK

He must :

- (a) make a proper fire-place and camp kitchen.
- (b) make porridge.
- (c) make soup with or without meat.
- (d) make two kinds of stew.
- (e) fry, grill or roast meat.
- (f) boil dry beans, rice and samp.
- (g) cook potatoes in two different ways, and cook two other vegetables.
- (h) make and cook a boiled pudding.
- (i) boil eggs.
- (j) make bread, scones, or fat cakes.
- (k) make cocoa, coffee and tea.

### CRAFTSMAN

He must be proficient in any three of the following crafts :

- (a) The making of articles of clothing from raw material e.g. shoes with wooden soles, moccasins, gloves from skins, etc.
- (b) The making of instruments, e.g. a trumpet from a cow's horn, a flute out of a reed, etc.
- (c) The making of buttons and other articles out of thin riempie.
- (d) The making of wire articles.
- (e) The making of pottery.



## \*CYCLIST

He must :

- (a) have kept a bicycle in repair for three months.
- (b) be able to repair a puncture in fifteen minutes.
- (c) understand road signs and know the rules of the road.
- (d) be able to align wheels and adjust brakes.
- (e) own a satisfactory repair outfit including spare valves, spanner, cone-adjuster and oil-can.
- (f) deliver correctly a verbal message after covering a given route.
- (g) ride four miles in thirty minutes.

## DAIRYMAN

He must have a practical knowledge of :

- (a) the management of
  - (i) dairy cattle or goats.
  - (ii) milking.
  - (iii) butter-making.
  - (iv) cheese-making.
  - (v) sterilisation of milk.
- (b) the care of dairy appliances and utensils.

## ELECTRICIAN

He must :

- (a) make a simple electric magnet.
- (b) repair blown fuses and broken connections.
- (c) have an elementary knowledge of the action of simple battery cells and the working of electric bells and telephones.
- (d) know how to rescue and resuscitate persons suffering from shock.

## ENTERTAINER

He must be able to entertain by himself a mixed audience for at least fifteen minutes with a varied programme selected from the following :—Recitations, songs, playing banjo, penny whistle or mouth-organ, conjuring tricks, character sketches, stories, stump speeches, step-dancing and ventriloquism.

## FARMER

He must have a general knowledge, practical and theoretical, of :

- (a) draining, drilling, cultivating and ploughing.
- (b) planting and harvesting.
- (c) the effects of simple manuring.
- (d) the effect and prevention of two diseases (insect and/or plant).
- (e) the methods employed in farming any two of the following :—Barley, cotton, Kaffir-corn, mealies, oats, sugar-cane, wattle, cotton. (This includes the cultivation of a patch of any one of the above plants).
- (f) the “ Rotation of Crops ” and the seasonal routine work on a farm.
- (g) farm machinery.

## FIRE-LIGHTER

He must possess materials for making fire without matches or other artificial means, and by the use of these materials boil water out of doors within twenty minutes.

## \*FIREMAN

He must :

- (a) know the danger of inflammable household articles, such as oil lamps and spirit stoves, flannelette, cotton wool, celluloid and of the focussing of the sun's rays.
- (b) know the first steps to take on an outbreak of fire, and methods of calling the Fire Brigade and Ambulance, the position of nearest alarms to home and headquarters, and what to do pending arrival.
- (c) know how to use at least two common types of extinguishers, buckets and bucket chains.
- (d) know how to deal with the following types of fire: clothes, petrol and spirit, chimney, motor car, curtain, bush, grass and rick fires.



- (e) know the use of scrum to keep back a crowd, improvised ropes, the chair knot and jumping sheets; how to carry the injured, lower by lines, crawl through smoke, drag insensible persons, prevent panic and rescue horses.  
*and if possible*, where instruction can be obtained,  
(f) know the use of hose, hydrants, escapes and chutes.

## FORESTER

He must :

- (a) know from practical observation how to plant and rear young trees, including the preparation of the soil, how and when to transplant, and the right season for thinning and felling, and know the use of trees as shelter for stock, breakwinds, building, fencing, etc.  
(b) know generally how a tree lives and reproduces its species, how to deal with wounds and the agencies which cause them, and must understand the danger of fire in forests.  
(c) must have planted and reared at least twenty-five trees.

