

19233

Diocesan Training College,  
Grace Dieu, Pietersburg,  
(Government-Aided.)

THE PATHFINDER MOVEMENT,  
TRANSVAAL DIVISION.

Divisional Pathfinder

DRAFT

POLICY, ORGANISATION AND RULES

PATHFINDER BOY SCOUTS ASSOCIATION

OF THE

UNION OF SOUTH AFRICA.



POLICY, ORGANISATION & RULES  
OF THE PATHFINDER BOY SCOUTS ASSOCIATION  
OF THE UNION OF SOUTH AFRICA

PART I

GENERAL PRINCIPLES

1. AIM                      The Aim of the <sup>Association</sup> Movement is to develop good citizenship among Non-European boys through the formation of their character by:-
- (a) Training them in habits of observation, obedience and self-reliance,
  - (b) Inculcating loyalty and thoughtfulness for others,
  - (c) Teaching them services useful to the public and handicrafts useful to themselves, and
  - (d) Promoting their moral, physical and spiritual development.
2. BASIS                      The principles and practice of the Association are founded on the Scout Promise and the Scout Law.
3. THE SCOUT PROMISES                      (a) On investiture the Pathfinder <sup>Wolf Cub</sup> Scout makes the following promise:-
- "I promise to do my best  
TO DO MY <sup>DUTY</sup> DUTY TO GOD, MY KING AND MY COUNTRY,  
~~TO OBEY THE SCOUT LAW AT ALL TIMES, AND~~  
TO KEEP THE LAW OF THE WOLF CUB PACK, AND  
TO DO A GOOD TURN TO SOMEBODY EVERY DAY."
- (b) On investiture the Pathfinder Scout makes the following promise:-
- "On my honour I promise that I will do my best  
TO DO MY DUTY TO GOD, MY KING AND MY COUNTRY,  
TO HELP OTHER PEOPLE AT ALL TIMES, AND  
TO OBEY THE SCOUT LAW."
- (c) On investiture the Pathfinder Rover Scout makes, or if previously a Pathfinder Scout re-affirms, the Scout Promise as in Rule 3(b)
- (d) Officers to whom warrants are issued for the first time make or re-affirm the Promise as in Rule 3(b).
- (e) Other persons connected with the Movement may make the Promise as in Rule 3(b).

X Where desired the words "and to my Chief" may be added.



4. THE LAW. The Scout Law is:-

- (1) A Scout's honour is to be trusted.
- (2) A Scout is loyal to the King, his country, his officers, his parents, his employers, and to those under him.
- (3) A Scout's duty is to be useful and to help others.
- (4) A Scout is a friend to all, and a brother to every other Scout, no matter to what social class the other belongs.
- (5) A Scout is courteous.
- (6) A Scout is a friend to animals.
- (7) A Scout obeys orders of his parents, Patrol Leader or Scoutmaster, without question.
- (8) A Scout smiles and whistles under all difficulties.
- (9) A Scout is thrifty.
- (10) A Scout is clean in thought, word, and deed.

THE Law of the Wolf Cub Pack is:-

- (1) The Cub gives in to the Old Wolf;
- (2) The Cub does not give in to himself.

5. MOTTO The Motto of the <sup>of Wolf Cub</sup> Scout Association is "Be Prepared", <sup>is "Do you Best"</sup> the Motto of <sup>is "Service"</sup> the Pathfinder Scout Association is "Forward".

6. POLICIES. (a) POLITICAL The Policy of the <sup>ASSOCIATION</sup> Movement is the promotion of inter-racial and international peace and goodwill.

<sup>ASSOCIATION</sup> The Movement is not identified with, nor used for, any military purpose whatever; nor is it used for the purpose of any political Movement, Party or Organisation. Pathfinder Scouts and Officers in uniform are not allowed to take part in meetings or demonstrations of a political nature.

- (b) RELIGIOUS There is no interference (covert or otherwise) with a Pathfinder Scout's religious connections, and every encouragement is given for the loyal fulfilment of his religious obligations. Pathfinder Scout Troops may, however, be organised in connection with approved religious denominations or social organisations if desired.

It is recommended that from time to time Local or District Committees should arrange for a "Pathfinder Scouts' Own" in their respective locality or district.



- ASSOCIATION*
- (c) FINANCE (a) The spirit of the Movement is that on the part of the boys themselves money should be earned and not solicited. <sup>They</sup> Pathfinder Scouts are not allowed to solicit money either for their Troop funds or for any other purpose.
- (b) Divisional Councils and subsidiary bodies are expected to support themselves locally.
- (c) The Pathfinder Scout Headquarters Council is entirely dependent upon voluntary contributions.

## PART II

### ORGANISATION

8. The general scheme of organisation is set out in the accompanying chart.
9. MEMBERSHIP Membership of the Association consists of:-
- (a) All duly enrolled Pathfinder Wolf Cubs, <sup>Boys</sup> Scouts and Rover Scouts, together with their officers.
- (b) Members of Pathfinder Scout Councils and Committees and such other persons as have taken the Pathfinder Scout Promise and have been admitted under the authority of the Chief Pathfinder Scout Commissioner or of a Divisional Commissioner.
- The membership of any person may be terminated by resolution of the Pathfinder Scout Headquarters Council or by the Divisional Council concerned.
- Europeans are permitted to act as Officers and to be members of Pathfinder Scout Councils and Committees.
10. EXTERNAL RELATIONS (a) The Pathfinder <sup>Boy</sup> Scouts Association is not subsidised by the Government, nor is it subject to control by any Department of State. It has no connection in any way with the armed forces of the country.
- (b) The Association desires friendly relations with other national organisations of a non-political character having similar aims. It does not affiliate with any other organisation.
- (c) The Pathfinder <sup>Boy</sup> Scouts Association and other recognised Scout Associations in the Union of South Africa together form the Boy Scout Movement of the Union of South Africa which is registered with the Boy Scouts International Bureau, the organisation responsible for the recognition and registration of National Scout Associations throughout the world, and for the organisation of international events.



