

S. P. Woodfield.

1927

Divisional Pathfinder.

**THE PATHFINDER MOVEMENT**  
of the South African Boy Scouts Association

**POLICY**  
**ORGANISATION**  
**AND**  
**RULES**

*As revised and adopted by the Pathfinder  
Headquarters Council  
April, 1932*



“ Forward ”

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FOR SOUTH AFRICA

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HIS EXCELLENCY, THE GOVERNOR

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**POLICY**  
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**RULES**

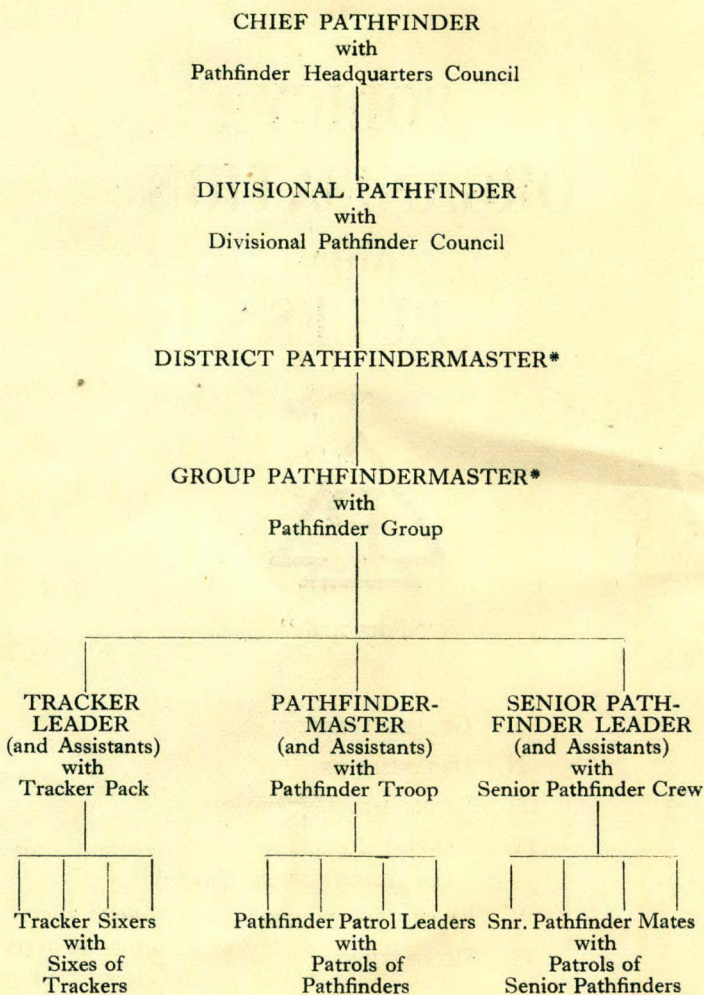


“ Forward ”

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- III. RANKS AND UNIFORMS
- IV. GENERAL RULES  
(IN ALPHABETICAL ORDER)
- V. BADGES (PROFICIENCY AND OTHER)
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# PATHFINDER ORGANISATION



*\*See also Rule 10*



## I. GENERAL PRINCIPLES

### 1. *NAME*

The Organisation is known as the **PATHFINDER MOVEMENT** of the South African Boy Scouts Association.

### 2. *AIM*

The Aim of the Movement is to develop good citizenship among Non-European boys through the formation of their character :—

- (a) by training them in habits of observation, obedience and self-reliance,
- (b) by inculcating loyalty and thoughtfulness for others,
- (c) by teaching them services useful to the public and handicrafts useful to themselves,
- (d) by promoting their moral, physical and spiritual development.

### 3. *PROMISE, LAW and MOTTO*

On enrolment (see Rule 21) a Pathfinder makes the following promise :—

“ On my honour I promise that I will do my best  
TO DO MY DUTY TO GOD, MY KING,  
AND MY COUNTRY,\*  
TO HELP OTHER PEOPLE AT ALL  
TIMES, AND  
TO OBEY THE PATHFINDER LAW.”

The Pathfinder Law is :—

1. A Pathfinder's honour is to be trusted.
2. A Pathfinder is loyal to the King, his country, his officers, his parents, his employers and 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 other Pathfinder, no matter to what class, creed or race the other belongs.

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\*Where desired the words “and to my Chief” may be added.

5. A Pathfinder is courteous.
6. A Pathfinder is a friend to animals.
7. A Pathfinder obeys without question the orders of his parents, patrol leader and Pathfindermaster.
8. A Pathfinder smiles and whistles in all difficulties.
9. A Pathfinder is thrifty.
10. A Pathfinder is clean in thought, word and deed.

The Motto of the Movement is "FORWARD."

For the Promise, Law and Motto of Trackers see Rule 14.

A Senior Pathfinder makes the same promise as a Pathfinder.  
(See also Rule 32.)

For the Promise made by all Officers see Rule 39.

#### 4. *MEMBERSHIP*

Membership of the Movement consists of :—

- (a) All duly enrolled Trackers, Pathfinders, and Senior Pathfinders, together with their Officers.
- (b) Members of Pathfinder Councils and Committees and such other persons as have taken the Pathfinder Promise and have been admitted under the authority of the Chief Pathfinder or a Divisional Pathfinder.

The Membership of any person may be terminated by resolution of the Pathfinder Headquarters Council or by the Divisional Council concerned.

#### 5. *POLICIES*

- (a) **POLITICAL.** The Policy of the Movement is the promotion of inter-racial and international peace and goodwill.

The Movement is not identified with, nor used for, any military purpose whatever; nor is it used for the purpose of any political Movement, Party or Organisation.

Pathfinders and Officers in uniform are not allowed to take part in meetings or demonstrations of a political nature.

- (b) **RELIGIOUS.** There is no interference (covert or otherwise) with a Pathfinder's religious connections, and every encouragement is 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.

It is recommended that from time to time Local or District Committees should arrange for a "Pathfinders' Own" in their respective locality or district. (See Rule 60).

## 6. *FINANCE*

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

## II. ORGANISATION.

### 7. *PATRONS*

Their Excellencies the representatives of H.M. the King, in the Territories where the Pathfinder Headquarters Council has jurisdiction, are Patrons of the Movement.

### 8. *PATHFINDER HEADQUARTERS COUNCIL*

#### (i) POWERS AND DUTIES

In the Pathfinder Headquarters Council are vested all the powers, privileges and duties necessary for the proper conduct, control (including the administration of funds), and development of the Pathfinder Movement, subject to the approval of the Council of the South African Boy Scouts Association.

#### (ii) AREAS OF JURISDICTION

The areas of Jurisdiction are the Union of South Africa and such other territories where the Pathfinder Organisation is affiliated with the Pathfinder Headquarters Council.

#### (iii) MEMBERSHIP

The Pathfinder Headquarters Council is constituted as follows :

(a) *Ex-officio Members.*

1. The Chief Pathfinder who is Chairman and Chief Executive Officer. (See Rule 48).
2. Divisional Pathfinders. (see Rule 47).

(b) *Members elected annually.*

1. Three representatives of the South African Scout Council.
2. One representative of the governing body of the Scout Organisation of each affiliated territory.
3. Two elected representatives of each Divisional Pathfinder Council.