## FRIEND TO ANIMALS

He must pass (a) and either (b) or (c) of the following tests :—

- (a) He must have an elementary knowledge of what to do in case of accidents to animals, of laws passed for their protection and of the powers of the Police in this connection.  
(b) He must have a general knowledge of the foods and habits and all that tends to the well-being of three of the following animals : cow, donkey, goat, horse, mule, ox, sheep, and he must be able to recognise any form of cruelty or ill-use to which they are subject. He must know in the case of any one of the animals the usual minor ailments to which it is liable and what simple remedies to employ.

- (c) He must know how to care for animals generally kept as pets or for domestic purposes, and he must have kept a pet in good health and comfort for at least a year.

### GARDENER

He must :

- (a) dig a piece of ground not less than 12 feet square, and in it plant and grow successfully six kinds of flowers or vegetables from cuttings or seeds.
- (b) understand what is meant by grafting, manuring and pruning.
- (c) know the names of six plants pointed out in an ordinary garden.

### GOATHERD (*See Shepherd.*)

#### \*GUIDE

He must pass (a) and either (b) or (c)

- (a) He must have a general knowledge of the district so as to be able to guide strangers by day or night within a radius of twenty miles and give them general directions for finding neighbouring districts or towns.

(b) *Town Districts.*

He must : (i) have an intimate knowledge of the locality around his Troop Headquarters including Fire and Police stations, Fire alarms, Hospitals, Telegraph and Telephone offices, Railway, Tram and Motor Bus routes, the principal doctors, hotels, factories, chemists, garages, cycle-repairers, cab-ranks, food and provision stores,

(ii) make a sketch map of a given route in his district.

(c) *Country Districts.*

He must : (i) have an intimate knowledge of the country around his Troop Head-



quarters including Police Stations, Doctors, Stores and Petrol Pumps.

(ii) make a sketch map of a given route in his district.

## HANDWORKER

He must :

- (a) have a general knowledge of the raw material used in either basket, cane, osier, rush, raffia or straw work.
- (b) know where such material is obtained and how it is prepared for working.
- (c) make an article of practical use from such material.

## HANDYMAN

He must be prepared to :

- (a) paint or whitewash a wall or ceiling, or stain a floor.
- (b) fill and trim a lamp.
- (c) mend upholstery or a tent (using the chain stitch and patch.)
- (d) make and hang a tent curtain or fix a curtain to a tent.
- (e) repair a sashline or guy ropes, or reinforce the apex of a tent, or replace glass in a window.
- (f) repair a rickety table or broken chair, or put up a shelf, or make a stool.
- (g) sharpen or clean knives.
- (h) pack and tie a parcel.
- (i) clean boots.
- (j) make a bed.
- (k) wash up.
- (l) clean windows.
- (m) perform any three of the following : replace tap-washer, mend window or door fastening, hang picture, beat and lay a carpet, clean two kinds of metal work, clean and scour a cooking-pot, scrub or polish a floor, make an article of furniture out of a paraffin or petrol case, or any other suitable piece of work given by the examiner.

## HEALTHYMAN

He must :

- (a) understand the importance of keeping ears, eyes, feet, heart, lungs, nose, skin, stomach and teeth in good condition, and the principal dangers against which to guard in each case.
- (b) know the general rules of health as applied to breathing, cleanliness, drinking, eating, exercise and sleeping.
- (c) know the dangers incurred in the use of alcohol, tobacco and the breaking of the tenth Pathfinder Law.
- (d) train a patrol in simple exercises for strengthening every part of the body and know the use of each exercise employed. He must also know the danger of the continuous use of one form of exercise only, and the danger of overtraining.
- (e) have kept himself fit by the use of the exercises employed in (d) of this test.

## HERDSMAN

He must :

- (a) be able to recognise simple ailments of cattle and know how to treat them.
- (b) know the Dipping Regulations and the danger of ticks.
- (c) be able to milk in a clean and hygienic manner.
- (d) be able to keep a cattle kraal in good repair and understand the use of manure.
- (e) know how to choose good places for herding and watering his cattle.
- (f) be able to describe in detail at least twenty animals of the herd.