- (d) The control, organisation ~~and~~ <sup>activities</sup> finances of the Pathfinder Boy Scouts Association are entirely separate from those of the other <sup>sections</sup> branches of the Boy Scouts Movement in the Union of South Africa ~~and from the various branches of the Girl Guides Movement in the Union of South Africa.~~

11. PATHFINDER SCOUT HEADQUARTERS COUNCIL

The administration, management and control of the Association are vested in the Pathfinder Scout Headquarters Council, the membership, powers and duties of which are set out in the Constitution of the Association.

A Secretary is appointed by the ~~Association~~ Headquarters Council to perform such duties as may be required. The office of the Secretary is the channel of communication between Divisions and the Executive Committee.

12. AREAS OF JURISDICTION

The Areas of Jurisdiction are the Union of South Africa and Mandated Territories and any Protectorates bordering the Union which desire such extension.

13. DIVISIONAL COUNCILS

(1) POWERS, DUTIES AND AREAS.

Divisional Councils have such powers and perform such duties as are delegated to them by the Pathfinder Scout Headquarters Council within such areas as are from time to time demarcated by the Headquarters Council.

It is the duty of the Divisional Councils

- (a) To advise the Divisional Pathfinder/<sup>Scout</sup>Commissioner on the issue or cancellation of Warrants to Officers in the areas under their jurisdiction,
- (b) To keep accurate records of warrants and registrations,
- (c) To account for monies collected and disbursed by them,
- (d) To supervise the activities of all Committees within their areas,
- (e) To inform and advise the Headquarters Council on matters referred to them or that seem to call for action in the interests of the Pathfinder Scout <sup>Association</sup> Movement,
- (f) To send to the Secretary of the Headquarters Council in good time notice of any matters to be placed upon the agenda of Headquarters Council meetings, and
- (g) To do such things as are generally necessary for the maintenance



maintenance of discipline and efficiency within the Association.

(ii) MEMBERSHIP

A Divisional Council is constituted as follows:-

(a) Ex-Officio Members

1. The Divisional Pathfinder Scout Commissioner who is Chairman of the Council and Chief Executive Officer in the Division. He is appointed by the Chief Pathfinder Scout Commissioner on the recommendation of the Divisional Council.
2. Any Assistant Divisional Pathfinder Scout Commissioners appointed by the Chief Pathfinder Scout Commissioner on the recommendation of the Divisional Pathfinder Scout Commissioner.
3. All District Pathfinder Scout Commissioners and Assistant District Pathfinder Scout Commissioners within the Division. They are appointed by the Divisional Pathfinder Scout Commissioner after consultation with the Local or District Committees where such exist.
4. Any Headquarters Pathfinder Scout Commissioners operating within the Division.

(b) Members elected annually

1. Such representatives of the District Committees where such exist as may be determined by the Divisional Council.
2. Where it is deemed advisable such representatives of the Pathfinder Scout officers in the Division as may be determined by the Divisional Council.

(c) Members co-opted for one year

1. Such representatives of Church and other organised bodies actively associated with the Association within the Division as may be determined by the Divisional Council.
2. Such other persons as may be co-opted by the Divisional Council; provided that the number of such co-opted <sup>persons</sup> members shall not exceed one-third of the total membership of the Divisional Council.

(iii) MEETINGS

Each Divisional Council shall make its own regulations regarding the holding of meetings of the Council and the transaction of its business.



(iv) FINANCE The expenses of Divisional Councils are met by Registrat-  
Fees and by voluntary <sup>c</sup>Contributions.

(v) HONORARY PRESIDENTS AND HONORARY VICE-PRESIDENTS

Divisional Councils have power to elect their own Honorary Presiden-  
ents and Honorary Vice-Presidents subject to the approval of the  
<sup>Small</sup> <sub>type</sub> - PATHFINDER Scout Headquarters Council.

(vi) PROPERTY

As provided for in Section 18 of the Constitution all immovable  
property in the Division shall be vested in three Trustees two of  
whom shall be elected by the Divisional Council and the third of  
whom shall be the Divisional Pathfinder Scout Commissioner.

All ~~immovable~~ movable property in the Division<sup>l</sup> shall be vested in  
the Divisional Pathfinder Scout Commissioner.

14. DISTRICT AND  
GROUP COMMITTEES

These may be established where desired by the Divisional Council.

Their functions are of a purely advisory nature defined by the  
Divisional Council, and undue interference with the Executive  
Officers must be avoided.

15. PATHFINDER  
SCOUT GROUPS

A complete Pathfinder Scout Group consists of a Pathfinder Wolf  
Cub Pack, a Pathfinder Scout Troop, and a Pathfinder Rover Crew,  
but a Group may consist of one or more of these sections only.  
The Officer in charge of each Group is known as the Group Path-  
finder Scout master.

A Pathfinder Wolf Cub Pack consists of not more than 36 boys be-  
tween the ages of seven<sup>#</sup> and twelve years of age and is divided  
into Sixes, each Six consisting of six Wolf Cubs including the  
Sixer and Second. A Pack is under the direct control of the  
Pathfinder Cub Master and his assistants.

A Pathfinder Scout Troop consists of between twelve and thirty-  
two<sup>#</sup> boys between the ages of twelve<sup>#</sup> and eighteen years. Each  
Troop ~~shall~~ is divided into Patrols, a Patrol consisting of Patrol  
Leader, a Second and from four to six boys. A Troop is under  
the direct control of the Pathfinder Scout Master and his assistants

# In exceptional circumstances these ages may be varied with the consent of the  
Divisional Pathfinder Scout Commissioner.