(c) *Members co-opted for one year.*

Not more than three other officers appointed by the Chief Pathfinder with the approval of the Pathfinder Headquarters Council.

Any member unable to attend a meeting of the Council may nominate in writing an alternate to represent him.

(iv) MEETINGS

(a) *Meetings* of the Pathfinder Headquarters Council are held at least once a year at such times and places as the Chief Pathfinder may designate, or they are called by the Secretary upon the written petition of not less than two Divisional Councils.

(b) *Unassembled Meetings* may be held from time to time. Such a meeting is held when it is more convenient to circulate papers for each member's consideration, his opinion being recorded upon a schedule attached thereto. Papers for the consideration of an unassembled meeting are 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* may be called at ten day's notice by telegram.

(d) *Notices of meetings* are sent to the Secretary of each Divisional Council and to all members of the Pathfinder Headquarters Council. One month's notice of all Meetings other than Emergency Meetings is given in writing.



- (e) *A Quorum* at a meeting consists of a third of the members of the Pathfinder Headquarters Council. In the absence of a quorum the proceedings of the meeting shall be subject to the confirmation of an Unassembled Meeting.
- (f) *The Chairman* at all meetings of the Pathfinder Headquarters Council is the Chief Pathfinder, or, in his absence, a Divisional Pathfinder nominated by him.
- (g) *Procedure*. It is obligatory on each member of the Pathfinder Headquarters Council present at any meeting to record his vote on each and every subject submitted to the vote of the meeting.  
In the event of the Pathfinder Headquarters Council being unable to achieve unanimity, the subject is put to the vote, and if it is not adopted by a three-fourths majority, it is competent for any Divisional Council to claim that the matter be referred back to the Divisional Councils for consideration.
- (h) *Agenda*. Any Divisional Council desiring to place matters for discussion upon the Agenda must transmit full details of such matters to the Secretary of the Pathfinder Headquarters Council at least twenty-one days before the date of the holding of the meeting.
- (v) A SECRETARY is appointed by the Pathfinder Headquarters Council to perform such duties as may be required, and, unless otherwise decided after consultation with the South African Scout Council, he is the Secretary of the South African Boy Scouts Association.

The office of the Secretary of the Pathfinder Headquarters Council is the channel of communication between the Divisions and the Chief Pathfinder.

All communications to the Pathfinder Headquarters Council should be addressed as follows :

The Secretary,  
Pathfinder Headquarters Council,  
P.O. Box 631, Johannesburg.

- (vi) COMMITTEES. The Pathfinder Headquarters Council has the right to appoint Committees and Sub-committees for any purpose and to co-opt on to them any individual.
- (vii) FINANCE. The Council controls its own financial resources which are derived from voluntary contributions.
- (viii) AMENDMENTS. The Policy, Organisation and Rules of the Pathfinder Movement shall not be altered or amended except at a meeting of the Pathfinder Headquarter Council at which there are present at least two-thirds of the total membership, and no motion altering or amending these shall be deemed passed unless it be adopted by a three-fourths majority of those present.

Thirty days' notice of any proposed alteration or amendment to these Rules and Regulations must be given in writing to the Secretary and circulated to all members of the Pathfinder Headquarters Council.
- (ix) REPRESENTATION ON THE SOUTH AFRICAN SCOUT COUNCIL. The Pathfinder Movement is represented on the South African Scout Council by three representatives elected by the Pathfinder Headquarters Council.

## 9. DIVISIONAL COUNCILS

### (i) POWERS, DUTIES AND AREAS

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

It is the duty of the Divisional Councils to advise the Divisional Pathfinder on the issue or cancellation of Warrants to Officers in the areas under their jurisdiction, (see also Rule 47), to keep accurate records of warrants and registrations, to account for monies collected and disbursed by



them, to supervise the activities of all Committees within their areas, to inform and advise the Pathfinder Headquarters Council on matters referred to them or that seem to call for 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.

(ii) MEMBERSHIP

A Divisional Council is constituted as follows :

(a) *Ex-officio Members.*

1. The Divisional Pathfinder who is Chairman of the Council and Chief Executive Officer in the Division. He is appointed by the Chief Pathfinder on the recommendation of the Divisional Council. (see Rule 47).
2. Any Assistant Divisional Pathfinders appointed by the Chief Pathfinder on the recommendation of the Divisional Pathfinder. (see Rule 47).
3. All District Pathfindermasters and Assistant District Pathfindermasters within the Division. They are appointed by the Divisional Pathfinder after consultation with the Local or District Committees where such exist. (see Rule 46).

(b) *Members elected annually.*

1. Five representatives from the corresponding Scout organisation where such exists.
2. Such representation of the District Committees where such exist as may be determined by the Divisional Council concerned.
3. Representatives of Pathfindermasters in the Division, the extent of such representation to be determined by the Divisional Council.

(c) *Members co-opted for one year.*

1. Such representatives of Organisations supporting the Movement within the

Division as may be determined by the Divisional Council.

2. Such other persons as may be co-opted by the Divisional Council; provided that the number of such co-opted members shall not exceed one third of the total membership of the Divisional Council.

(iii) MEETINGS.

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

(iv) FINANCE.

The expenses of Divisional Councils are met by Registration Fees (see Rule 65) and by voluntary contributions.

(v) HONORARY PRESIDENTS AND HONORARY VICE-PRESIDENTS.

Divisional Councils have power to elect their own Honorary Presidents and Honorary Vice-Presidents subject to the approval of the Pathfinder Headquarters Council.

10. DISTRICT AND GROUP COMMITTEES

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

11. PATHFINDER GROUPS

A complete Pathfinder Group consists of a Tracker Pack, a Pathfinder Troop and a Senior Pathfinder Crew, but a Group may consist of one or more of these sections only. The Officer in charge of each Group is known as the Group Pathfinder-master. (See Rule 44).

A *Tracker Pack* consists of not more than 36 boys between the ages of seven\* and twelve years (see Rule 40), and is divided into Sixes, each Six

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\*In exceptional circumstances these ages may be extended by the Divisional Council.



consisting of six Trackers, including the Sixer and Second. (See Rules 18, 19). A Pack is under the direct control of the Tracker Leader and his Assistants. (See Rule 41).

*A Pathfinder Troop* consists of between twelve and thirty-two boys between the ages of twelve and eighteen years.\* (See Rule 21). Each Troop should be divided into Patrols, a Patrol consisting of Patrol Leader, Assistant Patrol Leader and from four to six boys. (See Rules 24, 25).

A Troop is under the direct control of the Pathfinder-master and his Assistants. (See Rule 42).

*A Senior Pathfinder Crew* consists of young men over the age of eighteen\* years (see Rules 28 to 37), and is in charge of a Senior Pathfinder Leader (see Rule 43), who may subdivide the Crew into Patrols as may be suitable.

Except in special cases no Troop or Pack is registered unless there are at least two Warrant Officers.

No Troop or Pack or Crew is recognised unless its Registration fee for the current year has been paid and a receipt issued by the Divisional Council. (See Rule 65).

### III. RANKS AND UNIFORMS

#### 12. RANKS

There is a rank of Tracker, a rank of Pathfinder, and a rank of Senior Pathfinder, with various grades of each. (See Rules 14-38).

