

19. 2. 19

SUGGESTIONS FOR THE MOVEMENT AT PRESENT KNOWN AS

THE JUNIOR PATHFINDERS.

✓ NAME. The Klipspringers.

PROMISES. I promise to do my best \_

- 1. To be loyal/to God and the King, and /& to do my duty to keep the Law of the Klipspringers. (duty)
- 2. And to do a good turn to somebody every day.

✓ THE LAW.

- 1. The Klipspringer is always merry and happy.
- 2. " " " " busy.
- 3. " " never thinks of himself.

BADGE. As for Senior Pathfinders.

SERVICE BADGE. " " "

TESTS. In the place of One and Two Star Tests and Proficiency Badges, it is suggested that there should be four progressive Tests, and that these should be marked by the wearing of one, two, three or four concentric coloured rings worn either on the pocket or sleeve.

( N.B. It is not intended that a Klipspringer should pass all four tests before being allowed to become a Pathfinder.)

The Tests are as follows:

(a) FIRST RING.

- (a) Physical Culture. - Have a knowledge of and regularly practise breathing exercises, toe-touching and knee-bending exercises. Walk a plank 12' x 6" placed at the height of an ordinary table above the ground.
- (b) ~~Ambulance Fix~~ Personal Hygiene. - Know why and how he should keep hands, feet and body clean, his nails clean and cut, and his teeth clean; and why breathe through his nose.
- (c) ~~Public Service~~ Public Service. - Should tidy thoroughly a piece of ground at least an acre in size.
- (d) Handwork. - Produce a satisfactory model made entirely by himself in clay, cardboard, or grass.
- (e) Knot-tying. - Be able to tie the following knots and know their uses: the Reef, sheet bend, and clove hitch.



- (f) ~~Stamps~~ Telling the time by clock or sun.
- (g) This badge will only be awarded after three months' continuous and regular attendance.

(ii) SECOND RING.

- (a) Physical culture. - He should have continued his First Ring exercises, and should add to them exercises for Head and neck, upper body, stomach, body and back and thighs.
- (b) Know what to do in cases of dog and snake bites. Nose-bleeding, choking, sun-stroke.
- (c) Public Service. - Carry a verbal message for a distance of two miles, and repeat it correctly.
- (d) Handwork. - Produce a satisfactory model made entirely by himself in wood and a pen-knife to be used as the only tool.
- (e) Knot-tying. In addition to the knots required for the First Ring, to be able to tie and know the uses of the fisherman's knot, bow-line, sheepshank.
- (f) Compass. - To be able to find the four cardinal points of the Compass by day ( ? by night).
- (g) This badge will only be awarded after six months' continuous, regular and satisfactory service.

(iii) THIRD RING.

- (a) Physical Culture. - Must pass three of the following tests:
  - 1. Running. ~~NEither~~ run a furlong in 50 secs.  
or " 100 yds. " 18 "
  - 2. Jumping. Either (high) - jump 2'6" -  
or (long) " 6'
  - 3. Cricket ball. Either throw it 20 yds.  
or catch it thrown from 15 yd
  - 4. Either climb a rope or pole 10'  
or stand on his head AND turn a "cartwheel"
- (b) First Aid. - Know how to clean and tie up a cut finger, cover a scald or burn, and understand the danger of dirt in a scratch.
- (c) Public Service. - Be able to direct people for a distance of 10 miles (for country troops)  
2 " ( " town )  
in any direction. In towns to point out also the chief public buildings.



- (d) Make a collection of ~~some~~<sup>an</sup> useful or interesting nature. (e.g. leaves, grasses, geological specimens, postcards, stamps, etc..) The test to include careful and tidy arrangement, labelling, and knowledge of the articles collected.
- (e) Signalling. - Must be able to send three out of four letters correctly in Morse or Semaphore. The whole alphabet to be known.
- (f) Compass. - Must be able to point out the 8 points of the Compass, and to answer simple questions on the same.
- (g) Have at least nine months' satisfactory service with regular attendance.

(iv) FOURTH RING.