A Pathfinder Rover <sup>Scout</sup> Crew consists of young men over the age of eight-  
 teen years <sup>of age</sup> and is in charge of a Roamer Mate and his assistant.  
 The Crew may be divided into Patrols as it is deemed most suitable.  
 Except in special cases no Pack, Troop, or Crew is registered unless  
 there are at least two warranted Officers.  
 No Pack, Troop or Crew is recognised unless its Registration Fee for  
 the current year has been paid and a receipt issued by the Divisional  
 Council.

### P A R T   I I I

#### RANKS, UNIFORMS AND DUTIES.

#### 16. WARRANTS

##### EXECUTIVE RANKS.

Warrants are issued by the Pathfinder/Scout Headquarters signed by  
 the Chief Pathfinder Scout Commissioner on the recommendation of the  
 Divisional Pathfinder Scout Commissioner to Scouters of the follow-  
 ing ranks:-

Pathfinder Scout Commissioners (Headquarters, Divisional and  
 District - Deputy Camp Chiefs and Akela Leaders)

District Pathfinder Scoutmasters <sup>Boy</sup> (for ~~Cubs, Scouts, Rover~~)

Group Pathfinder Scoutmasters. <sup>in</sup> (G.S.M. D.M. S.M. P.S.C. A.C.M. A.S.M. A.R.S.)

Warrants are not issued for Honorary or non-Executive ranks such as  
 Secretaries, Treasurers, Chaplains, Instructors, Examiners or  
 Surgeons.

A person may not hold more than one warrant and/or other ranks unless  
 he has the time and ability to carry out satisfactorily the duties  
 involved and in every case subject to the approval of the Commissioner  
 concerned.

#### 17. VALIDITY

Warrants are valid only in respect of the <sup>areas,</sup> duties and periods indicated  
 thereon, and in every case ~~may~~ <sup>a warrant</sup> cease to be effective on the holder  
 discontinuing, or failing to perform, the duties for which it was  
 issued.

#### 18. APPLICATIONS

Warrants for the rank of Headquarters and Divisional Pathfinder Scout  
 Commissioners are dealt with by the Chief Pathfinder Scout Commissioner  
 and no application is necessary.

Applications for ~~all~~ warrants for all other ranks are submitted to  
 the Divisional Council <sup>c</sup> concerned and are issued by the Chief Path-  
 finder Scout Commissioner on the recommendation of the Divisional



Pathfinder Scout Commissioner.

In view of the responsibility to parents and of the dangers which have been found to exist every precaution must be taken to ensure that no-one whose moral character is in any way open to suspicion shall be admitted into the <sup>Association</sup> ~~Movement~~ and no false mercy ~~shall~~ <sup>must</sup> be shown in any case where such a person has gained admission.

#### 19. SUSPENSION

Where it appears desirable in the interests of the Association the warrant of an officer may be suspended -

Divisional ~~or~~ Headquarters Commissioners by the Chief Pathfinder Scout Commissioner.

All other ranks of officers by the Divisional Pathfinder Scout Commissioner.

A Pathfinder in any section may be suspended by the Group Pathfinder Scoutmaster, but he has the right of appeal to the Divisional Commissioner.

Any person whose warrant has been suspended must for the time being ~~surrender~~ surrender his warrant, must refrain from participation in any activity connected with the Association and must not wear uniform or badges.

Suspension must be followed as soon as possible by a full enquiry by the Divisional Pathfinder Scout Commissioner or by an officer nominated by him and the person concerned shall be given an opportunity to state his case.

After such enquiry the suspension must be withdrawn or a recommendation for the cancellation of the warrant forwarded to the Chief Pathfinder Scout Commissioner.

20. RETURN OF WARRANTS - as in Int. S. An.

21. CANCELLATION Warrants are cancelled by the Chief Pathfinder Scout Commissioner at his discretion or on the recommendation of the Divisional Pathfinder Scout Commissioner or on the warrant ceasing to be effective.

After cancellation a warrant may be returned to the holder at the discretion of the cancelling authority.

22. TRANSFERS <sup>Pathfinder</sup> When a Scouter changes his rank or takes up work elsewhere the case must be treated as a cancellation of the warrant already held by him and the application for a new warrant must be made in the usual way.

When a Pathfinder Scout leaves his Troop, the Pathfinder Scoutmaster of the Troop must send a copy of his record to the District Pathfinder Scoutmaster in order that it may be sent to the boy's new Troop. Transfers



~~between Divisions must be effected through Divisional Secretaries.~~  
 Transfer to Troops in the same district ~~xxx~~ <sup>must be</sup> not/encouraged.

### UNIFORMS AND DUTIES

23. GENERAL The distinguishing Badge of the Pathfinder Scout is the fleur-de-lis <sup>with</sup> ~~surmounted upon the Pathfinder triangle.~~ <sup>original Pff badge surmounted upon the</sup>

<sup>the orig' Pff badge</sup> This badge must be worn by all ranks when in uniform on the front of the hat. It is obtainable from Headquarters only on the counter-signature of a Commissioner.

### PATHFINDER WOLF CUBS

24. ADMISSION A boy becomes a Wolf Cub by investiture as described in the Wolf Cubs Handbook, during which he makes the Cub promise.

He must:-

- (a) be between the ages of eight and twelve years#
- (b) know the Cub Law, the Promise, the Salute, and the Grand Howl, together with their meaning.

He is then known as a Tenderpad, and is entitled to wear the Pathfinder Cub uniform and badges and the distinguishing badge of the Association.

25. UNIFORM A Pathfinder Cub wears uniform as follows:-  
 > Badge <sup>Club W. Wolf Head with the words Pff Scouts below</sup>

Cap Optional. Distinguishing badge in front.

Shirt Khaki.

Scarf Of the Troop colour.

Shorts Khaki drill.

Stockings Optional.