## \*HORSEMAN

He must :

- (a) drive or ride satisfactorily a donkey, horse, mule or ox.
- (b) be able to feed, groom and water his animal



and also inspan or saddle it and know the evils of ill-fitting harness.

- (c) keep clean a set of harness.
- (d) be able to detect common ailments and lameness and know how to treat them.

#### \*INTERPRETER

He must give proof of a proficient knowledge of at least three languages by carrying on a conversation, writing a simple letter, and reading a passage from a book or newspaper, in each of these languages; and by translating, either orally or in writing, such passages into each of the other two languages.

#### LAUNDRYMAN

He must satisfactorily :

- (a) wash and iron a Pathfinder uniform or its equivalent.
  - (b) wash and iron a handkerchief.
  - (c) wash a woollen vest or stockings or a jumper.
- (Untidy or torn garments will not be accepted for this test).

#### LEATHER WORKER

He must :

- either (a) sole and heel a pair of boots, either sewn or nailed, and patch boots and shoes,  
or (b) repair a saddle and traces and know the various parts of a harness.

In either (a) or (b) he must have a knowledge of the different kinds of leather used.

- or (c) be proficient in decorative leatherwork and know

- (i) the various kinds of leather used
- (ii) the tools required and how to use them
- (iii) how to mix and use the various stains

and make an article in leather such as hand-bag, purse or wallet with a design modelled and stained.

## MASON

He must :

- either (1): (a) have a practical knowledge of brick-making (sundried or burnt),  
(b) lay at least twelve courses in addition to the foundation and damp course, and  
(c) make mortar and understand the use of the plumbline and trowel.  
or (2): (a) quarry, dress and lay stone for building, and  
(b) make a wall 4' 6" high and include a corner.

## MECHANIC

He must :

- (a) have a clear idea of the working of either a motor car, motor cycle or steam-engine.  
(b) know the names and functions of the principal parts of any one of the engines mentioned above to be chosen by himself.  
(c) know how to start, drive, feed, lubricate and stop the engine chosen by him in (b) and also be able to effect minor repairs.

## METAL WORKER

He must :

- (a) execute some work in beaten brass, copper or sheet-iron.  
(b) describe the tools necessary and show how they should be used.  
(c) make and solder a tin box of not less than 6" cube and fit it with a lid.

## MISSIONER

He must :

- (a) have a general elementary knowledge of invalid cookery, sick-nursing, sick-room attendance, bed-making and ventilation  
(b) show ability in helping the aged and infirm.

## MUSICIAN

He must play correctly some recognised solo instrument and read simple music written for that instrument.



## NATURALIST

He must :

- (a) give in his own words an account of 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.
- (b) keep unaided, a Nature Diary for six consecutive months with illustrations of the animals, birds, insects, plants and trees recorded ; the illustrations to be his own work, and the diary to include the dates and places of the first appearance of
  - (i) six spring or autumn bird migrants,
  - (ii) eighteen wild flowers, and
  - (iii) six butterflies or moths.

Note:—*In Town Districts*, instead of (b) above any one of the following tests may be substituted if desired :

- (i) make a collection of leaves of fifteen different trees or of thirty different species of wild flowers, ferns and grasses, such collection to be dried and mounted in a book and identified at sight by him.
- (ii) make coloured drawings of twenty ferns, flowers or grasses from life, or make twelve sketches from life of animals and birds. (The original studies as well as the finished picture must be submitted).
- (iii) be able to name sixty different kinds of animals, birds, insects or reptiles in a museum or Zoological Garden or from unnamed coloured plates, and give particulars of the appearance, habits, lives and markings of twenty of them.
- (iv) describe the habits and recognise by their calls, songs and voices, thirty different kinds of animals or birds.

## PHOTOGRAPHER

He must take, develop and print, twelve separate subjects as follows :

- (a) three interiors.
- (b) three portraits.
- (c) three landscapes.
- (d) three instantaneous " action " photographs.