- (a) Physical culture. - Must be able to swim 25 yards (any stroke), and be able to float on the back for 60 secs. in salt water or 30 secs. in fresh water. OR (see below)
- (b) First Aid. - Must be able to bandage a hand so as to stop bleeding; know how to "clean up" and treat cuts and grazes. Know treatment for sprains, and how to bandage a sprained ankle. Know how to put on the "large" arm sling and the head bandage.
- (c) Public Service. - Must be able to interpret simple sentences from his Native language into English or Afrikaanse.
- (d) Must have a general knowledge of trees, bird and animal life in the district in which he lives, or  
Must be able to clean a grate and light a fire, make a cup of tea or coffee, clean a pair of boots, make a bed, wash up crockery, clean windows, knives and brasswork.
- (e) Signalling. - Must be able to send and read all the letters of the alphabet in Morse or Semaphore.
- (f) Compass. - Must be able to draw a compass showing the sixteen points from memory, and be able to answer simple questions on the same.
- (g) The Badge is awarded only after 12 months' regular attendance and satisfactory service.
- (a) contd. OR/ must be a regular member of a properly organised team; must be a keen sportsmanlike player, and must have played in 6 matches



## SUGGESTIONS FOR THE JUNIOR MOVEMENT

**NAME.** the Klipspringers

**AGE.** While, generally speaking, the age limits should be between 8 & 12 years, yet boys of small stature who are over 12 years should not be debarred from enrolment, except where their influence is deemed likely to be harmful.

**UNIFORM.** This should be provided for in the present regulations.

**BADGE.** The badge of the junior organisation should be the same as for senior Pathfinders.

**TENDERFOOT.** A recruit may be admitted to the pack when he has (a) attended regularly as a recruit for one month, and (b) learnt the promise, law, Salute, and trophy (optional). He will not be allowed to wear the uniform until he is ready to take his tenderfoot Promise.

**PROMISE.** "I PROMISE ON MY HONOUR TO DO MY BEST ALWAYS IN THE SERVICE OF GOD AND THE KING" TO KEEP THE LAW OF THE KLIPSPRINGERS", AND TO DO A GOOD TURN EVERY DAY!"

**LAW:**

1. A Klipspringer is always merry and happy,
2. " " " " busy,
3. " " never thinks of himself.

**SALUTE:** As prescribed in present Regulations.

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

After being accepted as a Tenderfoot, the following Course of Training should be followed, in place of the "one & two-star" work of the Cubs. It is suggested that there be four progressive tests, efficiency in which shall be marked by the award of four concentric rings (black), worn on the pocket (?). While normally the training embodied in all four sections should be ~~XXXXXXXXXXXX~~ aimed at, yet a Klipspringer should not be debarred from enrolment as a Pathfinder because he has not gained his four rings: but he should be transferred as soon as his size and general efficiency make this desirable.

### THE FOUR RING TESTS:

#### First Ring

- a) Physical: Breathing exercises. toe-touching & knee-bending; walk a plank 12' x 6", 3' above ground.
- b) Hygiene: Why and how to keep hands, feet, head and body clean, care of nails & teeth; nose-breathing.
- c) Service: Tidy piece of ground, minimum 1 acre. Clean apron of boots or a leather belt.
- d) Handwork: Produce satisfactory model in wood, clay, cardboard, grass &c.
- e) Knots: Tie and use Reef, Sheet bend, & Clove hitch.
- f) Tell time by clock or sun.
- g) Must have three months' service.



### Second Ring.

- a) Physical: Continued 1st ring exercises, and added head, neck, chest, abdomen, trunk, back and thigh.
- b) Know what to do in case of dog ~~xx~~ & snake bite nose-bleeding, choking, sun-stroke.
- c) Service: Carry a verbal message for two miles & repeat correctly.
- d) Manual: ? Model in wood, penknife as only tool?  
? Model in wood, cardboard, clay, raffia &c., to show definite improvement on models for 1st ring. (? possibility of keeping models for comparison & encouragement, in Town troops)
- e) Knots: First ring knots, plus fisherman's, bowline, sheepshank.
- f) Compass: find four cardinal points by day ?night.
- g) Six months service necessary.

### Third ring

- a) Physical: three of these:-
  1. Run 440 yds in 50 secs  
or 100 yds in 18 secs
  2. Jump 2'6" high  
or 6' long
  3. Cricket ball -- either throw 20 yds or catch it from 15 yds.
  4. Climb rope or pole 10'  
or stand on head & turn cartwheel.
- b) First Aid: Clean and tie up cut finger, cover scab or burn, understand danger of dirt.
- c) Service: Able to direct people for 10 miles in country or 2 miles in town, in any direction. In towns, point out principal buildings.
- d) produce collection, leaves grasses, flowers, geological specimens, postcards, stamps &c; arranged, labelled and understood.
- e) Signalling: know M. or S. alphabet; send 3 out of 4 letters correctly.
- f) Compass: Point out the 8 points; answer questions.
- g) Nine months' service reqd.