Boots, shoes or sandals Optional.

Group Name Tabs Optional, but when worn on the right shoulder.

Shoulder Patch Small triangular patch of cloth (the colour of the Six), sewn at the top of left sleeve, immediately below the shoulder, with point upwards.

Belt Preferably of official pattern without swivels.

Haversack and Overcoat or Raincoat Optional. When worn the haversack must be worn at the back and not at the side.

The above is the correct uniform for a Pathfinder Cub, and with the exception of authorised badges and decorations nothing must be added to it.

Correct uniform only must be worn in public, but when in camp Cubs may wear

# In exceptional circumstances these ages may be varied with the approval of the Divisional Commissioner.



<sup>survive.</sup>  
any convenient clothing.

26. BADGES After investiture as a Tenderpad a Cub proceeds to qualify as a one-Star Cub and afterwards as a Two-Star Cub. He may then qualify for special proficiency badges.

One-Star Cub

Before being awarded the first Star a Tenderpad must:-

- (a) Know the composition of the Union Jack and the South African National Flag and the right way to fly them.  
(Where considered advisable this test may be omitted at the discretion of the District Pathfinder Scoutmaster)
- (b) Be able to tie the following knots: and to know their uses; a Reef Knot, Sheet Bend, Clove Hitch and Bowline.
- (c) Turn a somersault, leapfrog over another boy of his own size, bowl a hoop or hop round a figure of eight course, throw a ball first with the right hand and then with the left so that a boy ten yards away may catch it four times out of six, and catch a ball (either hand or both may be used) thrown to him from a similar distance.
- (d) Skip with both feet together thirty times (this must be done backwards on the toes, and with knees slightly bent - the Cub turning his own rope), and walk a distance of ten yards carrying on his head three books each about 8" by 5" without dropping them.
- (e) Know how and why the hands, feet, nails and teeth should be kept clean the nails cut, and why he should breathe through his nose.
- (f) Be able to tell the time by clock or sun.
- (g) Have at least three months' service as a Cub.
- (h) Know when and how to cross busy traffic streets and repeat the five other Safety First rules.

The First Star is granted by the District Pathfinder <sup>Commissioner</sup> ~~Scoutmaster~~ on the recommendation of the Pathfinder <sup>Cub</sup> Scoutmaster. It is worn on the cap on the right of the Distinguishing Badge.

Two-Star Cub

Before being awarded the Second Star a Cub must:-

- (a) Remember 16 out of 24 small objects after a minute's observation (Kim's Game).
- (b) Know and be able to point out eight points of the compass.
- (c) Know and be able to recite one verse of "God save the King" and of each



"Nkosi Sikelela i-Afrika" or of some other National hymn.

- (d) Keep his uniform clean and tidy and be able to sew on a button.
- (e) Make a satisfactory model or useful article from natural material, or carve, knit, net or weave such an article.
- (f) Carry a verbal message of not less than fifteen words over a defined route and deliver it correctly.
- (g) Do his best habitually to keep the Pack meeting place tidy and to prevent the accumulation of litter.
- (h) Perform recognised toe-touching and knee-bending exercises. Walk a plank 12' x 6" placed at the height of an ordinary table above the ground.
- (i) Show how to clean and tie up a cut finger, to cover a scald or burn, and understand the danger of having dirt in a scratch.
- (j) Have at least nine months' <sup>satisfactory</sup> service as a Cub.

The Second Star is granted by the District Pathfinder Scout Commissioner on the recommendation of the Pathfinder <sup>Cub</sup> Scoutmaster. It is worn on the cap on the left of the Distinguishing Badge.

#### Proficiency Badges

For particulars of these see Section V. The Badges are <sup>worn</sup> on the right arm between the shoulder and the elbow. They are granted by the District Pathfinder Scout Commissioner on the recommendation of the Cubmaster after the tests have been passed to the satisfaction of independent and qualified examiners appointed by the Divisional Pathfinder Scout Commissioner.

27. SIXERS (1) A Sixer is a Cub appointed by his Cubmaster to lead a Six of Cubs. He wears two armlets of yellow braid half an inch wide above the left elbow.
- (2) One of the Sixers may be called Senior Sixer if desired. He wears three armlets of yellow braid half an inch wide above the left elbow.
28. SECONDS A Second is a Cub appointed by his Cubmaster in consultation with his Sixer to assist the Sixer and to take his place when absent. He wears one armlet of yellow braid half an inch wide above the left elbow.

#### PATHFINDER BOY SCOUTS

29. ADMISSION A boy becomes a Scout by investiture as described in "Scouting for Boys" during which he makes the Scout Promise.
- He must:-



- (a) be between the ages of twelve and eighteen years\*
- (b) know the Scout Law and Promise and understand their meaning,
- (c) know the Signs and Salutes,
- (d) know the composition and history of the Union Jack and the South African National Flag; how to fly them and what they stand for.
- (e) know the uses of the Scout staff as shown in Chart No. 24.
- (f) be able to tie the following knots and understand their respective uses:- Reef, Sheet Bend, Clove Hitch, Bowline, Round turn and two half hitches, Sheepshank.
- (g) know how to whip the end of a rope.

He is then known as a Tenderfoot and is entitled to wear the Pathfinder Scout uniform and Badges and the Distinguishing Badge of the Association.

30. UNIFORM A Pathfinder Boy Scout wears uniform as follows:-

Hat

Scarf Of the Troop colours.

Shirt Khaki

Shorts Khaki drill.

Stockings Optional.

Boots, shoes or sandals Optional. If worn, black or brown.

Group Name Tabs Optional, but when worn, on the right shoulder.

Shoulder Knot Llana braid, 6" long,  $\frac{1}{2}$ " wide of patrol colours, on left shoulder.

Belt Preferably of official pattern, with swivels.

Divisional or District Emblem.

