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The Pathfinder Movement

CONSTITUTION AND REGULATIONS

*(Approved by the Council of the South Africa Branch of the Boy Scouts' Association
on January 25, 1929)*



FORWARD

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CONSTITUTION AND REGULATIONS
OF THE
PATHFINDER MOVEMENT

THE CONSTITUTION
OF THE PATHFINDER MOVEMENT.

PART I.

NAME.—The Organisation shall be known as :

“*The Pathfinder Movement.*”

(Under the control of the Council of the South Africa Branch of the Boy Scouts' Association).

1. AIMS.—To extend to all non-European boys the benefits of Scouting, and their encouragement thereby in healthful and industrious habits and in personal service to God and Humanity.
2. MOTTO.—The Motto of the Movement shall be the word “*Forward.*”
3. EMBLEM.—The Emblem of the Movement shall be a triangle with projecting base and the letter P superimposed.
4. MEMBERSHIP.—Membership of the Movement shall be open to :
 - a. All non-European boys between the ages of 8 and 18 organised and known as “Pathfinders” as hereinafter provided.
 - b. Any male over the age of 18 years admitted to membership by one of the Councils or Committees hereinafter mentioned.Provided however that it shall be competent for either of the said Councils to refuse membership, suspend or expel from membership anyone found to be undesirable, provided further that any person so dealt with may appeal to the South African Pathfinder Council hereinafter mentioned.
5. POLICY.—
 - a. *Political.* The Movement shall not be identified with, nor used for any military purpose whatever, nor used for the purposes of any political Movement, Party or Organisation.
 - b. *Religious.* There shall be no interference, covert or otherwise, with a Pathfinder's religious connections,

and every encouragement shall be given for the loyal fulfilment of his religious obligations. Pathfinder Troops may, however, be organised in connection with approved religious denominations or social organisations if desired.

6. **FINANCE.**—The Movement shall be financially supported by such means as shall be approved by the South African Pathfinder Council hereinafter mentioned.
7. **ORGANISATION.**—The Movement shall be conducted, controlled, organised and developed by means of Councils, Committees, Troops and Officers as follows :
 - a.* South African Pathfinder Council constituted as provided for in Part II, Section A hereof.
 - b.* Divisional Pathfinder Councils constituted as provided for in Part II, Section B hereof.
 - c.* District Committees constituted as provided for in Part II, Section C hereof.
 - d.* Troop Committees constituted as provided for in Part II, Section D hereof.
 - e.* Troops formed as provided for in the Regulations as approved from time to time.
 - f.* Officers as appointed under the Regulations.
8. **REGULATIONS.**—The Regulations referred to are those attached hereto.

PART II.

Section A.—South African Pathfinder Council.

1. **POWERS AND DUTIES.**—In the South African Pathfinder Council, hereinafter referred to as the Pathfinder Council, shall be vested all the powers, privileges and duties necessary to it for the proper conduct, control and development of the Pathfinder Movement, including the control and administration of funds, subject in all things, however, to the specific veto or direction of the Council of the South Africa Branch of the Boy Scouts' Association, hereinafter referred to as the Union Council.

2. AREA OF JURISDICTION shall be the Union of South Africa—and other territories which may obtain affiliation under the Union Council.
3. MEMBERSHIP.—The Pathfinder Council shall be constituted as follows :
- a. *Chief Pathfinder.* The Chief Pathfinder who shall be approved as hereinafter provided.
 - b. *President*—and one or more Vice-Presidents elected by the Pathfinder Council.
 - c. Three persons appointed by the Union Council.
 - d. The Divisional Pathfinder of each constituent Division.
 - e. Two elected representatives of each Divisional Pathfinder Council.
 - f. Any other principal Organising Officer hereinafter appointed by the Chief Pathfinder on the advice of the Pathfinder Council.
 - g. The powers and functions of the Pathfinder Council shall not, however, be affected by the non-appointment of less than one-third of its possible membership under 3, (b) (c) (d) (e) and (f).
4. ALTERNATES.—Each Division represented upon the Pathfinder Council shall have the right to appoint alternates to attend the meetings of the Pathfinder Council and to act in the place of a nominated representative.
5. MEETINGS. a. Meetings of the Pathfinder Council shall be held at least once a year at such times and such places as the Chief Pathfinder may designate, or shall be called by the Secretary upon the petition of not less than two Constituent Divisions presented to him in writing.
- b. *Unassembled Meetings.* Unassembled Meetings may also be held from time to time. An “Unassembled Meeting” shall be a meeting held when it is more convenient to circulate

papers for each member's consideration, his opinion being recorded on a schedule attached hereto. Papers for consideration of an un-assembled meeting shall be circulated by the Secretary, each with a schedule attached containing the name of each member with a space set apart for any remarks he may choose to make.

- c. *Emergency Meetings.* Emergency Meetings may be called at ten days' notice by telegram.
- d. *Notices of Meetings.* One calendar month's notice of all meetings, except emergency meetings, shall be given in writing. Notice shall be sent to the Secretary of each Constituent Division and to all members of the Pathfinder Council.
- e. *Quorum.* A quorum at a meeting shall consist of a majority of the members of the Pathfinder Council.
- f. *Chairman.* At all meetings of the Pathfinder Council, in the absence of the President, the Chair shall be taken by a Vice-President or by the Chief Pathfinder or senior representative of the Division in which the meeting is held.
- g. *Procedure.* 1. It shall be obligatory on each member of the Pathfinder Council present at any meeting to record his vote on each and every subject submitted to the vote of the meeting.
 2. In the event of the Pathfinder Council being unable to achieve unanimity, the subject shall be put to the vote, and if not adopted by a three-fourths majority, it shall be competent for any Division to claim that the matter shall be referred back to the Divisional Councils for consideration. It shall then be brought up at the next meeting of the

Pathfinder Council, and at this meeting the decision shall rest with the majority.