In addition to the Chief Pathfinder there are four ranks of Executive Officers with various grades in each, viz. :— Group Officers, District Pathfindermasters, and Divisional Pathfinders. (See Rules 39-48).

Non-Executive ranks are as described in Rule 49.

The appropriate Pathfinder Badge must be worn by all ranks when in uniform, and is only obtainable from Pathfinder Headquarters through a senior officer.

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\*In exceptional circumstances these ages may be extended by the Divisional Council.

## 13. UNIFORM

The Tracker Badge, is the letter "T" and is granted by the District Pathfindermaster on the recommendation of the Tracker Leader, and must be worn in cloth form by all ranks of Trackers in uniform. It is worn in the centre of the left hand pocket of the shirt. When the Tracker is not in uniform a metal badge may be worn in the buttonhole of the coat.

The possession of this badge is important as it indicates the wearer is a Tracker. To enable the District Pathfindermaster to remove it on the resignation or suspension of the Tracker the ownership must be retained by the Pathfinder Movement.

A Tracker wears uniform as follows, with the appropriate badge of rank described below:—

*Cap.* Optional. Blue cloth with metal badge sewn in front.

*Shirt.* Khaki with no shoulder straps.

*Tie.* Optional.  $1\frac{1}{2}$  inches wide. Of Group colours.

*Shorts.* Khaki drill.

*Stockings.* Optional.

*Boots, shoes or sandals.* Optional.

*Group Name Tabs.* Optional. When worn they are sewn at the top of the right sleeve.

*Six Colours.* Triangular patch of cloth ( $1\frac{1}{2}$  inch sides) worn point upwards on left shoulder. The patch must be of a single colour and of the same colour for all members of a Six.

*Belt.* Preferably of official pattern without swivels.

*Haversack and Overcoat or Raincoat.* Optional.

When worn the haversack must be worn at the back and not at the side.

The above is the correct Tracker uniform and with the exception of authorised badges and decorations, nothing must be added to it. Correct uniform only must be worn in public. Unauthorised badges, fancy decorations and personal adornments must not be worn. When in camp, Trackers may, at the dis-

Group Tabs. opt.  
1935.



cretion of the Officer-in-charge, wear any convenient clothing, but whenever they appear in public outside the camp limits, they must be properly dressed.

#### 14. *TENDERPAD TRACKER*

To become a Tenderpad Tracker a boy must

- (a) Be between the ages of seven and twelve years.\*
- (b) Know the Tracker Law, the Promise, the Salute and the Grand Howl together with their meaning.

He will then make the following Promise :—

“ I promise to do my best

TO DO MY DUTY TO GOD, MY KING,  
AND MY COUNTRY.† TO KEEP THE  
TRACKER LAW, AND  
TO DO A GOOD TURN TO SOMEBODY  
EVERY DAY.”

He is then a Tenderpad Tracker and is entitled to wear the Tracker Badge and Uniform. (see Rule 13).

The law of the Tracker is :

1. A Tracker gives in to his Leaders.
2. A Tracker does not give in to himself.

The Motto of Trackers is “ Follow.”

#### 15. *ONE RING TRACKER*

Before being awarded his First Ring a Tenderpad must :

- (a) Know the composition of the Flag or Flags of his country and the right way to fly them.  
(Where considered advisable this test may be omitted at the discretion of the District Pathfinder-master).
- (b) Be able to tie the following knots and know their uses :—Reef knot, sheet bend, clove hitch and bowline.
- (c) Turn a somersault, leap-frog over a boy of his own size, bowl a hoop or hop round a figure of eight course, throw a ball first with the right hand and then with the left so that a boy ten yards away may catch it four times out of six, and catch a ball thrown to him from a similar distance.

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\*In exceptional circumstances these ages may be extended by permission of the Divisional Pathfinder.

†Where desired the words “ and to my Chief ” may be added.

- (d) Skip with both feet together thirty times (this must be done backwards, on the toes, and with knees slightly bent—the Tenderpad turning his own rope), and walk a distance of ten yards carrying on his head three books each about 8" by 5" without dropping them.
- (e) Know how and why the hands, feet, nails and teeth should be kept clean, the nails cut, and why he should breathe through the nose.
- (f) Be able to tell the time by clock or sun.
- (g) Have at least three months' satisfactory service as a Tenderpad Tracker.

The Ring is granted by the District Pathfindermaster on the recommendation of the Tracker Leader. It is worn on the right of the Tracker badge on the pocket.

## 16. TWO RING TRACKER

Before being awarded his Second Ring a Tracker must :

- (a) Remember 16 out of 24 small objects after a minute's observation. (Kim's Game).
- (b) Know and be able to point out eight points of the Compass.
- (c) Know and be able to recite one verse of " God save the King " and of " *Nkosi Sikelela i-Afrika* " or of some other National hymn.
- (d) Keep his uniform clean and tidy and be able to sew on a button.
- (e) Make a satisfactory model or useful article from natural material, or carve, knit, net, or weave such an article.
- (f) Carry a verbal message of not less than fifteen words over a defined route and deliver it correctly.
- (g) Do his best habitually to keep the Pack meeting place tidy and to prevent the accumulation of litter.
- (h) Perform recognised toe-touching and knee-bending exercises. Walk a plank 12' by 6" placed at the height of an ordinary table-top above the ground.
- (i) Show how to clean and tie up a cut finger, to cover a scald or burn, and understand the danger of having dirt in a scratch.



- (j) Have at least nine months' satisfactory service as a Tracker.

The Second Ring is granted by the District Pathfindermaster on the recommendation of a qualified and independent examiner (see Rule 69). The Second Ring is worn on the left of the Tracker Badge on the pocket.

17. **TRACKER SECOND**

A second is selected by the Tracker Leader to assist the Sixer (see Rule 18) and to take the place of the latter when he is absent. He wears uniform as in Rule 13 with a yellow stripe 3" long and  $\frac{1}{2}$ " broad worn horizontally two inches above the left pocket.

18. **TRACKER SIXER**

A Sixer is a Tracker appointed by the Tracker Leader to take charge of a Six of Trackers. A Sixer ranks before all other Trackers. He wears uniform as in Rule 13 with two horizontal yellow stripes worn half an inch apart above the left pocket.

19. **SENIOR SIXER**

If desired, one of the Sixers may be appointed Senior Sixer. He wears a third stripe of yellow braid half an inch above his Sixer's stripes.

PATHFINDERS - Dark Blue (1935)

20. **UNIFORM**

The *Pathfinder Badge* is a triangle with projecting base, and enclosing the letter "P." It is issued by the authority of the District Pathfindermaster on the recommendation of the Pathfindermaster. It must be worn in cloth form, on the centre of the left-hand pocket of the shirt, by all ranks of Pathfinders in uniform. When the Pathfinder is not in uniform a metal badge may be worn in the buttonhole of the coat.

The possession of this badge is important as it indicates that the wearer is a Pathfinder. To enable the District Pathfindermaster to remove it on the resignation or suspension of a Pathfinder the ownership must be retained by the Pathfinder Movement.

A Pathfinder wears uniform as follows, with the appropriate badges of rank described below :—

*Headgear.* Optional. When worn it must be either (a) khaki peak cap with flash on front of cap between peak and crown.

or (b) "Smasher" type of khaki hat turned up on the left side and dented from front to back, with flash on the left side.

or (c) khaki Beret with flash on the front.