Staff Of natural wood, marked in feet and inches, and not less than 5' in length.

Haversack and Overcoat or Raincoat - Optional, but if worn the haversack must be worn at the back and not at the side.

Lanyard Khaki. Worn only by Assistant Patrol Leaders, Patrol Leaders, and Troop Leaders.

Knife, Hand Axe, Cord Optional.

The Scout Badge. <sup>the Association</sup> A cloth badge with an Arrowhead and the words "Pathfinder Boy Scouts" below <sup>the</sup> worn in the centre of the left-hand pocket of the shirt.

The above is the correct Pathfinder Boy Scout uniform and with the exception of authorised badges and decorations nothing must be added to it. Correct uniform only must be worn in public, but when in camp Scouts may wear any <sup>suitable</sup> convenient clothing.



31. BADGES After investiture as a Tenderfoot a Scout proceeds to qualify as a Second Class Scout and afterwards as a First Class Scout. After gaining the Second Class Badge he may qualify for special Proficiency Badges.

SECOND CLASS SCOUT.

Before being awarded the Second Class Badge a Tenderfoot must pass the following tests:-

- (a) Have at least three months' satisfactory service.
- (b) Pass the following tests in First Aid and Health Laws:-
  - (i) Know the rules of personal cleanliness with special reference to nails, teeth, etc., and the importance of fresh air.
  - (ii) Be able to deal with simple accidents, such as cuts, scratches, bruises, sprains, scalds, grit in the eye, nose-bleeding, stings and bites (including those of dog and snake), embedded thorns and fainting attacks.
  - (iii) Know how to clean a wound and apply a clean dressing.
  - (iv) Have a knowledge of the triangular bandage and know how to apply it to different parts of the body. (Fractures are not included in this test).
- (c) Know the Semaphore or Morse sign for every letter and numeral.
- (d) Follow a track over a distance of half-a-mile in 25 minutes.
- (e) Lay and light a fire of wood in the open using not more than two matches, and on it cook a quarter of a pound of meat and two potatoes.
- (f) Know the sixteen points of the Compass.
- (g) Cover a distance of two miles on foot in 25 minutes. (It should be noted that this is not a speed test, and an error of not more than one minute is allowed.)
- (h) Have kept his uniform clean and tidy, and be able to sew on a button.

The badge is granted by the District Pathfinder Scout Commissioner on the recommendation of the Scoutmaster who may act as Examiner. It is worn on the left arm between the shoulder and the elbow.

FIRST CLASS SCOUT.

Before being awarded the First Class Badge a Second Class Scout must have attained the age of 14 years and must pass the following tests:-

- (a) Swimming. Be able to swim fifty yards, or where this is not practicable he must have attended regularly a course of



physical training involving leg, neck, arm, trunk and breathing exercises for a period of not less than three months.

- (b) Thrift. - Understand the meaning of thrift and show that he has tried to practise it.
- (c) Signalling. Send and receive a message either in Semaphore (twenty letters a minute) or Morse (fifteen letters a minute). He must also understand the use of the calling-up sign VE, and its answer K; the general answer, the end of message sign AR, and its answer R; the alphabetical check for numerals and the erase signal.
- (d) Estimation. Estimate without apparatus, distance, numbers, height and weight, within 25% error.
- (e) First Aid. Know the position of the main arteries (names unnecessary), and be able to stop bleeding; know how to apply First Aid to fractures and demonstrate the proper method of dealing with any of the following emergencies:- Fire, drowning, runaway carriage, fainting, ice-breaking, electric shock, and snake-bite.
- (f) Cooking. Cook satisfactorily (over a wood fire in the open) two out of the following dishes:- stew, curry, beans, pumpkins, mealies and rice, and also make bread.
- (g) Mapping. Read and be able to use a one-inch Ordnance Survey map (or its local equivalent) and draw an intelligible rough sketch map. Use a compass and point out a compass direction by day or night without the help of a compass.
- (h) Axemanship. Use an axe for felling or trimming light timber, or, if this be impossible, produce an article of carpentry or joinery or metal work, made by himself satisfactorily, or make a working model of any kind of machinery in metal or wood.
- (i) Recruit-training. Train a recruit in the Tenderfoot Test. (This may be postponed <sup>if the Recruit is provisionally awarded</sup> if recruits are not immediately desired, but <sup>it</sup> must be carried out within three



months of <sup>the granting of the badge</sup> its being required, or the badge given up.

- (j) Journey. Go on foot or row a boat, alone or with another Scout to a point seven miles away and return again, or, ride an animal or bicycle (not motor) a distance of 15 miles and back; he must write a short report of the journey with special attention to any points to which he may be directed by the Examiner or his Scoutmaster (a route map of the journey is not required). The journey should occupy about 24 hours and camping kit for the night must be taken and used. (In abnormal circumstances the District Pathfinder Scoutmaster may give permission for this paragraph to be made easier to meet exceptional circumstances.) This test should normally be the final one taken for the First Class Badge.

- (k) Safety-First. Know the rules of the road as a pedestrian and as a cyclist, and give the correct directional hand signals. Be able to repeat ten other Safety First rules.

The Badge is granted by the District Pathfinder Scout Commissioner on the recommendation of the Scoutmaster after these tests have been passed to the satisfaction of independent and qualified examiners appointed by the Divisional Pathfinder ~~Scoutmaster~~ Commissioner who may authorise the boys to be examined by their own Scoutmaster in Tests (a), (b), (d), (f) and (i) when thought desirable.

The First Class Badge is worn when gained in the place of the Second Class Badge.