- h. Agenda.* Any Division desiring to place matters for discussion upon the Agenda shall transmit full details of such to the Secretary and to all other Divisions at least twenty-one days before the date of the holding of the meeting.

6. **CHIEF PATHFINDER.**—The Executive control of the Organisation shall be vested in a Chief Pathfinder who shall be appointed by the Union Council, after consultation with the Pathfinder Council, and/or the Divisional Pathfinder Councils.

The Chief Pathfinder shall have power to appoint Divisional Pathfinders, and to appoint Warrant Officers. He shall also have power to cancel all such appointments where such action shall be desirable in the interests of the Pathfinder Movement.

7. **SECRETARY.** The Secretary of the Pathfinder Council shall be the Secretary of the Union Council, unless otherwise determined by the Union Council, after consultation with the Pathfinder Council.

The office of the Secretary of the Pathfinder Council shall be the means of direct communication between the Divisions and the Chief Pathfinder.

- The Secretary of the Pathfinder Council shall be the channel of communication with the Union Council on all matters affecting the Organisation, Policy and Rules of the Pathfinder Movement.

8. **FINANCE.**—The expenses of the Pathfinder Council shall be defrayed from :

- a.* The contributions of Divisional Councils, which shall be assessed by the Pathfinder Council in such a manner and upon such a basis as the

Pathfinder Council may determine from time to time; and

b. From voluntary public subscriptions or donations.

9. COMMITTEES.—The Pathfinder Council shall have the right to appoint Committees or Sub-Committees for any purpose and shall be empowered to co-opt any individual it may deem necessary.

10. AMENDMENTS.—This Constitution and attached Regulations or any part thereof shall not be altered or amended except at a meeting of the Pathfinder Council at which there are present at least two-thirds of the total membership, and no motion altering or amending this Constitution or attached Regulations shall be deemed passed unless it be adopted by a three-fourths majority of those present and unless it shall have received the approval of the Union Council.

Thirty days' notice of any proposed alteration or amendment must be given in writing to the Secretary and all members of the Pathfinder Council.

Section B.—Divisional Councils.

1. POWERS AND DUTIES.—Divisional Councils shall have such powers and perform such duties as shall be delegated to them by the Pathfinder Council within such areas as shall be demarcated by such Pathfinder Council. The demarcation of such areas must, however, be subject to the approval of the Union Council.

It shall be the duty of the Divisional Councils to recommend to the Chief Pathfinder the issue or cancellation of warrants to Pathfinder Masters in the areas under their jurisdiction; to keep accurate records of such warrants—of enrolments and registrations—and to account for monies collected and disbursed by them; to supervise the activities of all Committees within their areas; to inform and advise the Path-

finder Council on matters referred to them or that seem to call for such action in the interests of the Pathfinder Movement; and generally to do such things as are necessary for the maintenance of discipline and efficiency within the Movement, subject, however, to the veto or direction of the Pathfinder Council.

2. MEMBERSHIP:—The membership of each Divisional Council shall consist of :

- a. The Divisional Pathfinder, appointed by the Pathfinder Council as Chairman.
- b. A representative of each religious body or social organisation in the Division having five or more registered Pathfinder Troops under its jurisdiction and control.
- c. District Pathfinder Masters appointed by the Divisional Council to supervise the work of the Council in the several districts.
- d. Members co-opted by the Divisional Council, not exceeding in number one-third of the total elected membership of the said Council.
- e. Five representatives from each Divisional Scout Council in each of the several Divisions.

It shall be competent for any appointing body to change its representatives at any time on giving notice in writing to the Divisional Pathfinder Secretary.

3. FINANCE. The expenses of the Divisional Councils shall be met in any manner decided upon by the said Councils from time to time, subject to the approval of the Pathfinder Council.

4. DIVISIONAL PATHFINDERS.—The Divisional Pathfinders shall be the chief Executive Officer for the Divisions.

5. ROUTINE ORGANISATION.—The Divisional Council may make such arrangements for the routine organisation of the work of the Divisional Council as

may be consonant with the spirit and purposes of the movement, and subject to the veto or direction of the Pathfinder Council.

Section C.—District Committees.

1. **POWERS AND DUTIES.**—To encourage the formation of Troops under satisfactory conditions in their areas as demarcated by Divisional Councils, and to advise the said Councils upon matters relating to the welfare of the Movement in their areas.
2. **MEMBERSHIP.**—Each District Committee shall be formed of two representatives of each Troop Committee where such exists, the Pathfinder Masters of the area, and members specially co-opted by the Divisional Council.
The Committee shall elect its own Committee Officers.
3. **FINANCE.**—The expenses of the District Committees shall be met in ways approved by the Divisional Council, subject to the veto or direction of the Pathfinder Council.

Section D.—Troop Committees.

1. **POWERS AND DUTIES.**—To be responsible for the proper control of troop activities without undue interference with the functions of the Troop Officers, and to control troop funds.
2. **MEMBERSHIP.**—Persons nominated or approved by the District Committee or Divisional Council of the area, which shall also appoint the Chairman.
3. **FINANCE.**—The expenses of the Troop shall be met in ways approved by the Divisional Council subject to the veto or direction of the Pathfinder Council.
Each Troop shall pay to the Divisional Council such registration and annual fees as may be determined from time to time by the Divisional Council.

REGULATIONS.

1. **Troops or Junior Troops** shall be under the direct control of a Troop or Junior Pathfinder Master. The Troop or Junior Pathfinder Master must be a responsible man (in some cases women) of known character, recommended by the Control Committee, who shall serve three months probation to the satisfaction of the Control Committee, whereafter they may be appointed to that Office by Warrant issued, upon the recommendation of the Officer in charge of the Movement. Assistant Pathfinder Master or Junior Pathfinder Master may be similarly recommended and appointed.

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

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

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

The Chairman shall have a casting as well as a deliberate vote.