All members of a Troop must wear the same kind of hat.

*Scarf or Tie.* Of the Troop Colours. The tie should be  $1\frac{3}{4}$ " in width.

All members of a Troop must wear the same kind of neckwear.

*Shirt.* Khaki and without shoulder-straps.

*Shorts.* Khaki drill.

*Stockings.* Optional.

*Boots, shoes or sandals.* Optional.

*Group Name Tabs.* Optional. When worn they are sewn on the right arm at the top of the sleeve.

*Patrol Colours.* Cloth  $1\frac{1}{2}$ " square, worn diagonally on the left shoulder. The patch must be of a single colour and of the same colour for all members of a patrol.

*Belt.* Brown leather with two swivels and metal fastening formed of the Pathfinder emblem.

*Staff.* Approved type of natural wood, not less than 5' in length.

*Lanyard.* Khaki, worn only by Assistant Patrol Leaders, Patrol Leaders and Troop Leaders.

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

The above is the correct Pathfinder uniform and with the exception of authorised badges and decorations nothing must be added to it. Correct uniform only must be worn in public. Unauthorised badges, fancy decorations and personal adornments must not be worn. When in camp Pathfinders may, at the discretion of the Officer-in-charge, wear any convenient clothing,

Group Tabs - opt.  
1935.



but whenever they appear in public outside the camp limits, they must be properly dressed.

## 21. TENDERFOOT PATHFINDER

To become a Pathfinder a boy must

- (a) Be between the ages of twelve and eighteen years.\*
- (b) Know the Pathfinder Law and Promise (See Rule 3), the Signs as given in *First Steps in Scouting*, and the Salutes (See Rule 66).
- (c) Know the composition of the Flag or Flags of the country in which he lives, what they stand for, and how to fly them.  
(In cases where considered advisable this test may be omitted at the discretion of the District Pathfindermaster.)
- (d) Know the Stave Drill, and at least five uses of the Staff.
- (e) Know the following knots and their uses :—  
Reef knot, sheet bend, clove hitch, bowline, sheep-shank and a riem knot in common use.

*Note.*—Instruction for Tenderfoot and Second Class Tests is found in *First Steps in Scouting*.

After enrolment (see Appendix A.) he is a Tenderfoot and is entitled to wear the Tenderfoot Badge and uniform. (See Rule 20).

## 22. SECOND CLASS PATHFINDER

Before being awarded the Second Class Pathfinder Badge, a Tenderfoot must :—

- (a) Have at least three months' satisfactory service as a Tenderfoot.
- (b) Pass the following tests in First Aid and Health Laws :
  - (i) Know the Rules of Personal Cleanliness with special reference to nails teeth, etc. and the importance of fresh air.

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\*In exceptional circumstances these ages may be extended by permission of the Divisional Pathfinder.

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

*Note.*—See *First Steps in Scouting* for most of the above.

The Second Class Badge is a woven Pathfinder badge in purple on a green background and diamond in shape. It is worn on the left arm between shoulder and elbow.

The Badge is granted by the District Pathfindermaster on the recommendation of the Pathfindermaster who is himself allowed to conduct the Tests up to and including Second Class work. (See Rule 69 (b).)

### 23. *FIRST CLASS PATHFINDER*

Before being awarded the First Class Pathfinder Badge, a Pathfinder must :—

- (a) Have at least six months' satisfactory service as a Second Class Pathfinder.



- (b) Be able to swim fifty yards, or where this is not practicable he must have attended regularly a course of physical training involving leg, neck, arm, trunk and breathing exercises for a period of not less than three months.
- (c) Understand the meaning of Thrift and show that he has tried to practise it.
- (d) Send and receive a message either in Morse (at a rate of fifteen letters a minute) or in Semaphore (at a rate of twenty letters a minute). He must also understand the calling-up sign ( $\overline{VE}$ ) and its answer (K), the general answer, the end of message sign (AR) and its answer (R), the alphabetical check for numerals and the "erase" signal.
- (e) Estimate, without apparatus and within 25% error, areas, distances, heights, numbers and weights.
- (f) Pass the following tests in First Aid :
- (i) Know the position of the main arteries (names unnecessary) and be able to stop bleeding.
  - (ii) Know how to apply First Aid to fractures.
  - (iii) Demonstrate correctly how to revive a person apparently drowned or suffering from electric shock or lightning.
- (g) Know the proper methods of dealing with the following emergencies :—Fire (including veld fire), drowning, runaway vehicles, fits, fainting, electric shock, lightning and sewer gas.
- (h) Cook satisfactorily over an open fire a stew or curry, beans, pumpkins, mealies and rice, and also make bread.
- (i) Know the correct map signs for marking railways, habitations, bridges, vleis, paths and roads, cultivated lands, fences, woods, churches, kopjes, telegraph wires, wells, windmills, rivers, drifts, post offices and telegraph offices.

Be able to draw an intelligible rough sketch map, to point out a compass direction without the help of a compass, and to be able to tell the time by the sun.

- (j) Use an axe for felling or trimming light timber, or make an article of carpentry, joinery or metal, such article to have been made especially for the purposes of this test.
- (k) Train satisfactorily a Tenderfoot.

*Note.*—Instruction in the above tests will be found in *First Class Tests and How to Run a Troop*.

The First Class Badge is a woven Pathfinder badge in royal blue on a red background and diamond in shape. It is worn above the Second Class badge on the left arm between shoulder and elbow.

The Badge is granted by the Divisional Pathfinder on the recommendation of the District Pathfindermaster and a recognised Examiner (see Rule 69). Pathfinder-masters are not allowed to examine their own boys in First Class tests.

#### 24. CHIEF'S CORD

Before being awarded the Chief's Cord a Pathfinder must possess :

- (a) The First Class Badge,
- (b) The Ambulance and Guide Proficiency Badges,
- (c) Two further Proficiency Badges from each of the four Groups. (See Rule 71).

The Chief's Cord is royal blue and gold with two gold tassels ; it is awarded by the Chief Pathfinder on the recommendation of the Divisional Council, and it is worn round the neck with the tassels held in place above the left side of the left pocket by a small khaki strip 1" by  $\frac{1}{4}$ ".

#### 25. ASSISTANT PATROL LEADER

An assistant Patrol Leader is selected by his Patrol Leader (see Rule 26) to be his assistant and to take command of the Patrol in his absence.

He wears uniform as in Rule 20 with a single red horizontal stripe 3" by  $\frac{1}{2}$ " worn 2" above the left pocket



## 26. PATROL LEADER

A Patrol Leader is appointed to the command of a Patrol by the Pathfindermaster. (See also Rule 55.)

He wears uniform as in Rule 20 with two red horizontal stripes worn half-an-inch apart above the left pocket.

## 27. TROOP LEADER

If desired, one of the Patrol Leaders may be appointed as Troop Leader by the Pathfindermaster to assist in the general management of the Troop. There is no age qualification, but the following considerations must be taken into account :—

The Troop Leader should have:

- (a) Ability to command,
- (b) A general knowledge of "Scouting for Boys."
- (c) At least six months' service as a Patrol Leader, and
- (d) At least the rank of Second Class Pathfinder.

He wears a third red stripe  $\frac{1}{2}$ " above his Patrol Leader's stripes.