#### PROFICIENCY BADGES.

For particulars of these see Section V. The badges are worn on the right arm in parallel rows between the shoulder and the elbow, except as follows:-



- (a) The Ambulance Man badge is the only badge worn on <sup>each</sup> both arms. It must be worn as the top badge nearest the shoulder.
- (b) Those special badges which qualify for the King's Scout are worn on the left arm as and when required.
- (c) The King's Scout Badge is worn on the left arm above the First Class Badge and surrounded by the qualifying badges.
- (d) All Round Cords are worn round the right shoulder.
- (e) The Bushman's Thong is worn round the right shoulder in addition to All Round Cords, if both are held.

Proficiency Badges are granted by the District Pathfinder Scout Commissioner on the recommendation of the Scoutmaster after the tests have been passed to the satisfaction of independent and qualified examiners appointed by the Divisional Commissioner.

32. PATROL LEADERS. A Patrol Leader is appointed to the command of a Patrol by the Scoutmaster in consultation with the Court of Honour. He carries the Patrol Flag and wears two white braid vertical stripes 3" long and  $\frac{1}{2}$ " broad one on each side of the Pathfinder Scout badge on the lefthand pocket of his shirt.

33. SECONDS. A Second is a Scout selected by his Patrol Leader and the Scoutmaster to assist the former and to take command of the Patrol in his absence. He wears one white braid vertical stripe 3" long and  $\frac{1}{2}$ " wide on the right hand side of the badge on the lefthand pocket of his shirt.

34. TROOP LEADER If desired a Troop Leader may be chosen from one of the Patrol Leaders to assist in the general management of the Troop. There is no age limit, but the following considerations should be taken into account:- Ability to <sup>lead</sup> command, a general knowledge of "Scouting for Boys",



at least six months' service as a Patrol Leader, and at least the rank of <sup>First</sup> ~~Second~~ Class Pathfinder Scout. He wears the shoulder-knot of his former Patrol and badges as for a Patrol Leader with a third white stripe under the Pathfinder Scout badge.

35. COURT OF HONOUR ~~(1)~~ The Court of Honour is a body composed of the Troop Leader (if any) and the Patrol Leaders; Seconds may also be members, but their presence is not desirable in cases concerning discipline. The Scouters of the Troop, if present, should act in an advisory capacity only.

~~(11)~~ The Court of Honour deals with internal matters including the expenditure of Troop funds. The Cash book should be produced at each meeting, and minutes should be kept. A Chairman and Secretary should be appointed.

~~(111)~~ All proceedings of the Court of Honour are secret and may not be divulged.

~~(112)~~ It is strongly recommended that whenever possible a Savings Bank <sup>c</sup>account should be opened in the name of the Troop.

#### PATHFINDER ROVER SCOUTS

36. AIMS Rover training is a continuation of that given to Cubs and Scouts with the same objects as are laid down in Rule 2, but with a wider outlook and with the added object of helping Rover Scouts to make useful careers for themselves and to be of service to the Community. Rover Scouting covers the period during which the young man is "finding himself", i.e. developing his character and his powers by training them and endeavouring to put into practice in a wider world the principles of the Scout Law.



37. FORMATION OF CREW.

Pathfinder Rover Scout Crews may be independent or attached to "Groups" ~~consisting of Cubs and Scouts.~~ No Rover Crew can be formed without the consent of the Divisional Pathfinder Scout Commissioner who must satisfy himself that there will be adequate supervision by a warranted Pathfinder Rover Scout Leader or Group Pathfinder Scoutmaster.

38. PATHFINDER ROVER  
INITIATE  
- Enrolment

Before a young man is admitted by the Pathfinder/<sup>Rover</sup> Scout Leader to a Crew the following conditions must be observed:-

- (a) He must be approved by the Group Pathfinder/<sup>Rover</sup>master and by the Crew,
- (b) He must be recommended by the Group Council as a Scout who is trying to set up to his Scout obligations, including the doing of good turns, or if not previously a Scout he must be willing to learn practical Scouting, pursue the open-air life, and accept the way of life set forth in the Scout Promise and Law.
- (c) The age for admission to a Crew is necessarily dependent upon the physical and mental development of a boy in his progress to manhood. He must be at least eighteen years of age.

On admission to a Crew he is known as a Pathfinder Rover Initiate until such time as he is invested as a Rover. A Rover Initiate who has not been a Scout must pass the Tenderfoot Test and make the Scout Promise and be invested as a Scout.

39. PATHFINDER ROVER  
INITIATE

- Uniform

A Rover Initiate wears uniform as for a Scout and the distinguishing badge of the Association, but the shoulder-knot will be green and yellow.



40. PATHFINDER ROVER  
SCOUT  
- Enrolment

Before a Rover Initiate can be invested as a Rover he must have fulfilled the following conditions to the satisfaction of the Pathfinder Rover Scout Leader:-

- (a) Have read and studied "Scouting for Boys" and "Rovering to Success".
- (b) Have studied and understood the Scout Promise and Scout Law as they concern Rovers, and be applying them in a spirit of unselfish service to life in general.
- (c) Have sufficient knowledge to train a boy of Scout age in the Tenderfoot Tests.
- (d) Have undergone such period of probation as the Group Pathfinder Scoutmaster and Pathfinder Rover Scout Leader and Crew may require.

Some process of self-examination (in the form of a vigil or otherwise) and an investiture, during which he will make or reaffirm the Scout Promise, are essential to emphasise the fact that as a Pathfinder Rover he is undertaking certain definite responsibilities. The degree of ceremony used in the vigil and the investiture will vary, and this must depend upon the wishes of the Crew and of the individual to be invested.

41. PATHFINDER ROVER  
SCOUT  
Training

As a training in ideals the Pathfinder Rover Scout will:-

- (a) Develop the spiritual side of his life, recognising that he must do his best to carry out his duty to God as required by the first part of the ~~Pathfinder~~ Scout Promise, through the practice of his religion.
- (b) Make the guiding principles of his life the Scout Law, expressing itself in goodwill, fellowship, justice and brotherhood.