## PLUMBER

He must :

- (a) make and repair simple tinware articles in common use, and fit and braze together two pieces of wrought iron.
- (b) make a blown joint in a compo or lead pipe.
- (c) solder a copper ball, repair leaky cocks and taps, and know how to hammer up a burst pipe.
- (d) understand the ordinary hot and cold water system of a house and know how to thaw out a frozen pipe and how to protect pipes from frost.
- (e) explain the properties of solders and fluxes for different metals.
- (f) be able to clear a blocked drain.

## POULTRY FARMER

He must :

- (a) have a practical knowledge of natural and artificial hatching, sanitary fowl-houses, coops and runs.
- (b) rear, feed, kill and dress birds for market.
- (c) be able to pack birds and eggs for market.

## PRINTER

He must :

- (a) print a handbill set up by himself.
- (b) know the names of different type and paper sizes.
- (c) understand printers' signs.

## PROSPECTOR

He must :

- (a) have a general knowledge of the origin and



formation of the earth's crust with special reference to South African conditions.

- (b) must recognise water-bearing rocks.
- (c) must recognise six different kinds of rock.
- (d) must recognise six minerals in the natural state.

#### \*PUBLIC HEALTH MAN

He must :

- (a) know the dangers of diphtheria, enteric fever, plague, scarlet fever, typhus and tuberculosis, the methods of transmission and means adopted to prevent this.
- (b) give a list of all the notifiable infectious diseases, the period of incubation of each, and the precaution which can be taken to prevent the spreading of infection.
- (c) describe one or more methods of disinfecting a house or room and its contents.
- (d) describe the methods adopted in his own district for the collection, removal and destruction of house refuse and rubbish, and explain the necessity for such actions.
- (e) have a general knowledge of the general and local Laws governing dairies, dairy farms, butcher shops and slaughter houses.
- (f) know the dangers of venereal diseases, the methods of transmission and the facilities for their treatment.

Note:—Test (f) is not required of boys under the age of sixteen.

#### \*RESCUER

Attired in shirt and trousers he must :

- (a) perform in the water at least ten yards from the shore four methods of rescue and three of release from the clutch of a drowning person of his own size.
- (b) dive from the surface to a depth of at least five feet and bring up a weighted object of not less than 5 lb. in weight.
- (c) swim fifty yards and undress before touching ground.

- (d) demonstrate the Schaffer method of artificial respiration and the promotion of warmth and circulation in an apparently drowned person.

#### ROPE MAN

He must :

- (a) make a short length of rope from raw material natural to his district.  
(b) know the method of making common rope.  
(c) splice and whip a rope and make six knots and hitches in addition to those in the Tender-foot test.  
(d) make a mophead of spare pieces of rope.

#### \*"SAFETY FIRST" MAN

He must :

- (a) know how to protect buildings against lightning.  
(b) know the rules of the road for pedestrians and drivers of vehicles.  
(c) know the correct methods of boarding, and alighting from, moving vehicles.  
(d) know the dangers of broken glass, banana and orange skins, and the correct way to carry edged tools.  
(e) know the dangers of veld fires and how to extinguish them.

#### SHEPHERD (or GOATHERD).

He must :

- (a) know the manner of feeding his flock and the possible diseases and their remedies.  
(b) understand the difference between Angora and other goats, and the value of goat's milk, or the difference between Merino and other sheep.  
(c) understand the points of good wool and how to prepare a skin for sale.

#### \*SIGNALLER

He must :

- (a) send and receive by flag in Semaphore (at the rate of 35 letters a minute) and in Morse (at the rate of 25 letters a minute) within a 95% limit of accuracy.



- (b) send and receive 25 letters a minute by disc, heliograph or lamp within a 95% limit of accuracy.
- (c) have a good knowledge of the simple procedure outlined in the official Manual of Signaling.

### STALKER

He must be able to give particulars of the habits, lives and markings and to read and follow the spoor of at least fifteen animals or birds.

### STARMAN

He must :

- (a) have a general knowledge of the nature and movement of the stars.
- (b) be able to point out and name six constellations.
- (c) find the South by means of the Southern Cross and tell the hour of the night by means of the stars.
- (d) have a theoretical knowledge of the relative positions and movements of the earth, sun and moon, and of the tides, eclipses, meteors, comets and planets.