~~SENIOR PATHFINDERS~~\* ROAMERS (1933)  
(Marson) 1935.

## 28. AIMS

Senior Pathfinder training is a continuation of that given to Trackers and Pathfinders with the same objects as are laid down in Rule 2 but with a wider outlook and with the added object of helping Senior Pathfinders to make useful careers for themselves.

## 29. FORMATION OF ~~SENIOR PATHFINDER~~ CREW

Senior Pathfinder Crews may be independent or attached to "Groups" consisting of Trackers and Pathfinders (see Rule 11). No ~~Senior Pathfinder~~ Crew can be formed without the consent of the Divisional Pathfinder who must satisfy himself that there will be adequate supervision by a warranted ~~Senior Pathfinder~~ Leader or other suitable person.

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\*The term "Senior" is used until a special name for the Senior Pathfinder Branch is decided upon by the Pathfinder Headquarters Council.

### 30. UNIFORM

All ranks of ~~Senior Pathfinders~~ wear the cloth Pathfinder badge on the centre of the left pocket. (See Rule 20). When the ~~Senior Pathfinder~~ is not in uniform a metal "S.P." badge may be worn in the buttonhole of the coat. (See Rule 32 (ii).)

The possession of this badge is important as it indicates the wearer as a Pathfinder. To enable the District Pathfindermaster to remove it on the resignation or suspension of a ~~Senior Pathfinder~~ the ownership must be retained by the Pathfinder Movement.

A ~~Senior Pathfinder~~ wears uniform as follows, with the appropriate badges of rank described below:—

*Headgear.* As for Pathfinders (See Rule 20).

*Scarf or Tie.* As for Pathfinders. (See Rule 20).

*Shirt.* Khaki, with shoulder straps and two patch pockets.

*Shorts.* Khaki.

*Stockings.* Optional. Any plain colour.

*Boots, Shoes or Sandals.* Optional. Black or brown.

*Group Name Tabs.* Worn on the right arm at the top of the sleeve.

*Patrol Colours.* As for Pathfinders. (See Rule 20).

*Belt.* As for Pathfinders. (See Rule 20).

*Staff.* As for Pathfinders (See Rule 20) or a Thumbstick may be carried instead.

*Lanyard.* Khaki. Worn round the left shoulder.

*Haversack and Overcoat or Raincoat.* Optional as for Pathfinders. (See Rule 20).

The above is the correct ~~Senior Pathfinder~~ uniform and with the exception of authorised badges and decorations nothing must be added to it. Pathfinder proficiency badges may not be worn. Correct uniform only must be worn in public. Unauthorised badges, fancy decorations and personal adornments must not be worn. When in camp ~~Senior Pathfinders~~ may wear any convenient clothing when not on parade, but whenever they appear in public outside the camp limits, they must be properly dressed.

### 31. SENIOR PATHFINDER-NOVITIATE

To become a ~~Senior Pathfinder~~-Novice the applicant must :

Group Name Tabs. opt.  
1935.



- (a) Be at least eighteen years of age. (When a slightly younger person is thought capable of benefiting by the training of the ~~Senior Pathfinder~~ branch the ~~Senior Pathfinder~~ Leader, or Group Pathfindermaster, may recommend him to the Divisional Pathfinder who will, if he thinks fit, give permission for the applicant to proceed with the other conditions of membership.)
- (b) Have passed the Tenderfoot and Second Class Pathfinder tests. (These need not have been passed with a Pathfinder Troop but they form the basis of the ~~Senior Pathfinder's~~ training.)

### 32. ~~TENDERFOOT SENIOR PATHFINDER~~

To become a Tenderfoot ~~Senior Pathfinder~~ the ~~Senior Pathfinder~~ Novice should :

- (a) Have studied the Chief Scout's interpretation of the Scout Law for Rover Scouts.
- (b) Have studied the aims and ideals of the Movement, viz.: Service and Co-operation. (See *Scouting for Boys* and *Rovering to Success*.)
- (c) Know the underlying principles of the Governmental structure of his Country.
- (d) Have taken part in at least three week-end hikes or one week-end camp under instruction. (First Class Pathfinders are excused this test).
- (e) Have had some process of self-examination (in the form of a vigil or otherwise.)
- (f) Have had at least three months' satisfactory service with the Senior Pathfinder Crew.

When the ~~Senior Pathfinder~~ Leader is satisfied that the ~~Senior Pathfinder~~ Novice has been satisfactorily prepared for enrolment as a ~~Senior Pathfinder~~, the ~~Senior Pathfinder~~ Novice is then invested as a ~~Senior Pathfinder~~, making or re-affirming the Pathfinder Promise (see Rule 3), and he will then be entitled to wear the ~~Senior Pathfinder~~ Uniform and Badges. (See Rule 30).

These badges are issued by the District Pathfindermaster on the recommendation of the ~~Senior Pathfinder~~ Leader, and are as follows :

- (i) Metal bar with "S.P." thereon worn below the hat flash.
- (ii) Metal buttonhole badge, to be worn in mufti, similar to the Pathfinder Badge but with the letters "S.P." in the centre of the emblem.

A ~~Senior Pathfinder~~ may continue to act as Patrol Leader in his Pathfinder Troop if desired by the Pathfinder-master.

A ~~Senior Pathfinder~~ may become a warranted Pathfinder Officer without ceasing to be a member of his Crew, but the possession of a warrant does not give him precedence as a ~~Senior Pathfinder~~.

### 33. "A.I." ~~SENIOR PATHFINDER~~

Before being awarded the "A.I." ~~Senior Pathfinder~~ Badge a ~~Senior Pathfinder~~ must :

- (a) Either be able to swim 200 yards or possess the Rambler's Proficiency Badge. (See Rule 72.)
- (b) Study the prescribed course on the social needs of the Community (with special reference to moral and social problems), Hygiene and First Aid.
- (c) Pass the standard of proficiency in First Aid as defined by the S.A. Red Cross Society, or the Order of St. John.
- (d) Pass the tests for the Camper's Proficiency Badge. (See Rule 70.)
- (e) Estimate without apparatus and within 25% error, areas, distances, heights, numbers and weights.
- (f) Show that for at least two months he has kept a simple account of his personal income and expenditure, and that he knows how to take care of trust funds.
- (g) Show that he :
  - (i) Has an appreciation of the principles, aims and methods of Pathfinder training in its three main branches.
  - (ii) Understands how to run a Troop, with special reference to the Patrol system, the



the management of Troop finance and the keeping of Troop records.

- (iii) Has qualified for the ~~Senior Pathfinder~~ Instructor Badge (see Rule 72), or has carried out for at least six months some form of regular service to the community.
- (h) Pass the tests for two of the Public Service Pathfinder Proficiency Badges. (See Rule 71).
- (i) Have at least twelve months' satisfactory service as a ~~Senior Pathfinder~~.

These tests must have been conducted by qualified and independent examiners (see Rule 69). The Badge is as for a First Class Pathfinder (see Rule 23) but with "S.P." in the centre of the emblem. It is issued by the Divisional Pathfinder on the recommendation of the District Pathfindermaster and is worn on the left sleeve between shoulder and elbow.