3. **Troop or Junior Pathfinder Masters** shall keep a register in which is recorded the name, age, and address of all boys in the Troop or Junior Troop : date of joining, name and date of any badge he may obtain, date of promotion to Section Leader, or Assistant Section Leader, and date of Registration. The Register shall also record his attendance at Troop Meetings or Parades.
 4. **Inspection.** All Troop or Junior Troop Books or Registers shall be open to the inspection of any visiting or inspecting Officer holding executive rank under the Scout Organisation.
 5. **Troop Organisation.** A Troop may consist of any number of boys over twelve and shall be formed into Sections. A Section shall consist of a Section Leader and Assistant Section Leader and four or six boys.
 6. **Application for Registration** and for Badges and Equipment shall be made to the *Secretary, Pathfinders.*
 7. **Troop Name and Colours.** Troops will be designated "by name (e.g. 1st Pretoria, etc.) and shall be distinguished by their own Troop Colour as a Tie.
- Section Colours.** Sections will be distinguished by a 2-inch Coloured square worn on the left shoulder, any of the following colours :—Yellow, Maroon, Grey, Brown, Light Blue, Navy Blue, Emerald Green, Black.
8. **Troop Flag.** Troop Flag to be BLUE with the Name of the Troop at the bottom and the word "Pathfinder" at the top in white. Size 3 feet 10 inches by 3 feet.
 9. **Troop Jack.** A Troop may carry a Union Jack and/or a South African National Flag in addition to the Troop Flag, but no other Flag of any sort may be carried.
 10. **Bands.** Bands will be permitted under control and regulations as follows :—

Bands must not play when passing Churches, Hospitals or any house where illness is known to be. No Bands are to play after 9 p.m. in the Streets, and bugle practice must not be carried on in open places within 600 yards of houses.

11. **Politics.** Politics may not be discussed or participated in by any members of a Troop in uniform, and no favours or badges other than those allowed under these Regulations may be worn on the uniform.
12. **Medals.** Officers possessing War Medals may wear the medals or Ribbons, also recognised life-saving or Ambulance medals on Parade.
13. **Promise.** "On my Honour I promise that I will do my best :—
 1. To do my duty to God and the King.
 2. To help other people at all times.
 3. To obey the Pathfinder Law.
14. **Law.**
 1. A Pathfinder's Honour is to be trusted.
 2. A Pathfinder is Loyal to the King, and to his Officers, and to his Parents, his Country, his Employers, and to those under him.
 3. A Pathfinder's duty is to be useful and to help others.
 4. A Pathfinder is a friend to all, and a brother to every Pathfinder, no matter to what social class the other belongs.
 5. A Pathfinder is courteous.
 6. A Pathfinder is a friend to animals.
 7. A Pathfinder obeys orders of his parents, Patrol Leader or Pathfinder Master without question.
 8. A Pathfinder smiles and whistles under all difficulties.
 9. A Pathfinder is thrifty.
 10. A Pathfinder is clean in thought, word and deed.
15. **Application for Registration** of Troops, Junior Troops, Local District Committees, Control Committees, and for any further information or assistance desired, should be addressed to the *Secretary, Pathfinders*.
16. **Badges.** The supplying of badges shall be under the control of the Divisional Council. Application for Proficiency Badges should be made to the *Secretary* of each Divisional Council, and should be signed by the Examiner or Examiners, Pathfinder Master, and Chairman or Secretary of the Committee, if any.

17. **Literature Equipment.** All Literature is obtainable at the Boy Scouts' Headquarters.
18. **Church Parades.** Church Parades of Troops should be held as occasion permits but, under no circumstances should Officers insist upon Pathfinders attending places of worship other than those of their own denomination unless they so wish.
19. **Begging.** Pathfinders are not allowed to solicit money either for their Troop funds or any other purpose. It is bad for the boys, and lends itself to fraud by outsiders.
20. **Census.** Annual Census must be taken of all Ranks in each year as at 31st January. Forms will be sent to all Troop Officers for completion.
21. **Capitation Fees.** A Capitation fee of 2/6 per Troop and 1/- per Junior Troop of any strength is due on January 31st of each year to the Divisional Council.
22. **Officers' Warrants** are the property of the Pathfinder Movement and may be recalled if found necessary through dismissal or for bad conduct or other reasons decided on by the Pathfinder Council.
23. **Present Regulations.** The above rules will serve the Organisation, and should it be found necessary as the Organisation develops, the Union Council in conjunction with the Pathfinder Council, will promulgate additional rules and regulations to ensure the efficient control of the Organisation. In so far as possible, the Rules, Regulations, Method and Policy of the Boy Scouts' Association will apply, and the training aimed at is identical therewith. (See Rule 10, Part 2 of Constitution).
24. **Correspondence.** All correspondence should be addressed to the *Secretary, Pathfinders*, and not to the Officers in charge of the Movement (unless of a private nature).
25. **Badges for all Ranks.** The design in brass is a triangle with projecting base and the letter P superimposed, and is worn on the left breast of the shirt when in uniform, and in the buttonhole of the jacket when not in uniform. Members of the Advisory Council, Local

District Committees and Control Committees are entitled to wear the badge in the lapel buttonhole of their coat if they first take the promise of a Pathfinder, and they are then entitled to the full salute from Officers and boys of the Organisation.

26. **Pathfinder Salute.** The salute shall be given with the open hand raised to the head in the full salute, or raised to a level with the shoulder in the half salute. The full salute shall be given to all Officers by the boys, whether in uniform or otherwise, so long as such Officers are wearing their badge of rank. Also when repeating the Promise or Law. The half salute shall be given and returned by all boys whether in uniform or out of uniform, on their meeting their brother Pathfinders who are wearing the badge.
27. **Service Badge.** All ranks are entitled to wear the *Service Badge*, 52P. (one for each year's service) and shall be worn on the left breast above the pocket.
The badge a Sun in circle with P in centre on a black cloth background.
28. **Group Cords** shall be worn on the left shoulder as a lanyard.
- | | | | |
|------|--------|-------|------------------------|
| 54P. | No. 1. | Group | Royal Blue. |
| 55P. | No. 2. | " | Purple. |
| 56P. | No. 3. | " | Emerald Green. |
| 57P. | No. 4. | " | Red (Post Office Red). |
- (For conditions of above see under *Proficiency Badges*).