- (c) Carry out the first service of duty he owes - to establish himself in life - and make every endeavour to consolidate his position so that he is not a burden on others or on the state.
- (d) Carry out the Scout duty of helpfulness to other people as required by the second part of the Scout Promise into some form of service to the community, bearing in mind the special ~~parts~~<sup>claims</sup> of the Scout Movement, but with due regard to other loyalties, e.g. home and employment.

As practical training the Pathfinder Rover will:-

- (a) Appreciate the principles, aims and methods of Scouting in all its three sections - Cubbing, Scouting and Rover Scouting - and assist in every possible way - e.g. by qualifying for the Rover Instructor Badge or for a Warrant.
- (b) Have a practical knowledge of the matters dealt with in Chapter III of "Scouting for Boys". (Camp Life)
- (c) Adopt generally, as part of his outdoor activities hikes and rambles with a purpose on the lines of the First Class Journey Test, submitting reports and sketches, paying particular attention to any points to which he may be directed by his Pathfinder Rover Scout Leader, and as part of such training he may qualify for the Rambler's Badge.
- (d) Practise care of his own health in matters of cleanliness, fresh air, exercise, food and clothing; feel the importance <sup>of</sup> his own and other people's interest of keeping physically fit, and recognise the necessity of keeping morally as well as physically ~~fit~~ clean.
- (e) Cultivate the habit of employing usefully his spare time - e.g. hobbies, or by studying,



exploring and, as far as possible, practising one or more of the directions of citizen~~ship~~ service suggested in the appendix to "Rovering to Success."

As training in his responsibilities as a citizen~~y~~ the Pathfinder Rover will have an elementary knowledge of the government of his country and district, so that he understands the responsibilities imposed upon him for the general good.

A Pathfinder Rover may take up a warrant without ceasing to be a Rover, but his duties as a Scouter must come first. The possession of a warrant will not give him any precedence as a Rover.

If occupation, age, or other circumstances prevent a Rover from taking an active part as a member of his Crew, ~~in which capacity~~ he can become an Honorary member of the Crew, in which capacity he will ~~xxxxx~~ continue to do his best to carry out the Scout ideal in his daily life.

The appointment is made by the Group Pathfinder Scoutmaster, Pathfinder Rover Scout Leader and the Crew, and must be renewed every year, but an Honorary Pathfinder Rover may remain a member of the ~~xxxx~~ Pathfinder Scout Brotherhood up to any age.

An Honorary Rover may continue to wear his uniform as a Rover.

42. PATHFINDER  
ROVER SCOUT  
Uniform and

Badges

A Pathfinder Rover Scout wears uniform as for a Pathfinder Scout including the distinguishing badge of the Association, with the following differences:-

- Shoulder knot - red, yellow and green
- Garner tabs - red
- Thumbstick - in place of staff
- Badges - the Pathfinder Scout Badge with the letters "P.R.S." superimposed.

For Proficiency Badges see Part V.

*if he will become an  
Hon. member of the  
Rover Crew.*



43. PATHFINDER  
ROVER SCOUT  
MATE

A Rover Mate is a Rover elected as its leader by the Crew with the approval of the Rover Scout Leader. He wears uniform and badges as for a Rover and in addition two vertical red braid stripes, 3" long and  $\frac{1}{2}$ " wide, one on each side of the Association Badge on the left hand pocket of his shirt.

44. PATHFINDER  
ROVER SCOUT  
SECOND

A Rover Second is a Rover selected by the Rover Mate to assist him and to lead the patrol when he himself is absent. He wears uniform and badges as for a Rover and in addition one vertical red braid stripe, 3" long and  $\frac{1}{2}$ " wide, on the right hand side of the Association badge on the left pocket of his shirt.

45. COURT OF HONOUR

Where the size of the Crew renders it desirable a Court of Honour may be formed from members of the Crew to deal with internal matters of discipline and administration including the expenditure of Crew funds, subject, however, to the approval of the Pathfinder Rover Scout Leader. Failing this, ~~then~~ such matters will be dealt with by the Crew itself subject to the approval of the Pathfinder Rover Scout Leader.

OFFICERS

46. PATHFINDER  
CUBMASTERS  
AND ASSISTANT  
CUBMASTERS

Pathfinder Cubmasters and Assistant Cubmasters are appointed on the recommendation of the Divisional Council and the Divisional Pathfinder Scout Commissioner and are provided with a warrant issued by Headquarters in accordance with their rank.

The special qualifications for Pathfinder Cubmasters and Assistant Cubmasters, in addition to general qualifications are as follows:-

- (a) A general knowledge of "Scouting for Boys", "The Wolf Cub Handbook" and "P.O. & R."
- (b) The age for a Cubmaster should be not less than 20 years; for an Assistant Cubmaster



not less than 18 years.

The Pathfinder Cubmaster takes charge of the Pack with the help of any Assistant Cubmasters, subject to the general supervision of the Group Pathfinder Scoutmaster. In deciding matters of internal administration it is desirable that the Cubmaster should, as far as possible, consult the Sixers' Council. <sup>essential</sup>  
To ensure continuity it is ~~most~~ ~~desirable~~ ~~that~~ every Pack should have at least one Assistant Cubmaster. (Rule 15)  
The Pathfinder Cubmaster may, with the approval of the Pathfinder Scoutmaster concerned, obtain the services of a Pathfinder Boy Scout to act as a Cub Instructor. Such Instructor is entitled, on the recommendation of the Pathfinder Cubmaster, to wear a cloth badge with a Wolf's Head in green above the left breast pocket.