#### 34. *SECOND MATE*

A Second Mate is selected by the Mate (see Rule 35) to be his assistant and to take charge of the Patrol in his absence. He wears uniform as in Rule 30 with a single green horizontal stripe 3" long and  $\frac{1}{2}$ " wide, worn 2" above the left pocket.

#### 35. *MATE*

A Mate is elected by the Patrol, subject to the confirmation of the ~~Senior Pathfinder~~ Leader.

He wears uniform as in Rule 30 with two green horizontal stripes 3" long and  $\frac{1}{2}$ " wide, worn 2" above the left pocket and  $\frac{1}{2}$ " apart.

#### 36. *SENIOR MATE*

Where there are more than two ~~Senior Pathfinder~~-Patrols in a Crew a Senior Mate may be appointed with the approval of the ~~Senior Pathfinder~~ Leader.

He wears a third green stripe  $\frac{1}{2}$ " above his Mate's stripes.

#### 37. *HONORARY MEMBERSHIP*

If occupation, age or other circumstances prevent a ~~Senior Pathfinder~~ from taking an active part as a member of his Crew, he can become an Honorary Member, in which capacity he will continue to do his best to carry

out the Pathfinder ideal in his daily life. He can remain a member of the Pathfinder brotherhood up to any age.

## OFFICERS

### 38. *UNIFORM*

*Group Officers* wear uniform as described in Rule 20 together with the appropriate shoulder straps and hat flash. (See Rules 41-44).

*Lady Officers* (see rule 45) wear as above, but substitute khaki "skirt" for "shorts."

*District and Senior Officers* wear uniform as follows :

*Hat.* District Officers—Scout Hat with dark blue puggaree.

Divisional Officers and the Chief Pathfinder—Scout Hat with white puggaree.

In each case the appropriate flash is worn. (See rules 46-48).

*Scarf or Tie.* Khaki tie, if worn.

*Shirt.* Khaki with two appropriate shoulder-straps.

*Shorts.* Khaki.

*Stockings.* Khaki.

*Boots or shoes.* Black or brown.

*Belt.* According to official pattern. (See Rule 20.)

*Walking stick, Thumbstick or Staff.*

*Lanyard.* Khaki and worn round left shoulder.

No uniform except as described above, with authorised badges and decorations may be worn on parade. In all cases, provided that the wearer has taken the Pathfinder Promise, the Tracker or Pathfinder Badge is worn in the centre of the left breast pocket of the shirt.

The badges of two or more ranks may not be worn at the same time.

Officers who have received their warrants must not wear Pathfinder Proficiency Badges. This does not apply to Service Stars or Decorations. The appropriate Badges of Rank are described under each rank.

### 39. *OFFICER'S PROMISE*

All Officers on appointment must make the following



promise in the presence of a senior Officer :

“ On my honour I promise that I will do my best :—  
TO DO MY DUTY TO GOD, THE KING,  
AND MY COUNTRY.  
TO HELP OTHER PEOPLE AT ALL  
TIMES, AND  
TO CARRY OUT THE SPIRIT OF THE  
PATHFINDER LAW.”

## EXECUTIVE RANKS

### 40. WARRANTS

Warrants signed by the Chief Pathfinder are issued by Pathfinder Headquarters to officers of executive rank, viz.:—Tracker Leader, Pathfindermaster, Senior Pathfinder Leader, Group Pathfindermaster, District Pathfindermaster and Divisional Pathfinder, and Assistants in all cases. (See Rules 41 to 47). Warrants for such officers (except Divisional Pathfinders) are ~~issued~~ *endorsed* (1923) annually on the recommendation of the Divisional

*D* Pathfinder. *M. or other Senior Officer.*

In view of the responsibility to parents and of the dangers which have been found to exist, Divisional Pathfinders and District Pathfindermasters should take every precaution to ensure that no one whose moral character is open in any way to suspicion is admitted into the Movement, and they should show no false mercy in any case where such a person has gained admission.

Divisional Pathfinders are appointed by the Chief Pathfinder on the recommendation of the Divisional Council concerned. Warrants of officers giving up work must be returned, through the Divisional Secretary, to Pathfinders Headquarters, for cancellation. When cancelled, the warrant may be returned to the holder, if he wishes to preserve it, at the discretion of Pathfinder Headquarters.

When a Warranted Officer changes his rank in the same Group, or takes up work with another Group or in another area, the appointment is to be treated as a new one and his old warrant must be returned by the

Divisional Secretary of his area to Pathfinder Headquarters for cancellation.

All warrants remain the property of the Pathfinder Movement, and must be returned to the Divisional Secretary on demand without his being called upon to state any reason.

#### 41. TRACKER LEADER

*A Tracker Leader* is a person who holds a warrant as Tracker Leader, issued by Pathfinder Headquarters, and is in charge of the Pack of Tracker Pathfinders indicated on the warrant. The qualifications are the same as those required for Pathfindermasters. (See Rule 42).

*Assistant Tracker Leader.*

The qualifications are the same as those required for Assistant Pathfindermasters. (Rule 42).

*Uniform :* as laid down in Rule 38.

*Badges :* Tracker Leader :—As for Pathfindermaster but with “ T ” in the centre of the emblem and shoulder-straps.

Assistant Tracker Leader :—As for Assistant Pathfindermaster but with “ T ” on flash and shoulder-straps.

#### 42. PATHFINDERMASTER

*A Pathfindermaster* is a person who holds a warrant as Pathfindermaster, issued by Pathfinder Headquarters, and is in charge of the Troop of Pathfinders indicated on the warrant.

*Qualifications :* He must :

- (a) Have an appreciation of the aims and methods of the Pathfinder Movement.
- (b) Have personal standing and character such as will ensure a good influence.
- (c) Be at least twenty years of age.
- (d) Have passed the Second Class Pathfinder Tests, and have served three months' probation after taking the Pathfinder Promise. (The Tests need not necessarily have been passed in a Troop).



- (e) Be in a position to obtain a meeting-place for his Troop.
- (f) Have held a warrant as Assistant Pathfinder-master for at least three months.
- (g) Be able to satisfy his District Pathfinder-master that he has successfully run a Troop on approved lines for at least three months.
- (h) Give a satisfactory display with his Troop.

*Assistant Pathfindermaster.*

*Qualifications :* As for a Pathfindermaster (a), (b) and (d), and he must be at least eighteen years of age.

*Uniform :* As laid down in Rule 38.

*Badges :* Pathfindermaster :—Black hat-flash with white Pathfinder emblem. Black shoulder-straps with white lettering. Metal buttonhole badge with red "P" and border.

Assistant Pathfindermaster :—Red hat-flash with green Pathfinder emblem. Red shoulder-straps with green lettering. Metal buttonhole badge with red "P."

ROAMER

#### 43. ~~SENIOR PATHFINDER LEADER~~

A ~~Senior Pathfinder Leader~~ is a person who holds a warrant as ~~Senior Pathfinder Leader~~, issued by the Pathfinder Movement, and is in charge of the ~~Senior Pathfinder Crew~~ indicated on the warrant.

*Qualifications :* He must :

- (a) Have a general knowledge of these Regulations and of the books *Scouting for Boys* and *Rovering to Success*.
- (b) Have a full appreciation of the religious and moral aims underlying the Pathfinder scheme of training.
- (c) Have a general knowledge of the social needs of the community in his neighbourhood and ability to find opportunities of service for his ~~Senior Pathfinders~~.
- (d) Be a person of good standing, character and experience of life and able to lead young men, understanding what principles of leadership are so involved.