UNIFORM—OFFICERS.

29. **Hat.** Smasher type turned up on left side and dented from front to back, with flash fitted to left side of hat, or ordinary Khaki Peak Cap, with flash of appropriate Colour on front of Cap, between Peak and Crown.
- Flash.** 58P. Flash of Light Blue for District Pathfinder Masters.
59P. Flash of White for Senior and Junior Pathfinder Masters.
60P. Flash of Red for Senior and Junior Assistant Pathfinder Masters.

61P. Flash of yellow for Instructors

The Flash shall be of the above colours with the emblem in Green.

Shirt. Grey or khaki Drill Shirt, shoulder straps to be colour of Rank as Flashes, and be worn on the left shoulder only.

Tie. A narrow Tie of Troop Colours not to exceed 2 inches in width.

Shorts. Grey or khaki Drill.

Belt. Leather $1\frac{1}{4}$ inches wide with metal fastening formed of the Pathfinder emblem.

Stockings. Without fancy tops, optional.

Boots. Boots, shoes or sandals, optional.

Staff. Optional, of approved natural wood or walking stick if preferred.

Lanyard 58P. Khaki, worn on left shoulder.

UNIFORM—SENIOR PATHFINDERS.

30. **Hat.** Smasher type turned up on left side and dented from front to back, with flash fitted to left side of hat, or ordinary Khaki Peak Cap, with flash of appropriate Colour on front of Cap, between Peak and Crown.

Flash 62P. A Red Flash with Pathfinder Emblem in Green shall be worn on the front of the Cap.

Shirt. Grey or khaki Drill, no shoulder straps.

Tie. A narrow Tie of Troop Colours, optional, not to exceed 2 inches in width.

Shorts. Grey or khaki Drill.

Belt. Leather Belt $1\frac{1}{4}$ inches wide with metal fastening formed of the Pathfinder emblem.

Stockings. Optional, without fancy tops.

Boots. Boots, shoes, or sandals, optional.

Staff. Approved type of natural wood.

Lanyard. 58P. Worn only by Head Leader, Section and Assistant Section Leaders.

UNIFORM—JUNIOR PATHFINDERS.

31. **Cap.** A khaki Cap, Glengary shape, no Streamers.

Flash. 62P. A Red flash with Pathfinder Emblem in Green shall be worn on the left side of the Cap.

Shirt. Grey or khaki drill, no shoulder straps.

Tie. A narrow tie of Troop Colours, optional, not to exceed 2 inches in width.

Shorts. Grey or khaki drill.

Belt. Leather Belt $1\frac{1}{4}$ inches wide with metal fastening formed of the Pathfinder emblem.

Stockings. Optional, without fancy tops.

Boots. Boots, shoes or sandals, optional.

Staff. Approved type of natural wood, optional.
(No Lanyard to be used by Juniors)

32. **Troop Leaders.** Head Leaders, Section Leaders, and Assistant Section Leaders shall wear the same Uniform as Senior Pathfinders.

33. **Leader's Badge.** 63P. *Head Leaders* shall wear in a horizontal position above the pocket, Badge of Red Braid 4 inches long and 3 in number.

Section Leaders as above, but 2 in number.

Assistant Section Leader as above, but 1 in number

For the above Ranks in *Junior Troops* the above shall apply but braid shall be of *Emerald Green*.

67P. **Section Colours.** Sections will be distinguished by a 2-inch Coloured square worn on the left shoulder, any of the following colours :—Yellow, Maroon, Grey, Brown, Light Blue, Emerald Green, Black.

34. **Proficiency Badges.** These will be worn on the right sleeve, except badges from Group 1 (Social Service) which will be worn on the left sleeve and shall be oblong in shape.

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

(All Tests may be taken in the vernacular).

35. **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.

36. **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 minutes ;
6. Lay and light a fire of wood in the open, using not more than two matches.
7. Cook quarter of a pound of meat, and 2 potatoes over an open fire, using only billy-can or tins.
8. Know the 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.

37. **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, 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 Tendentoot 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 :—

38. **Group 1. Royal Blue.** Ambulance, Camper, Cook, Cyclist, Fireman, Friend to Animals, Handyman, Healthyman, Interpreter, Missioner, Guide, Public Healthman, Rescuer, Signaller, Swimmer.
39. **Group 2. Purple.** Artist, Athlete, Bugler, Horseman, Laundryman, Musician, Mason, Starman, Surveyor, Tailor, Naturalist, Photographer.
40. **Group 3. Emerald Green.** Book-binder, Carpenter, Clerk, Electrician, Engineer, Leather-Worker, Metal-Worker, Miner, Plumber, Printer, Telegraphist.
41. **Group 4. Red.** Basket-Worker, Bee-farmer, Bird Warden, Blacksmith, Boatman, Dairyman, Farmer, Gardener, Pioneer, Poultry-farmer, Prospector, Stalker, Weatherman.