### SURVEYOR

He must :

- (a) map correctly, from the country itself, the main features of half a mile of road with 440 yards each side to a scale of 2' to the mile.
- (b) measure the height of a tree, telegraph pole and church steeple or other high object.
- (c) measure the width of a river and the distance between two objects one of which is unapproachable.
- (d) have a knowledge of watersheds, methods of making dams and how to choose suitable sites for them.

### SWIMMER

He must :

- (a) swim fifty yards dressed in shirt and trousers and undress in the water.

- (b) swim (without clothes) a distance of 100 yards on the breast or fifty yards on the back with hands clasped or with arms folded on the breast.
- (c) dive and pick up small objects from the bottom.

#### TAILOR

He must :

- (a) cut out and sew, either by hand or by machine, a Pathfinder shirt and shorts to fit himself.
- (b) insert a patch and darn a small hole neatly in a shirt or pair of shorts.

#### TANNER

He must :

- (a) skin an animal and make riems.
- (b) satisfactorily bray or tan a skin.
- (c) know how to preserve, patch and sew skins.

#### TIDYMAN

He must :

- (a) sew on a button and overcast a ragged button-hole.
- (b) darn a tear in a worn place on shirt or shorts.
- (c) patch neatly shorts or trousers.
- (d) darn a hole in vest or stockings.
- (e) shew in his general personal appearance that he is carrying out the spirit of this badge.

#### VELD LORE MAN

He must :

- (a) know the common edible berries and plants to be found in his district, or ten kinds of drought resisting plants and edible roots, and be able to identify them and prepare them for use.
- (b) be able to find his way through the bush, to detect indications of water and to choose a safe camping site.
- (c) know three noxious weeds of the district—whether they are annuals, biennials or



perennials—and the best ways of destroying them.

## 71. *GROUP CORDS*

A Pathfinder with the following qualifications is entitled to wear Group Cords on the right shoulder :—

He must :

- (a) be a First Class Pathfinder and
- (b) possess at least four badges from any one of the following groups and any two others. The Colour of the Cord worn depends upon the group from which the four badges have been taken.

The Groups are arranged as follows :—

### *Blue Group.* (Public Service)

Ambulance Man, Camper, Cook, Cyclist, Fireman, Friend to Animals, Guide, Handyman, Healthyman, Interpreter, Missioner, Public Health Man, Rescuer, Safety-First Man, Signaller, Swimmer.

### *Purple Group.* (Individual Ability)

Artist, Athlete, Bugler, Butcher, Craftsman, Entertainer, Handworker, Horseman, Laundryman, Mason, Musician, Naturalist, Photographer, Ropeman, Starman, Surveyor, Tailor, Tidyman.

### *Green Group.* (Industrial Occupations)

Book-binder, Carpenter, Clerk, Electrician, Leather-worker, Mechanic, Metal-worker, Plumber, Printer.

### *Red Group.* (Rural Occupations).

Bee-Farmer, Bird Warden, Blacksmith, Boatman, Dairyman, Farmer, Fire-Lighter, Forester, Gardener, Herdman, Poultry-Farmer, Prospector, Shepherd (or Goatherd), Stalker, Tanner, Veld-Lore Man.

## 72. *SENIOR PATHFINDER PROFICIENCY BADGES*

### AGRICULTURIST

He must pass the tests for the Farmer's Proficiency Badge (see Rule 70) and in addition must :

- (a) Know the main types and characteristics of various kinds of soil.
- (b) Understand the factors of plant growth, and the importance of good seed.
- (c) Know the value and use of trees, and the kinds suitable for particular areas.
- (d) Understand the importance of preserving and replacing natural bush ; and the dangers and causes of soil erosion and the methods of its prevention and of soil reclamation.

#### CIVIC BADGE

He must have a sound knowledge of the various forms of National and Local Government and Public Services of his Country, as outlined in the pamphlet *Our Country and its Government*, which covers British territories in Southern Africa, and which is obtainable from Pathfinder Headquarters.

