

TENDERFOOT. Before becoming a Pathfinder, the recruit must know:- Pathfinder Law, signs, and salute. 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 minutes; or pass an equivalent test of observation.
5. Cover a distance of 2 miles on foot in 25 min;
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 sixteen 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 acknowledgments. He must also be able to use and understand field signals (Smoke and 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, Curry, beans, pumpkins, 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 background, 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).

GROUP CORDS. (Single without ends worn as Lanyards - must hold his First Class Badge and 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 wear a RED CORD, worn on the 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 awarded annually. Should the holder fail to re-pass the Annual test, he must surrender his badge until such time as he is successful.)

1P. AMPULANCE MAN. 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.
(Annual)

- 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 drawing 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.
- 6P. 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 note book 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.
- 8P. BOATMAN. Must be able to manager 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 how 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.
- 9P. BOOK-BINDER. Must perform the following operations:-
Prepare the parts or sections for sewing, making out and sewing the back for cords or kettle-stitches, 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 weeks 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 to 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 handwriting, 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. ENGINEER. Have general idea of the working of either motor cars or steam locomotives, or marine or internal combustion or 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 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 the 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 salve 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. 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 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-cock's, tap washers, sash-lines, window and door fastenings, fill and trim lamps, replace electric light bulbs, hang picture and curtains repair blinds, fix curtain 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, in span and drive a horse, mule donkey or an ox and know:-
How to water, feed and groom correctly;
Know the evils of ill-fitting harness.
Be able to detect common ailments and lameness; and keep clean a 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 coils with reference to brickmaking, be able to make bricks, lay at least 12, courses in addition to the foundation and 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 contriction 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 solders 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.
(Annual)

Have a general elementary knowledge of sick-nursing, invalide cookery, 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 approximate acerage 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.

- 36P. PHOTOGRAPHER: 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.
- 38P. 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.
- 39) 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 methods 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 on 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. Obtain 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 yards 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.
(Annual) Swim 50 yards (wearing shirt and trousers as a minimum) and be able to undress in the water. 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 sounder 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; and be 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. WOODSMAN. 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.

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