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 others from other Groups, he will be entitled to wear a BLUE cord ; if, however, four 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 qualifications 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. **Ambulance Man** (*annual*). Must know : Fireman's lift ; how to drag an insensible man with ropes ; how to improvise a stretcher ; how to fling a life-line ; position of the main arteries ; how to stop venous, arterial, internal, and external bleeding ; how to improvise splints, recognise and bind fractured limb, Schaffer method of artificial respiration ; how to deal with choking ; burning, poison, grit in the eye, sprains and bruises, snake bite, fainting, fits, shock and insensibility ; also the general laws of health and sanitation, including dangers of smoking, incontinence, want of ventilation and lack of cleanliness.
- 2P. **Artist**. Must draw :—*a. From Memory*, and state on drawing when and where the subject was seen.
- b. From Sight.*
- c. From Imagination.*

The three Drawings pasted on a single sheet of brown paper, to be submitted to the Pathfinder Headquarters with certificates from the Local District Committee 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 Athletes, 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 he 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 manage a boat single handed, rowing, punting and sculling over the stern, to steer a boat under oars and bring her along-side a

vessel or landing stage. He must know 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 week's Camp, and must have cooked all meals for them for 7 days, (not necessarily consecutively). Demonstrate what kit he would take on a tramp trek by himself, and must have taken part in a camp on trek of not less than three days, covering at least nine miles a day. Know how to select and lay out a camp for :—*a.* a Section ; *b.* a Troop 40 strong, making the necessary kitchens, rubbish-pits, latrines, etc.
- Demonstrate that he understands the use and care of an axe, that he is proficient in knots and lashings and can tie the Tenderfoot knots blindfolded.
- Euild 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 2 ft. straight joint (use of shuting board allowed), make a housing, tenon and mortice, and halved joint. Must dovetail two pieces of wood together with not less than 5 dovetails, or make a properly framed stool, chair or other piece of framed furniture.

- 13P. **Clerk.** Must pass a test in 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, passing buckets ; how to give the alarm to inhabitants, fire brigade, and police ; how to enter burning build-

ings 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 12ft. 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 a wall, repair ball cocks, tap washers, sash-lines, window and door fastenings, fill and trim lamps, replace electric light bulbs, hang pictures and curtains, repair blinds, fix 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, inspan 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, strirrup 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 plum-line and trowel.

30P. **Metal Worker**. Make and repair some tinware articles in common use ; chip and file small surface of cast-iron, forge wrought iron into S-hook ring, staple,

hold-fast or pipe hook. Forge and temper a drill or chipping chisel, fit and braze two pieces of wrought iron together.

Explain names, uses and construction of tools and apparatus commonly used in connection with metal work ; and give reasons for shapes, cutting angles, etc. of tools. Explain composition and proportion of 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, invalid cookery, sick-room attendance, bed-making and ventilation and must show ability to help the 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 acreage and nature, water supply and blacksmiths, *AND* (in town Districts) principal food and provisions stores and cab ranks. *ALSO* 2. Have a general knowledge of the district so as to be able to guide strangers by day or night within a 20 mile radius and give them general directions how to get to neighbouring districts or towns.

- 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-inch 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.
- 39P. **Poultry Farmer.** Have a practical knowledge of hatching, sanitary fowl houses, coops and runs, also of rearing, feeding, killing and dressing birds for market, must be able to pack birds and eggs for market.
- 40P. **Printer.** Print a handbill set up by himself ; and must know the names of different type and paper sizes, be able to compose by hand or by machine and understand the use of hand or power printing machines.
- 41P. **Prospector.** Have a general knowledge of the various periods of the formation of the earth's crust, and know which are water-bearing rocks. Must understand stratification, dip and faults ; and be able to recognise 20 different minerals in their natural state.
- 42P. **Public Health Man.** Must know the dangers of Scarlet Fever, Diptheria, 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 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 ten yards from shore.
- b. Dive from the surface to a depth of at least 5ft. and bring up a stone, brick or iron weighted object of not less than 5lbs.
- 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 2ft. 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 two 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 principles of a wireless telegraphy set.

51P **Weatherman.** Must have kept a satisfactory record of air-temperature and rainfall for a period of at least six months ; also of wind, weather and cloud for a similar period ; must be able to recognise halos, coronas, and the principal forms of clouds. Must be able to read a barometer. Must know for his own district, the wettest month and the wettest day on record, the extremes of temperature and the prevailing winds.

52P **Woodman.** Know how to choose an axe, name its parts, and know the merits of different types and their uses ; know the safety-first rules of axemanship ; grind an axe, fell a tree, trim and log up, score and hew, and split with wedges and axes.

Know how to fell with cross cut saw and wedges, and understand the theory of the cross cut and how to sharpen.

Know the different species of tree by their appearance and their respective uses as timber. How to measure timber. Be able to recognise a "well-grown" tree, and know the principles of levering, hauling and stacking timber and bark usual in the locality. Know the best wood for fires.



S. F. Woodhouse

The Pathfinder Movement

CONSTITUTION AND REGULATIONS

*(Approved by the Council of the South Africa Branch of the Boy Scouts' Association
on January 25, 1929)*



FORWARD

Price ~ Threepence

—1929—

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CONSTITUTION AND REGULATIONS
OF THE
PATHFINDER MOVEMENT

THE CONSTITUTION OF THE PATHFINDER MOVEMENT.

PART I.

NAME.—The Organisation shall be known as :

“The Pathfinder Movement.” *Not valid*

(~~Under the control of the Council of the South Africa~~ Branch of the Boy Scouts' Association).

1. AIMS.—To extend to all non-European boys the benefits of Scouting, and their encouragement thereby in healthful and industrious habits and in personal service to God and Humanity.
2. MOTTO.—The Motto of the Movement shall be the word “*Forward.*”
3. EMBLEM.—The Emblem of the Movement shall be a triangle with projecting base and the letter P superimposed.
4. MEMBERSHIP.—Membership of the Movement shall be open to :
 - a. All non-European boys between the ages of 8 and 18 organised and known as “Pathfinders” as hereinafter provided.
 - b. Any male over the age of 18 years admitted to membership by one of the Councils or Committees hereinafter mentioned.

Provided however that it shall be competent for either of the said Councils to refuse membership, suspend or expel from membership anyone found to be undesirable, provided further that any person so dealt with may appeal to the South African Pathfinder Council hereinafter mentioned.