### Fourth Ring

- a) Physical: Swim 25 yds, any stroke, and float on back for 60 secs in salt water or 30 secs. in fresh; or be a regular member of properly organised team, keen sportsmanlike player, & played in 6 matches.
- b) First Aid: Bandage hand to stop bleeding; clean and bandage cuts and grazes. Treat sprains, & bandage sprained ankle; large arm sling & head bandage.
- c) Service: Interpret simple sentences from vernacular into English or Afrikaans.
- d) General knowledge of birds, trees, animals in own district; or clean grate, light fire, make tea or coffee, clean boots, make bed, wash crockery, clean windows, knives & brass-work.
- e) Signalling: send and read all alphabet, S or M.
- f) Draw compass, showing 16 pts; answer simple questions.
- g) Have 12 months' regular & satisfactory service.



"Junior Pathfinders"

SUGGESTIONS for the Junior Movement  
of the Pathfinder Association  
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- NAME:** It is suggested that the name for the Junior movement be "THE KLIPSPRINGERS".
- AGE:** While, generally speaking, the age limit should be between 8 and 12 yrs., it is suggested that boys of small stature, whose age exceeds 10yrs, should not be debarred from enrolment -- except where their influence is deemed likely to be harmful.
- UNIFORM:** This should be as provided for in the existing REGULATIONS of the PATHFINDER ASSOCIATION.
- BADGE:** The Badge of the Klipspringers should be the ordinary PATHFINDER badge, as for senior troops, woven, worn upon the hat.
- TENDERFOOT:** A recruit may be admitted as a KLIPSPRINGER when he has  
a) attended regularly and satisfactorily as a recruit for a period of one month; and  
b) learnt the Promise, Law, Salute & Troop Cry (optional).  
No recruit shall be allowed to wear the Uniform until he is ready to take the KLIPSPRINGER Promise.
- PROMISE:** "I PROMISE, ON MY HONOUR, TO DO MY BEST ALWAYS IN THE SERVICE OF GOD AND THE KING, TO KEEP THE LAW OF THE KLIPSPRINGERS, AND TO DO A GOOD TURN EVERY DAY".
- LAW:** The LAW of the KLIPSPRINGERS is:-  
1) A Klipspringer is always merry and happy;  
2) A Klipspringer is always busy;  
3) A Klipspringer never thinks of himself.
- Salute:** As prescribed in the present REGULATIONS.
- TROOP CRY:** A Troop Cry in the vernacular may be considered as optional -- subject to the approval of the D.P.M.

After having been accepted as a Tenderfoot, the following course of training should be followed -- in place of the "one & two Star" work of the Cubs, on which this schedule of TESTS is based.

Proficiency badge tests have been eliminated.

It is suggested that efficiency in the four progressive tests detailed below shall be marked by the award of four concentric rings, black, worn upon the pocket or arm.

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



### THE FOUR RING TESTS

FIRST RING: For this Ring, a boy must

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

SECOND RING: For this Ring, a boy must

- a) Physical Culture -- have continued his First Ring exercises, and added to them exercises for the head & neck, upper body, ~~at~~ abdomen, trunk, back and thighs.
- b) First Aid -- know what to do in case of dog-bite, snake-bite, nose-bleeding, choking & sunstroke.
- c) Public Service -- carry a verbal message for a distance of two miles, and repeat it correctly.
- d) Handicraft -- produce a satisfactory model in wood, made entirely by himself, a pen-knife to be the only tool used; or  
a model in wood, clay, cardboard or grass to show marked improvement on First Ring model. (Town troops should consider the possibility of keeping models, for comparison and encouragement.)
- e) Knot-tying -- know when and how to tie the First Ring knots, plus Fisherman's, Bowline and Sheepshank.
- f) Compass -- know the four cardinal points of the compass, and be able to find them by day and night.
- g) Have six months' continuous satisfactory service.