- (e) Be at least thirty years of age. (The Divisional Pathfinder may, in exceptional circumstances and if he thinks fit, recommend the granting of a warrant to a person not less than twenty-five years of age.)
- (f) Have served at least six months with a Crew.
- (g) Be acceptable to the members of the Crew concerned.
- (h) Be in a position to obtain a meeting place for his Crew.

*Assistant ~~Senior Pathfinder~~ Leader.*

*Qualifications :—*

As for a ~~Senior Pathfinder~~ Leader (a), (b), (c), (d), (f) and (g), and he must be at least twenty-five years of age.

*Uniform :* As laid down in Rule 38.

*Badges :* ~~Senior Pathfinder~~ Leader :—As for Pathfindermaster but with "S.P." interwoven on the emblem of the hat-flash and on the shoulder-straps. "R"

Assistant ~~Senior Pathfinder~~ Leader :—As for Assistant Pathfindermaster with "S.P." on hat-flash and shoulder-straps. "R"

#### 44. GROUP PATHFINDERMASTER

A *Group Pathfindermaster* is a person who holds a warrant as Group Pathfindermaster, issued by Pathfinder Headquarters, and is in control of the Group indicated on the warrant. He exercises general supervision over all sections of the Group, but delegates as much responsibility as possible in the actual management of the sections to the persons in charge of them. Usually he will himself be in charge of one section of the Group. The admission, suspension and dismissal of a Pathfinder in any section rests with the Group Pathfindermaster, but in a case of suspension or dismissal the Pathfinder has a right of appeal to the Divisional Pathfinder.

*Qualifications :—*

Normally as for a Pathfindermaster but the Divisional Pathfinder may, if he thinks fit, appoint any suitable person.

(There is no rank of Assistant Group Pathfindermaster.)



*Uniform* : As laid down in Rule 38.

*Badges* : There are no special Group Pathfindermaster's Badge. Badges of the Officer's ordinary rank will be worn. (See Rules 41, 42, 43.)

#### 45. *LADY OFFICERS*

In certain cases it is permissible for ladies to receive warrants as Tracker Leaders or Pathfindermasters, but in no circumstances can they be appointed as Senior Pathfinder Leaders or as Group Pathfindermasters. (See also Rule 38.)

#### 46. *DISTRICT PATHFINDERMASTER COMMISSIONER (1935)*

The Divisional Pathfinder may (after consultation with a local or District Committee, where such exists) appoint a Pathfindermaster, or other suitable person, to assist him by taking control of a number of Pathfinder Troops in a District or to undertake such other duties as he may define. Normally the duties of a District Pathfindermaster or Assistant District Pathfindermaster are :—

- (a) To visit Groups and advise them how best to conduct their work on approved Pathfinder lines.
- (b) To organise the general training of all Pathfinders in his district.
- (c) To test the wearer of any Badge (Rank or Proficiency) in his knowledge of the work and to withdraw the Badge where he finds such knowledge deficient.
- (d) To secure the harmonious co-operation of Local Committees and Officers.
- (e) To report to the Divisional Pathfinder the suspension of any Group or section, Member or Officer thereof, pending the holding of any formal enquiry.
- (f) To foster and encourage the progress of the Pathfinder Movement generally throughout his district.
- (g) To visit and supervise all Pathfinder Camps held in his district.

*Uniform* : See Rule 38.

*Badges* : District Pathfindermaster :—Brown hat-flash with yellow Pathfinder emblem. Brown shoulder-straps with yellow lettering. Metal buttonhole badge with brown "P" and border. Assistant District Pathfindermaster :—Green hat-flash with yellow Pathfinder emblem. Green shoulder-straps with yellow lettering. Metal buttonhole badge with brown "P."

47. **DIVISIONAL PATHFINDER COMMISSIONER (1935)**

A *Divisional Pathfinder* is appointed by the Chief Pathfinder on the recommendation of a Division to act as his representative in the Divisional Council, and to be Chairman of the Divisional Council. (See Rule 9 ii a.)

The duties of a *Divisional Pathfinder* are to foster, encourage and supervise generally the Movement throughout the Division; and wherever possible to arrange annual Divisional Training Camps and Classes. He also has power to recommend the issue or withdrawal of warrants in the Division and to recommend to the Chief Pathfinder the appointment of one or more Assistant *Divisional Pathfinders* to assist him in his duties.

*Uniform* : (See Rule 38.)

*Badges* : *Divisional Pathfinder* :—Light blue hat-flash with green Pathfinder emblem. Light blue shoulder-straps with green lettering. Metal button-hole badge with light blue "P" and border.

Assistant *Divisional Pathfinder* :—Grey hat-flash with yellow Pathfinder emblem. Grey shoulder-straps with yellow lettering. Metal button-hole badge with light blue "P."

48. **THE CHIEF PATHFINDER**

The Chief Pathfinder is elected by the Pathfinder Headquarters Council. He is Chairman of the Pathfinder Headquarters Council and in him is vested the executive control of the Movement. (See Rule 8 iii a.)

The Chief Pathfinder appoints all Officers and has power to cancel any appointment where such action is



desirable in the interests of the Pathfinder Movement.  
(See Rule 40.)

*Uniform:* As laid down in Rule 38.

*Badges:* Royal blue hat-flash with gold Pathfinder emblem.  
Royal blue shoulder-straps with gold Pathfinder emblem. Gold buttonhole badge, blue enamel with gold "P" and border.

The Chief Pathfinder also wears as his badge of office a gold-mounted lion's claw attached to the Pathfinder badge and worn round the neck on Royal blue ribbon.

#### NON-EXECUTIVE RANKS

#### 49. METHODS OF APPOINTMENT

A Divisional Pathfinder has power to confer on suitable persons the following Non-Executive ranks: Chaplain, Examiner, Instructor, Surgeon, Chairman of District Committee, Secretary of Divisional Council, Secretary of District Committee.

A Divisional Secretary is appointed by the Divisional Council concerned; the Secretary of the Pathfinder Headquarters Council is appointed by the Pathfinder Headquarters Council. (See Rule 8 v.) Honorary Presidents and Honorary Vice-Presidents may be elected by Divisional Councils. (See Rule 9 v.)

No person under the age of eighteen years may be admitted to any office named in this Regulation, and care must be taken to see that only suitable persons of good repute are appointed to hold office within the Movement.

No warrants are issued to those holding Non-Executive rank.

*Uniform:* As in Rule 38. Uniform may be worn only by those who have taken the Pathfinder Promise.

*Badges:* Yellow hat-flash with green Pathfinder emblem. Yellow shoulder-straps with green lettering. Metal buttonhole badge with green "P" and border.

#### IV. GENERAL RULES

#### 50. BANDS

Bands are not necessary for good Pathfinding and they should be used sparingly. They must not play when

passing churches (during the hours of service), hospitals, or any house where there is known to be illness, and they must not play anywhere without special permission between the hours of 9.0 p.m. and 7.0. a.m.

Bugle practice must not take place within 600 yards of any inhabited building.

51. *BATHING*

Bathing parades can only be held if the officer-in-charge has made every provision for the safety of his boys. He must first satisfy himself that the bathing-place is safe, and must always arrange for a picket of at least two competent people to be on duty in case of need.