5. POLICY.—*a. Political.* The Movement shall not be identified with, nor used for any military purpose whatever, nor used for the purposes of any political Movement, Party or Organisation.

b. Religious. There shall be no interference, covert or otherwise, with a Pathfinder's religious connections,

and every encouragement shall be given for the loyal fulfilment of his religious obligations. (6) Pathfinder Troops may, however, be organised in connection with approved religious denominations or social organisations if desired.

6. FINANCE.—The Movement shall be financially supported by such means as shall be approved by the South African Pathfinder Council hereinafter mentioned. ✓

7. ORGANISATION.—The Movement shall be conducted, controlled, organised and developed by means of Councils, Committees, Troops and Officers as follows :

- a. South African Pathfinder Council constituted as provided for in Part II, Section A hereof.
- b. Divisional Pathfinder Councils constituted as provided for in Part II, Section B hereof.
- c. District Committees constituted as provided for in Part II, Section C hereof.
- d. Troop Committees constituted as provided for in Part II, Section D hereof.
- e. Troops formed as provided for in the Regulations as approved from time to time.
- f. Officers as appointed under the Regulations.

8. REGULATIONS.—The Regulations referred to are those attached hereto.

PART II.

Section A.—South African Pathfinder Council.

1. POWERS AND DUTIES.—In the South African Pathfinder Council, hereinafter referred to as the Pathfinder Council, shall be vested all the powers, privileges and duties necessary to it for the proper conduct, control and development of the Pathfinder Movement, including the control and administration of funds, subject in all things, however, to the specific ~~veto or direction of the Council of the South African Branch of the Boy Scouts' Association,~~ ^{affairs} hereinafter referred to as the Union Council.

*In view of
that meeting to
- work done.*

*Scout
Council*

2. AREA OF JURISDICTION shall be the Union of South Africa—and other territories which may obtain affiliation under the Union Council. *hereinafter called the U.C.*

3. MEMBERSHIP.—The Pathfinder Council shall be constituted as follows:

- Patrols: —*
- Ch. Sec. Officer*
- P. H. H. H. H.*
- is Chairman*
- one rep. of each office: 1/2 mile*
- W. approval*
- not to exceed 3 in No.*
- J.P. & d.c.*
- a. Chief Pathfinder. The Chief Pathfinder who shall be approved as hereinafter provided.
 - b. ~~President and one or more Vice-Presidents elected by the Pathfinder Council.~~ *sc*
 - c. Three persons appointed by the Union Council *at one rep. of each*
 - d. The Divisional Pathfinder of each constituent Division.
 - e. Two elected representatives of each Divisional Pathfinder Council.
 - f. Any other ~~principal Organising Officer hereinafter~~ appointed by the Chief Pathfinder *on the advice of the Pathfinder Council, not to exceed 3 in No.*
 - g. ~~The powers and functions of the Pathfinder Council shall not, however, be affected by the non-appointment of less than one-third of its possible membership under 3, (b) (c) (d) (e) and (f).~~

~~4. ALTERNATES.—Each Division represented upon the Pathfinder Council shall have the right to appoint alternates to attend the meetings of the Pathfinder Council and to act in the place of a nominated representative.~~ *may be appointed by those concerned.*

5. MEETINGS. a. Meetings of the ~~Pathfinder~~ ^{H.A.} Council shall be held at least once a year at such times and such places as the Chief Pathfinder may designate, or shall be called by the Secretary upon the petition of not less than two Constituent Divisions presented to him in writing.
- b. *Unassembled Meetings.* Unassembled Meetings may also be held from time to time. An "Unassembled Meeting" shall be a meeting held when it is more convenient to circulate

papers for each member's consideration, his opinion being recorded on a schedule attached hereto. Papers for consideration of an un-assembled meeting shall be circulated by the Secretary, each with a schedule attached containing the name of each member with a space set apart for any remarks he may choose to make.

- c. *Emergency Meetings.* Emergency Meetings may be called at ten days' notice by telegram.
- d. *Notices of Meetings.* One calendar month's notice of all meetings, except emergency meetings, shall be given in writing. Notice shall be sent to the Secretary of each Constituent Division and to all members of the Pathfinder Council.
- e. *Quorum.* A quorum at a meeting shall consist of a majority of the members of the Pathfinder Council.
- f. *Chairman.* At all meetings of the Pathfinder Council, in the absence of the ~~President~~, the Chair shall be taken by a ~~Vice-President or by the Chief Pathfinder or senior representative of the Division in which the meeting is held.~~ Ch. P.
a J.P.
nominally
him
- g. *Procedure.* 1. It shall be obligatory on each member of the Pathfinder Council present at any meeting to record his vote on each and every subject submitted to the vote of the meeting.

2. In the event of the Pathfinder Council being unable to achieve unanimity, the subject shall be put to the vote, and if not adopted by a ~~three-fourths~~ majority, it shall be competent for any Division to claim that the matter shall be referred back to the Divisional Councils for consideration. ~~It shall then be brought up at the next meeting of the~~

~~40~~ ~~Pathfinder Council, and at this meeting the decision shall rest with the majority.~~

h. *Agenda.* Any Division desiring to place matters for discussion upon the Agenda shall transmit full details of such to the Secretary ~~and to all other Divisions~~ *and to all of St. A. C.* at least twenty-one days before the date of the holding of the meeting.

(1) Sec 6.