#### INSTRUCTOR

- He must : (a) be capable of instructing boys up to First Class standard or in one of the Pathfinder Proficiency Badge tests, or in the Ring Tests of the Trackers, and
- (b) produce a certificate from a Group Pathfindermaster to show that he has satisfactorily instructed Pathfinders or Trackers in the subject for at least three months.

#### RAMBLER

- He must : (a) Walk an aggregate of 100 miles outside towns during week-ends or on holiday hikes.
- (b) Keep a log of his journeys, giving dates, distances, places visited, and such other information as would prove of use to other hikers (e.g. details of wood and water supplies, rest houses, stores, hints for finding the way). Sketch maps and Nature notes should be included.



### 73. OFFICERS' BADGES

Officers must not wear Pathfinder Proficiency Badges.

#### VELDCRAFT BADGE

Awarded to Pathfinder Officers who complete satisfactorily the respective courses of training outlined in the pamphlet on the subject obtainable from Headquarters.

The Badge consists of three parts :

- (a) *Theoretical*. A course of study of the aims and methods of the Movement.
- (b) *Practical*. A course of training at a "recognised" Training Camp.
- (c) *Application*. Use of the above in running a Troop on approved lines for at least three months.

### 74. SERVICE BADGES

All ranks are entitled to wear a Service Badge at the end of each year's complete and satisfactory membership of the Movement. Five, ten, fifteen and twenty years' Service Badges are also available and take the place of single badges.

These badges may be obtained in either metal or cloth, and are worn on the left breast above the pocket.

## VI. DECORATIONS

### 75. THANKS BADGE

It is the privilege of any Pathfinder of whatever rank to present this Badge of Thanks to anyone (other than a Pathfinder) who does a Pathfinder, or the Pathfinder Movement, a good turn, provided he first obtains the approval of his District Pathfindermaster. If the person to whom the Badge is being presented lives in another district the approval of the District Pathfindermaster of that district or other Senior Officer must also be obtained. Possession of the Thanks Badge does not entitle the wearer to membership of the Movement.

*Badge* : The Swastika with Pathfinder symbol superimposed.

## 76. AWARDS FOR GALLANTRY AND GOOD SERVICES

### GILT CROSS

A. *White Ribbon.*

The highest possible award for gallantry. It can only be awarded when the claimant has shewn special heroism or has faced extraordinary risks.

B. *Yellow Ribbon.*

For gallantry with considerable risk.

C. *Brown Ribbon.*

For gallantry without special risk.

The Cross is worn on the right breast.

Bars may be awarded for additional acts of gallantry.

All Officers and Pathfinders are eligible for the above decorations.

The Cross may also be awarded to a Group for joint action, in which case the cross is attached to the Group flag.

Recommendations must be made by a Resolution of the Divisional Council and supported by the Divisional Pathfinder, but the nature of the award applied for must not be specified. Recommendations for awards to Divisional Pathfinders must be made by the Chief Pathfinder.

The Secretary of the Divisional Council will send in a full account of the case, with the evidence of eye-witnesses where possible, to the Pathfinder Headquarters Council. All applications will be judged on their merits by the Chief Pathfinder and Committee of the Council.

### MEDAL OF MERIT

(a) For Officers and Pathfinders who perform meritorious acts,

(b) For Officers who perform specially good work on behalf of the Pathfinder Movement; normally, in this case the Medal will only be awarded after a period of seven years' work as an Officer.

The medal is worn on the right breast.

Bars may be awarded in special cases.



★ The medal may also be awarded to a Group jointly, in which case it is attached to the Group flag.

The recommendation must be made by a resolution of the Divisional Council and supported by the Divisional Pathfinder. In the case of Divisional Pathfinders the recommendation must be made by the Chief Pathfinder. In each case a full record of the work done by the nominee must be sent by the Divisional Secretary to the Headquarters Pathfinder Council. All applications will be judged on their merits by the Chief Pathfinder and Committee of the Council.

#### ORDER OF THE SILVER LION

For Officers who have rendered exceptional and distinguished service to the Pathfinder Movement.

The Order is worn round the neck on a Blue Ribbon.

This decoration is granted at the discretion of the Chief Pathfinder on the recommendation of a Divisional Pathfinder, who must submit full details.