THIRD RING: For this Ring, a boy must

- a) pass three of the following athletic tests :-
  1. Run 220 yds in 50 secs.  
or 100 yds in 18 secs.
  2. Jump (high) 2'6"  
or (long) 6'.
  3. Cricket ball -- either throw it 20 yds.  
or catch it when thrown from 15 yds.
  4. Climb a rope or pole 10' high  
or stand on his head and turn "cartwheel"
- b) First Aid -- Know how to clean and tie-up a cut finger, cover a scald or burn; and understand the danger of dirt in a scratch.



(Third Ring -- Contd.)

- c) Public Service -- Be able to Direct strangers for a distance of 10 miles (for country troops) or 2 miles (for Town troops) -- in any direction. In towns, also point out the principal public buildings.
- d) Make a collection of either leaves, grasses, ferns, geological specimens, postcards, stamps or some other useful or interesting objects: the collection must show careful and methodical arrangement, and the boy must show a reasonable understanding of his collection.
- e) Signalling -- Must know the whole alphabet in either Semaphore or Morse, and be able to send three letters correctly out of four.
- f) Compass -- Must be able to point out eight points of the Compass, and to answer simple questions thereon.
- g) Must have nine months' regular and satisfactory Service.

FOURTH RING: For this Ring, a boy must

- a) Physical Culture -- Be able to swim 25 yds (any stroke), and be able to float on the back for 60 secs. in salt water, or for 30 secs. in fresh water: OR  
he must be a regular member of a properly organised team; a keen sportsmanlike player, and he must have played in six matches.
  - b) First Aid -- Be able to bandage a hand so as to stop bleeding; know how to clean-up and treat cuts and grazes; know the treatment for sprains, and how to bandage a sprained ankle. Know how to put on the large arm-sling and skull-bandage.
  - c) Public Service -- Be able to interpret simple sentences from his Native language into English or Afrikaans.
  - d) Nature-lore -- Have a general knowledge of trees, bird or animal life in the district in which he lives; or  
(for town troops) be able to clean a grate, light a fire, make a cup of tea or coffee, clean a pair of boots, make a bed, wash-up crockery, clean windows, knives and brasswork.
  - e) Signalling -- Must be able to send and read all the letters of the alphabet, in Morse or Semaphore.
  - f) Compass -- Must be able to draw from memory a compass, showing sixteen points; and be able to answer simple questions thereon.
  - g) Have 12 months' continuous satisfactory service.
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SUGGESTIONS for the Junior Department  
of the  
PATHFINDER ASSOCIATION  
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NAME:

AGE: While, generally speaking, the age limits should be between 8 and 12 years, yet boys of small stature ~~but~~ who are over 12yrs should not be debarred from enrolment, except where their influence is deemed likely to be harmful.

UNIFORM: This should be as provided for in the present Regulations.

BADGE: The badge of the junior organisation should be the Pathfinder Badge (woven), worn upon the hat. Metal button-hole badges appear to be lost so often that their use by Juniors does not seem advisable.

TENDERFOOT: A recruit may be admitted to the pack when he has (a) attended regularly as a recruit for 1 month, and (b) learnt the Promise,  
Law,  
Salute,  
*Cr.* Howl, and  
Dances.

He will not be allowed to wear the uniform until he is ready to ~~be~~ take his tenderfoot Promises.

✓ PROMISE: "I PROMISE ON MY HONOUR TO DO MY BEST ALWAYS IN THE SERVICE OF GOD AND THE KING; TO KEEP THE LAW OF THE BUSH, AND TO DO A GOOD TURN EVERY DAY" *K.S.*

THE LAW: 1 A ..... gives cheerful and loyal obedience to his leader at all times.  
2 A ..... helps his pack and does his daily Good Turn without thinking about himself.  
3 A ..... is always active: he is never a slacker.

SALUTE: The salute will be given by the hand being raised, with the open palm to the front, to the level of the head.

*Cr. - opp. early to 1/2 PM of approx*  
HOWL: The circle formation of the Cubs is advisable, both for the litter (?) and the pack(?). The Howl itself should be "We'll do our best", preceeded by a vernacular welcome (one word).  
(Question: While the Howl in English would emphasise the unity of the movement, would not the ~~xxxx~~ use of the vernacular ~~xxxx~~ enhance the meaning to the boys?)

DANCES: A couple of native dances should be learned.