6. CHIEF PATHFINDER.—The Executive control of the Organisation ~~shall be vested in the Chief Pathfinder who shall be appointed by the Union Council, after consultation with the Pathfinder Council, and/or the Divisional Pathfinder Councils.~~ *with the*

approval of the Union Council
The Chief Pathfinder shall ~~have power to appoint~~ *has* Divisional Pathfinders, and to ~~appoint Warrant Officers.~~ *appoint Warrant Officers* He ~~shall also have power to cancel all such appointments where such action shall be desirable in the interests of the Pathfinder Movement.~~ *has also power to cancel all such any*

7. SECRETARY. The Secretary ~~of the Pathfinder Council shall be the Secretary of the Union Council, unless otherwise determined by the Union Council, after consultation with the Pathfinder Council.~~ *is appointed by the St. A. C.*
~~The office of the Secretary of the Pathfinder Council shall be the means of direct communication between the Divisions and the Chief Pathfinder.~~ *Communications intended for St. A. Council shall be sent to the Sec*

~~The Secretary of the Pathfinder Council shall be the channel of communication with the Union Council on all matters affecting the Organisation, Policy and Rules of the Pathfinder Movement.~~

8. FINANCE.—The expenses of the Pathfinder Council shall be defrayed from :

a. The contributions of Divisional Councils, which shall be assessed by the Pathfinder Council in such a manner and upon such a basis as the

~~Pathfinder Council may determine from time to time; and~~

~~b. From voluntary public subscriptions or donations.~~

61 ~~COMMITTEES.~~—The Pathfinder Council shall ^{now} have the right to appoint Committees or Sub-Committees for any purpose and ~~shall be empowered to co-opt any individual it may deem necessary to these Com.~~

~~10. AMENDMENTS.~~—This Constitution and attached Regulations or any part thereof shall not be altered or amended except at a meeting of the Pathfinder Council at which there are present at least two-thirds of the total membership, and no motion altering or amending this Constitution or attached Regulations shall be deemed passed unless it be adopted by a three-fourths majority of those present and unless it shall have received the approval of the Union Council.

of this to ^{str} [Thirty days' notice of any proposed alteration or amendment must be given in writing to the Secretary and all members of the Pathfinder Council.]

Section B.—Divisional Councils.

1. POWERS AND DUTIES.—Divisional Councils shall have such powers and perform such duties as shall ^{and} be delegated to them by the Pathfinder Council ^{to} within such areas as shall ^{be} demarcated by such Pathfinder Council. ~~The demarcation of such areas must, however, be subject to the approval of the Union Council.~~

It shall be the duty of the Divisional Councils to recommend to the Chief Pathfinder the issue or cancellation of warrants to Pathfinder Masters in the areas under their jurisdiction; to keep accurate records of such warrants, ~~of enrolments and registrations,~~ ~~and~~ to account for monies collected and disbursed by them; to supervise the activities of all Committees within their areas; to inform and advise the ~~Path-~~ ^{HQ}

with addit' repres. of each relig. body or organ' having
or more troops.

~~Under~~ Council on matters referred to them or that seem to call for ~~such~~ action in the interests of the Pathfinder Movement; and generally to do such things as are necessary for the maintenance of discipline and efficiency within the Movement, subject, however, to the veto or direction of the ~~Pathfinder~~ Council.

2. MEMBERSHIP.—The membership of each Divisional Council ~~shall~~ consist of:

- (a) *ex officio* (i) ~~The~~ Divisional Pathfinder, appointed by the ~~Pathfinder~~ Council as ~~Chairman~~. *who is Chairman of Div. Ex. Office*
- (ii) *checked* b. A representative of each religious body or social organisation in the Division having ~~five~~ *not less than 3* ~~or~~ *Pathfinders or* ~~more~~ registered Pathfinder Troops under its ~~jurisdiction and~~ *control.* *ADP's*
- (iii) *Ex officio* c. District Pathfinder Masters, appointed by the ~~Divisional~~ Council to supervise the work of the Council in the several districts. *of the Council*
- d. ~~Members~~ *ADP's* co-opted by the Divisional Council, not exceeding in number one-third of the total elected membership of the said Council. *in Div. Con.*
- e. Five representatives from ~~each~~ *the Councils* Divisional Scout Council in each of the several Divisions. *in such crisis*

It ~~shall be~~ competent for any appointing body to change its representatives at any time on giving notice in writing to the Divisional Pathfinder Secretary.

3. FINANCE. ~~The~~ *That* expenses of the Divisional Councils ~~shall be met in any manner decided upon by the said Councils from time to time, subject to the approval of the Pathfinder Council.~~ *in manner decided upon by the said Councils*

4. ~~DIVISIONAL PATHFINDERS.~~—The Divisional Pathfinders ~~shall be the chief Executive Officer for the Divisions.~~

5. ~~ROUTINE ORGANISATION.~~—The Divisional Council may make such arrangements for ~~the routine~~ organisation of the work of the Divisional Council as

Honorary - Officers. Div. Couns. may elect their own Pres. & Vice Pres.^s but these offices do not involve membership of the Council.

may be consonant with the spirit and purposes of the movement, and subject to the veto or direction of the Pathfinder Council.

Section C.—District Committees.

1. **POWERS AND DUTIES.**—To encourage the formation of Troops under satisfactory conditions in their areas as demarcated by Divisional Councils, and to advise the said Councils upon matters relating to the welfare of the Movement in their areas.
2. **MEMBERSHIP.**—Each District Committee shall be formed of two representatives of each Troop Committee where such exists, the Pathfinder Masters of the area, and members specially co-opted by the Divisional Council.
The Committee shall elect its own Committee Officers.
3. **FINANCE.**—The expenses of the District Committees shall be met in ways approved by the Divisional Council, subject to the veto or direction of the Pathfinder Council.

Section D.—Troop Committees.

1. **POWERS AND DUTIES.**—To be responsible for the proper control of troop activities without undue interference with the functions of the Troop Officers, and to control troop funds.
2. **MEMBERSHIP.**—Persons nominated or approved by the District Committee or Divisional Council of the area, which shall also appoint the Chairman.
3. **FINANCE.**—The expenses of the Troop shall be met in ways approved by the Divisional Council subject to the veto or direction of the Pathfinder Council.

Each Troop shall pay to the Divisional Council such registration and annual fees as may be determined from time to time by the Divisional Council.

Section 5. Repres: on Union Sc. Council

Pf C. shall be repres. on Union Sc. Council by 3 repr. v. vol. per on Pf matters only

** Except in special cases no Troop shall be registered unless it has at least 2 officers. (1931)*

REGULATIONS.