Normally before anyone may be recommended for the Order of the Silver Lion, he must first have held the Medal of Merit for a period of at least six years. With the qualifying decoration of the Medal of Merit, normally the total length of service before the award can be made is fourteen years.

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APPENDIX A

ENROLMENT CEREMONY FOR A PATHFINDER

*The Troop is drawn up in the form of a semicircle, the Enrolling Officer and other Officers standing at the centre of the circle. At the East end of the semicircle stands the Flag bearer (if any).*

**ENROLLING OFFICER:** "Who is to be enrolled?"

*The recruit is brought out to face the Enrolling Officer.*

**PATHFINDER MASTER (or Assistant):** *gives full name.*

**E. O.:** "Has he passed the Tenderfoot Tests, and does he understand the meaning of the Pathfinder Law and Promise?"

**P. M.:** "Yes, Sir."

**E. O. (To recruit):** "Do you know what is meant by your Honour?"

**RECRUIT:** "Yes, it means that I can be trusted to do my duty, and at all times to do my best to live up to the Pathfinder Law in practice." (*or words to that effect*).

**P. M.:** "Troop alert! Hear the Pathfinder Law."

*(The Examining Officer recites the Law.)*

**E. O.:** "You have heard the Law; are you prepared to take the solemn promise of a Pathfinder, here before God and the members of the Troop?"

**RECRUIT:** "Yes, Sir."

**E. O. (to Troop):** "Is it your wish that . . . . .  
(gives name) should be admitted as a Pathfinder?"

**TROOP:** "Yes, Sir."

*The Troop Leader then takes the Recruit to the EAST end of the semicircle, saying, "The sun rises in the East and we look to the East for the first light of the day. After that the day gets brighter and brighter."*

*He is then taken to the SOUTH where the Troop Leader (or a Patrol Leader) says, "To us the South is considered a place where it is cold and where there is only little light."*

*He is then taken to the WEST where the Troop Leader (or another Patrol Leader) says, "The sun sinks in the West, and then we know that the hours of daylight come to an end."*



*The Recruit is then taken to the centre, where the Enrolling Officer says the following :—*

E. O. : "You were taken to the East to remind you that as the Sun rises in the East it should remind you daily that to those around your light as a Pathfinder should get clearer and clearer. You were taken to the South to remind you that, when difficulties come and you feel unhappy, it is your duty as a Pathfinder to make the best of things and to cheer those around you. You were taken to the West to remind you that we have only a limited time in which we can do service, and we must make the most of it for God and Man. You will only be taken to the North, where the sun gives its brightest light, when you have advanced further in Pathfinding and know the joy of being able to help others."

P. M. : "Troop, Half-Salute." (*The Flag-bearer then steps forward and lowers the Flag in front of the Recruit, who grasps it with his left hand and salutes with his right hand (Half salute).*)

E. O. : "Repeat after me :—

"On my honour I promise (*Recruit repeats*)

That I will do my best

To be loyal to God, the King and my country,

To help other people at all times, and

To obey the Pathfinder Law."

P. M. : "Troop, Alert." (*Flag bearer retires to his place.*)

E. O. : "You are now a member of a great brotherhood. I trust you on your honour to keep your Promise (*Shakes left hand of new Pathfinder*). Wear this Badge at all times (*Hands Pathfinder Badge to boy*) to remind you of your Promise, and that there are thousands of boys looking to you to uphold the Honour of the Pathfinder Movement."

*\*(If the boy has a cap and Troop tie or scarf the P. M. (or A. P. M.) then puts them on the new Pathfinder).*

E. O. : "Which Patrol claims this new brother?"

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\**Note.*—The part of the ceremony here onwards, if the ceremony is held in a Church, should be omitted, or done outside after the service.

**PATROL LEADER** (*stepping forward and saluting*):  
"The Reds, (or whatever the colour may be,) Sir."  
(*He then pins the patrol colour on the left shoulder of the new Pathfinder, and when ready both step back a pace, salute the E. O. and P. M., turn about, salute the Troop, which returns the salute, and march to their places.*)

The Troop is then dismissed to allow for congratulations; and it is advisable, if possible, to give out tea and buns.



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