47. PATHFINDER SCOUTMASTER and Assistant Scoutmaster The special qualifications for a Pathfinder Scoutmaster and Assistant Scoutmaster, in addition to general qualifications, are as follows:-

- (a) A general knowledge of "Scouting for Boys", "The Wolf Cub Handbook", "Rovering to Success" and the "P.O. & R."
- (b) The age for a Scoutmaster should be not less than 20 years; for an Assistant Scoutmaster not less than 18 years.
- (c) Ability to pass the Second Class Pathfinder Scout Tests (not necessarily taken in a Troop) and to find a meeting-place for his Troop.

The Pathfinder Scoutmaster takes charge of the Troop with the assistance of any Assistant Pathfinder Scoutmasters subject to the general supervision of the Group Pathfinder master.

The Pathfinder Scoutmaster will, as far as possible, delegate to the Court of Honour all internal matters of discipline and administration, including the expenditure of Troop funds.



To ensure continuity it is essential that every Troop should have <sup>at least</sup> <sup>Scout</sup> one Assistant Pathfindermaster. (sub para 15)

48. PATHFINDER ROVER SCOUT LEADER AND ASSISTANT ROVER SCOUT LEADER

The special qualifications for Pathfinder Rover Scout Leader and Assistant Rover Scout Leader, in addition to general qualifications are as follows:-

- (a) A general knowledge of <sup>"Wolf Cub Handbook"</sup> "Scouting for Boys", "Rovering to Success", and the "P.O. & R."
- (b) A general knowledge of the social needs of the Community in his neighbourhood and ability to find service for his Rovers.
- (c) A personal standing, character and experience of life, such as will enable him to lead young men, and an understanding of the principles of leadership involved.
- (d) Acceptance by the Rovers of the Crew concerned.
- (e) (Rover Scout Leader only) Ability to obtain the use of a separate Rover Den - an essential to the success of a Crew.
- (f) The age for a Pathfinder Rover Scout Leader should be not less than 30 years, (not less than 25 years in exceptional circumstances, with the approval of the Pathfinder <sup>Scout</sup> Divisional Commissioner) for Assistant Rover Leader not less than 25 years.

The Pathfinder Rover Scout Leader takes charge of the Crew with the assistance of any Assistant Pathfinder Rover Scout Leaders, subject to the general supervision of the Group Pathfinder Scoutmaster.

The Pathfinder Rover Scout Leader will entrust, as far as possible, to the Crew all internal matters of discipline and administration, including the expenditure of Crew funds.

49. GROUP PATHFINDER SCOUTMASTER

Where a Group consists of more than one section, it is desirable that a person not in charge of one of the sections should be appointed as Group Pathfinder Scoutmaster. In such a case a warrant as Group Pathfinder



master must be applied for. In the absence of such a person, the Scouter in charge of one of the sections of the Group who is best qualified by character, age and experience, may be selected to carry out the duties of Group Pathfinder Scoutmaster, but a separate warrant as Group Pathfinder<sup>Scout</sup>master need not be applied for.

No warrant as Group Pathfinder/<sup>Scout</sup>master will be issued in Groups consisting of one section only, but the Scouter in charge of that section shall be regarded as acting in the capacity of the Group Pathfinder Scoutmaster for all purposes. The <sup>he</sup> special qualifications for a warrant as Group Pathfinder Scout master are as follows:-

- (a) A general knowledge of "Scouting for Boys", "The Wolf Cub Handbook", "Rovering to Success" and the "P.O. & R."
- (b) Ability to obtain the use of suitable accomodation for Scout meetings.
- (c) Age not less than 20 years.

The functions of the Group ~~Indian~~ Pathfinder Scoutmaster are:-

- (a) To exercise general supervision over all sections of the Group and to co-ordinate their activites, whilst delegating ~~to~~ the utmost amount of responsibility in their actual management to the Scouters in charge of them.
- (b) <sup>(where such exist)</sup> To act as Chairman of the Group Council, <sup>composed of the Scouters of each section of the Group</sup> and to encourage co-operation between the Scouters of the Group.
- (c) ~~To secure the formation of a Group Committee, and to serve on it himself.~~
- (d) To deal with matters relating to the membership of Scouts.

A person to whom a warrant as Group Pathfinder Scoutmaster has been issued may also take charge of any one section of the Group, but an additional warrant for the rank concerned need not be applied for. Only a fully qualified Group Pathfinder Scout<sup>y</sup>master may personally take charge of a Rover Crew.



50. DISTRICT PATH-  
FINDER  
SCOUTERS

District Scouters (District Pathfinder Cubmaster, District Pathfinder Scoutmaster and District Pathfinder <sup>for not more than 2 yrs.</sup> River Leader) may be appointed provided they satisfy respectively the conditions for Troop Officers of the same rank, <sup>but the warrants may be renewed for at the end of each 2 yrs. period</sup> The functions of District Scouters are to perform any duties compatible with P.O. & R. with which the District Pathfinder Commissioner may invest the appointment. The District Scoutmaster will generally take charge of Scouts at a combined meeting or rally unless the District Scout Commissioner or his Assistant wishes to do so.

51. DISTRICT PATH-  
FINDER SCOUT  
COMMISSIONER

The functions of the District Pathfinder Scout Commissioner are generally to be responsible to the Divisional Pathfinder Scout Commissioner and to Divisional Headquarters for the welfare and progress of the Movement and for the maintenance of the Policy, Organisation and Rules of the Association, and, in particular:-

- (a) To encourage the formation of District Committees and Groups and secure their effective working.
- (b) To secure the harmonious co-operation of all District Committees and Scouters in the District.
- (c) With the co-operation as far as possible of the District Committee, to be responsible for the training of Scouters and to supervise the training of all Scouts.
- (d) To visit Groups and to advise them how to conduct them on the lines laid down in "Scouting for Boys", "The Wolf Cub's Handbook", "Rovering to Success", and the "P. O. & R."
- (e) To test the wearer of any Proficiency Badge in his knowledge of the subject, with power to withdraw the badge if the knowledge is insufficient.



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