1. **Troops or Junior Troops** shall be under the direct control of a Troop or Junior Pathfinder Master. The Troop or Junior Pathfinder Master must be a responsible man (in some cases women) of known character, recommended by the Control Committee, who shall serve three months probation to the satisfaction of the Control Committee, whereafter they may be appointed to that Office by Warrant issued, upon the recommendation of the Officer in charge of the Movement. Assistant Pathfinder Master or Junior Pathfinder Master may be similarly recommended and appointed.

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

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

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

The Chairman shall have a casting as well as a deliberate vote.

3. **Troop or Junior Pathfinder Masters** shall keep a register in which is recorded the name, age, and address of all boys in the Troop or Junior Troop : date of joining, name and date of any badge he may obtain, date of promotion to Section Leader, or Assistant Section Leader, and date of Registration. The Register shall also record his attendance at Troop Meetings or Parades.
 4. **Inspection.** All Troop or Junior Troop Books or Registers shall be open to the inspection of any visiting or inspecting Officer holding executive rank under the Scout Organisation.
 5. **Troop Organisation.** A Troop may consist of ^{not fewer than 12 or not more than 32} ~~any~~ ~~number of~~ boys ~~over twelve~~ and shall be formed into Sections. A Section shall consist of a Section Leader and Assistant Section Leader and four or six boys.
 6. **Application for Registration** and for Badges and Equipment shall be made to the *Secretary, Pathfinders.*
 7. **Troop Name and Colours.** Troops will be designated by name (e.g. 1st Pretoria, etc.) and shall be distinguished by their own Troop Colour as a Tie.
- Section Colours.** Sections will be distinguished by a 2-inch Coloured square worn on the left shoulder, any of the following colours :—Yellow, Maroon, Grey, Brown, Light Blue, Navy Blue, Emerald Green, Black.
8. **Troop Flag.** Troop Flag to be BLUE with the Name of the Troop at the bottom and the word "Pathfinder" at the top in white. Size 3 feet 10 inches by 3 feet.
 9. **Troop Jack.** A Troop may carry a Union Jack and/or a South African National Flag in addition to the Troop Flag, but no other Flag of any sort may be carried.
 10. **Bands.** Bands will be permitted under control and regulations as follows :—

Bands must not play when passing Churches, Hospitals or any house where illness is known to be. No Bands are to play after 9 p.m. in the Streets, and bugle practice must not be carried on in open places within 600 yards of houses.

11. **Politics.** Politics may not be discussed or participated in by any members of a Troop in uniform, and no favours or badges other than those allowed under these Regulations may be worn on the uniform.
12. **Medals.** Officers possessing War Medals may wear the medals or Ribbons, also recognised life-saving or Ambulance medals on Parade.
13. **Promise.** "On my Honour I promise that I will do my best :—
1. To do my duty to God ~~and~~ the King, *and my Country*
 2. To help other people at all times.
 3. To obey the Pathfinder Law.
14. **Law.**
1. A Pathfinder's Honour is to be trusted.
 2. A Pathfinder is Loyal to the King, and to his Officers, and to his Parents, his Country, his Employers, and to those under him.
 3. A Pathfinder's duty is to be useful and to help others.
 4. A Pathfinder is a friend to all, and a brother to every Pathfinder, no matter to what social class the other belongs.
 5. A Pathfinder is courteous.
 6. A Pathfinder is a friend to animals.
 7. A Pathfinder obeys orders of his parents, Patrol Leader or Pathfinder Master without question.
 8. A Pathfinder smiles and whistles under all difficulties.
 9. A Pathfinder is thrifty.
 10. A Pathfinder is clean in thought, word and deed.
15. **Application for Registration** of Troops, Junior Troops, Local District Committees, Control Committees, and for any further information or assistance desired, should be addressed to the *Secretary, Pathfinders*.
16. **Badges.** The supplying of badges shall be under the control of the Divisional Council. Application for Proficiency Badges should be made to the *Secretary* of each Divisional Council, and should be signed by the Examiner or Examiners, Pathfinder Master, and Chairman or Secretary of the Committee, if any.

2/2/11

17. **Literature Equipment.** All Literature is obtainable at the Boy Scouts' Headquarters.
18. **Church Parades.** Church Parades of Troops should be held as occasion permits but, under no circumstances should Officers insist upon Pathfinders attending places of worship other than those of their own denomination unless they so wish.
19. **Begging.** Pathfinders are not allowed to solicit money either for their Troop funds or any other purpose. It is bad for the boys, and lends itself to fraud by outsiders.
20. **Census.** Annual Census must be taken of all Ranks in each year as at 31st January. Forms will be sent to all Troop Officers for completion.
21. **Capitation Fees.** A Capitation fee of 2/6 per Troop and 1/- per Junior Troop of any strength is due on January 31st of each year to the Divisional Council.
22. **Officers' Warrants** are the property of the Pathfinder Movement and may be recalled if found necessary through dismissal or for bad conduct or other reasons decided on by the Pathfinder Council.
23. **Present Regulations.** The above rules will serve the Organisation, and should it be found necessary as the Organisation develops, the Union Council in conjunction with the Pathfinder Council, will promulgate additional rules and regulations to ensure the efficient control of the Organisation. In so far as possible, the Rules, Regulations, Method and Policy of the Boy Scouts' Association will apply, and the training aimed at is identical therewith. (See Rule 10, Part 2 of Constitution).
24. **Correspondence.** All correspondence should be addressed to the *Secretary, Pathfinders*, and not to the Officers in charge of the Movement (unless of a private nature).
25. **Badges for all Ranks.** The design in brass is a triangle with projecting base and the letter P superimposed, and is worn on the left breast of the shirt when in uniform, and in the buttonhole of the jacket when not in uniform. Members of the Advisory Council, Local

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