52. *CAMPS*

When a Camp has been arranged full particulars must be sent to the District Pathfindermaster, and, if it is in another district, also to the District Pathfindermaster of the district in which the Camp is to be held. The permission of both officers is necessary. Arrangements must be made so that no two boys have to sleep together, and it is advisable for some form of clean waterproof shelter to be at hand in case of bad weather. In the case of Tracker Camps there should never be less than two adults in the camp, and, as far as possible, one adult for every six Trackers. Camp-raiding in all its forms is strictly forbidden.

53. *CENSUS*

An annual Census is taken from the Annual Registration returns on September 30th. Any troop which has not sent in its Returns for the current year is deemed to have lapsed. A Registration fee fixed by the Divisional Council concerned for each Pathfinder Troop, Tracker Pack, and Senior Pathfinder Crew is payable at the time of sending in the Returns. (See Rule 65.)

54. *CORRESPONDENCE*

As far as possible correspondence on Group matters should be sent to the next senior officer of the district concerned.

Officers desiring to communicate with other Divisions on Pathfinder business should only do so through the Divisional Secretaries concerned.



The Chief Pathfinder may only be approached on Pathfinder business through a Divisional Pathfinder.

Correspondence for the Pathfinder Headquarters Council should be sent to "The Secretary, Pathfinder Movement, P.O. Box 631, Johannesburg."

All orders for Pathfinder Badges must first be countersigned by the District Pathfindermaster of the District in which the Troop is situated.

Orders for books and other equipment may be sent either to the Divisional Secretary or direct to "The Manager, Equipment Department, Pathfinder Movement, P.O. Box 631, Johannesburg," and must be accompanied by the necessary cash.

#### 55. *COURT OF HONOUR*

The Court of Honour deals with internal matters of discipline and administration including finance. The Cash book (See Rule 64 e,) should be produced at each meeting, and Minutes should be kept. (See Rule 64 d.) All proceedings of the meeting are secret and may not be divulged.

The Court consists of all Patrol Leaders and senior officers. Assistant Patrol Leaders may be admitted if thought desirable. A Chairman and Secretary should be elected, but all decisions are subject to the approval of the Pathfindermaster.

It is strongly recommended that whenever possible a Savings Bank account should be opened in the name of the Troop.

#### 56. *CREDIT*

No Troop may purchase equipment or other property on anything but a cash basis. The use of the hire-purchase system by Troops is strictly forbidden.

#### 57. *DISCIPLINE*

Pathfinders are expected at all times to behave in an orderly manner. Smoking on parade or during a meeting is forbidden.

#### 58. *FLAGS*

Troop Flags are blue with white lettering. The Pathfinder emblem is in the centre with the word "FORWARD"

beneath. The word "Pathfinder" is above the emblem and the name of the Troop is placed at the bottom. The size of the Flag is 3' 10" by 3' and when carried it is placed on a pole not more than 7 feet long.

In addition to the Troop Flag, the flag or flags of the country only may be carried.

#### 59. *GIRL WAYFARERS*

The constitution, organisation and finance of the Girl Wayfarers Association are entirely separate from those of the Pathfinder Movement. Except by the special permission of the District Pathfindermaster, Pathfinders may not parade with Girl Wayfarers.

#### 60. "PATHFINDERS' OWN"

This is a gathering of Pathfinders for the worship of God and for the promotion of a greater realisation of the Pathfinder Law and Promise; but it is supplementary to, and not instead of, the religious observances referred to in Rule 5 (b).

#### 61. *PATHFINDER'S PRAYER*

The following Prayer is authorised and may be used at Parades and at other times if desired:

"O GOD our Father, Who hast given us Jesus Christ the Great Pathfinder, may we ever follow at Thy call, fight like men against temptation, and go forward in Thy service. Bless our Brother Pathfinders, and help us daily to keep our Promises and Laws; through Jesus Christ our Lord. Amen."

#### 62. *PUBLICATIONS AND LITERATURE*

The official publication of the Movement is *The Pathfinder* which is issued about ten times a year. All Headquarters notices and other announcements of an official nature are published in this paper, and every Officer at least should possess a copy. Orders may be placed with the Secretaries of Divisional Councils who will supply terms on application.

Other Literature published by the Movement includes a Pamphlet for those wishing to start Pathfinder Troops.



It may be obtained on application to the Divisional Secretaries.

Officers should obtain from their Divisional Headquarters books and charts published by the Boy Scouts Association—most of these will be found suitable for Pathfinder work.

### 63. RAILWAY CONCESSION TICKETS

Pathfinders *in uniform* travelling on Pathfinder business are entitled to a concession on the South African Railways under Railway Regulations, Clause 93 (ii). There are further reduced terms for parties of not less than ten Pathfinders travelling together in the charge of a responsible person. Further information may be obtained on enquiry at the nearest Railway station.

In each case the Concession form must be signed by an Officer of the Movement nominated for the purpose by the Divisional Pathfinder.

Members of the Pathfinder Headquarters and Divisional Councils may obtain advantage of the Concession applicable to Pathfinders when travelling by rail to attend meetings provided that the recognised badge of the Movement is worn and a letter of authority obtained from the office of the System Manager, S. A. R. & H., Johannesburg, for each Council Meeting authorising the departure from the prescribed condition which ordinarily governs the issue of a Concession.

### 64. RECORDS

Each Troop, Pack and Crew must possess and keep up-to-date the following Records, which must be produced for inspection when asked for by a Senior Officer of the Movement :

- Boys' Record Card*
- (a) A Register of Membership in which is recorded the name and address of every boy in the Troop, the date on which he joined, the dates on which he passed tests or received promotion, and such other particulars as may be desirable.

Note :—Where concerts or displays are held to raise funds, a detailed account of

receipts and expenditure must be sent<sup>e t</sup> to the District Pathfindermaster.

- (b) A Register of attendances.
- (c) A Log Book in which are recorded events of general Troop interest.
- (d) A Minute Book of the Court of Honour.
- (e) A Cash Book, in which all monetary transactions are recorded and which is produced at each meeting of the Court of Honour. (See Rule 53.)
- (f) A Savings Bank Book (where an account has been opened). (See also Rule 55.)

65. **REGISTRATION**

Application for the Registration of a Troop, Pack or Crew is made on the form supplied by the Divisional Secretary. It must be accompanied by the registration fee. (See Rule 53.) At the end of three months it may on the recommendation of the District Pathfindermaster be registered by the Divisional Council.

Registration is valid for one year only, and becomes renewable on September 30th of each year when the Census form must be properly filled in and returned to the Divisional Secretary, with the registration fee for the current year. Troops, Packs or Crews, which fall into arrear with their registration fees automatically cease to be recognised as part of the Movement.

66. **SALUTES**

*Methods :*

- (a) The Full Salute is given showing the open hand raised vertically to the head.
- (b) The Half Salute, or Pathfinder Sign, is given with the open hand raised vertically to the shoulder.
- (c) When staves are carried, the salute is given by carrying the left hand horizontally across the body to touch the staff.
- (d) When a Troop is on the march the salute is given by the Officers only as in (a) of this Regulation and the Troop is given the command "Eyes Right (or Left)." The order "Eyes Front" is not



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