After being accepted as a Tenderfoot, and sworn in, the following course of training should be employed. It is divided into ~~xxxx~~ three parts, each embodying all the chief elements of Cub-training. As each part is passed successfully, an efficiency badge (see below) is awarded. While normally the training embodied in all



three parts should be aimed at, yet a Junior should not be debarred from enrolment as a Pathfinder if he has not passed through them all: but he should be transferred as soon as his size and general proficiency make this advisable. No Proficiency Badges should be awarded to .....s who have not earned their three efficiency rings.

A "3 ring ....." might normally be regarded as in training for section-leadership, provided that this is not stated as a rule.

EFFICIENCY BADGES: For general efficiency, <sup>four</sup> three concentric circles will be worn, for which the following qualifications are necessary:-

1st RING: a. Know the meaning of the Union Jack (not history) and how to fly it.

- b. Know how to tie and when to use these knots -- Reef, Clove hitch, Sheet Bend, Fisherman's.
- c. Practice and know the value of deep-breathing, do regularly simple exercises involving movements of the leg, neck, arm & trunk; be able to hop on either foot along a straight line for a distance of 25 yds; throw a cricket ball ~~with~~ both with the left-hand and with the right, so that it can be caught at 20 paces; and catch a cricket ball, 4 times out of 5, thrown from a distance of 15 paces.
- d. Understand the value of, and practice, cleaning of the body, feet, head, hands, nails, teeth and nose; and know why to breathe through the nose.
- e. Produce a satisfactory model in wood, clay, cardboard or raffia.
- f. Tidy a piece of ground (? area); clean a pair of boots or a leather belt: and repeat correctly a verbal message of not less than 15 words, after an interval of 3 minutes.
- g. Must have had four month's satisfactory service.

2nd RING:

- a. Know the meaning of loyalty to the Colours.
- b. Remember 1st Ring knots, together with the Bowline & Sheepshank; know how to whip a rope.
- c. Must have continued 1st ring exercises, and advanced to combined movements: know how to play physical-culture games, and pass satisfactorily through some balancing tests such as walking a plank, 12' by 3", placed 3' above the ground.
- d. Know how to clean and bandage a cut finger, understand the danger of dirt, and what to do in case of snake-bite and sunstroke.
- e. Produce two other models, in wood, clay, cardboard or raffia, showing improvement on 1st ring model. (The idea is that models be kept, so that the boy be encouraged by obvious signs of improvement).
- f. Run, and carry ~~xxxxxxx~~ a message, for a distance of two miles, and deliver it correctly: know the names of the principal farms and Native Villages in the vicinity, and how to reach them.
- g. Find the four cardinal directions by day and night.
- h. Know the Semaphore or Morse alphabet, with 75% accuracy.



i. Must have had eight months' satisfactory service.

3rd RING:

- a. Must know Nkosi Sekolele (?)
- b. Be able to make and lash a bush shelter for two.
- c. Must (i) know and practice muscle exercises as for 1st ring, and ~~learn~~ habitual deep-breathing;  
(ii) Do two of these --
  1. run 100 yds in .... secs.  
or 220 yds in .... secs.
  2. Jump (long).....  
or (high).....
  3. Climb a rope or pole 10' high.and (iii) either swim 25 yds. & float on the back for  $\frac{1}{2}$  min;  
or be a regular and well-reputed member of a properly organised sports team, for which you have played in six matches.
- d. Must know first Aid for sprains, haemorrhage, how to clean and bandage a wound, how to improvise slings, pads & tourniquet.
- e. Produce a collection either of models in wood, cardboard, baked clay, raffia &c., showing marked improvement of technique; or of grasses, ferns, flowers, leaves, geological specimens, &c., well-arranged and labelled; and show some general knowledge of such specimens:  
or show satisfactory knowledge of the natural life (trees, plants, animals & birds) in your district.
- f. Know the 16 points of the Compass, and how to read it: find the way in 8 directions by day or night. (? Time)  
Know district within 10 mls of the lair, if in the country, (or 2 mls, if in the Town) so as to be able to guide strangers to prominent places or buildings.  
Be able to understand and repeat simple message in one language other than the vernacular.  
Be able to light a fire; make tea or coffee.
- g. Send and read the Semaphore or Morse Alphabet
- h. Must have one year's satisfactory service.

After obtaining the three rings, the following badges are awarded for special PROFICIENCY:

(next committee !)



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