

The Boy Scouts Association The Canadian General Council



POLICY, ORGANIZATION AND RULES FOR CANADA

This e-edition is based on the 1919 rules governing Scouting in Canada. It was originally published as part of the “Handbook for Canada”, a 600+ page comprehensive guide to the then emerging Canadian Scouting program that included information for both the leaders as well as the Scouts.

The articles concerning educational and religious policies as well as the article regarding the non-military nature of the organization have been slightly edited for brevity and clarity. Page references throughout the text refer to the pages in the original paper edition and have no bearing on this e-edition. They have been replaced where possible with references to the section, subsection or other point in the text, but a complete reference correction in an illustrated book of this size is simply beyond the scope of volunteer work of which this edition is a product.

As with all other historical texts, the reader should consider the customs, terminology and practices current at the time this document was originally published. The editors would like to thank Scouters Mike Maloney and Karl Pollak for their contribution in preparing this edition.

First published in 1919

This e-edition prepared from the original
by



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POLICY, ORGANIZATION AND RULES FOR CANADA

The Policy, Organization and Rules heretofore governing the work of the Boy Scouts' Association in Canada have been contained in a booklet entitled Policy, Organization and Rules for Canada, which was published in April, 1916, under the authority of the Canadian General Council and with the approval of the Committee of the British Headquarters Council.

It is, however, intended that the statement of aims and of religious, educational, non-political and non-military policy, contained in the Introductory chapter of the present Handbook, together with the statement of the Plan of Organization, Officers and Ranks, Badges, Decorations, and Rules appearing in the first chapter, shall take the place of the Policy, Organization and Rules for Canada, 1916.

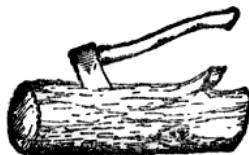
By comparison it will be observed that the general principles and plan of organization heretofore in force have been adhered to, but that the statement here presented embodies a number of changes which have been made since 1916 in the booklet of Policy, Organization and Rules, published by the British Headquarters, and includes besides a few other changes which have been made in order to bring the system of training more fully into conformity with Canadian conditions and requirements.

These changes have all been adopted after consultation both with the British Headquarters and with those actively engaged in Scouting work in Canada and have been considered also by a special committee before being approved by the Executive Committee of the Canadian General Council. It is, accordingly, desired that no time shall be lost in bringing the work into conformity with the system set forth in the present Handbook.

To this end the Policy, Organization and Rules for Canada, 1916, heretofore in force, have been withdrawn.

The present Chapter comprises the authorized statement of the Policy, Organization and Rules governing the work of the Boy Scouts Association in Canada, sanctioned by the Executive Committee of the Canadian General Council in virtue of powers vested in this Council by Act of Parliament, and approved by the Committee of the Headquarters Council in the United Kingdom.

The rules governing the work of the junior branch of the Association known as the Wolf Cubs are published separately by the Canadian General Council. Reference is made to the Wolf Cubs on pages 13 and 35 of the present Handbook and their place in the Association's work is also indicated on the chart appearing on page 33.



GENERAL PRINCIPLES

Sec. 1. Aims

The aim of the Boy Scouts Association is to develop good citizenship among boys by forming their character-training them in habits of observation, obedience and self-reliance — inculcating loyalty and thoughtfulness for others — teaching them services useful to the public and handicrafts useful to themselves and promoting their moral and physical development by true comradeship and by healthy open air pursuits and games. The motto of the Association is "Be Prepared," which means that the Scout is to be always in a state of readiness in mind and body to do his duty and meet any emergency.

Sec. 2. Age Limits

The limits of age for enrolment of Scouts are 11 to 18. This rule does not imply, however, that a Scout, when he reaches the age of 18, must leave a troop.

Sec. 3. Promise and Law

The promise which every boy takes on joining this Association is in the terms following:

On my honour I promise that I will do my best —
To do my duty to god and the king,
To help other people at all times,
To obey the scout law.

The Scout Law is as follows:

1. A Scout's honour is to be trusted.
2. A Scout is loyal to the king, and to his officers, and to his parents, his country, his employers, or to his employees, and his comrades.
3. A Scout's duty is to be useful and to help others.
4. A Scout is a friend to all, and a brother to every other scout.
5. A Scout is courteous.
6. A Scout is a friend to animals.
7. A Scout obeys orders of his parents, patrol leader, or scoutmaster without question.
8. A Scout smiles and whistles under all difficulties.
9. A Scout is thrifty.
10. A Scout is clean in thought, word, and deed.

Sec. 4. Officer's Promise

All Scout officers, on appointment, are expected to promise on their honour to —

1. Do their Duty to God and the King.
2. Help other people at all times.
3. Carry out the spirit of the Scout Law.

Sec. 5. Membership

Membership in the Boy Scouts Association in Canada is open to British subjects of all classes and denominations and comprises members of the Canadian General Council, members of the several Provincial Councils, members of the various District Councils and Local Associations, all officers properly holding warrants and officers holding honorary rank, together with all Scouts and Wolf Cubs registered by Local Associations (see sec. 13 (c)) or with the several Provincial headquarters. Any question arising with reference to the membership of any individual, other than membership in the Canadian General Council, shall be determined by the respective Provincial Councils.

The Association is anxious to promote international peace by entering into friendly relations with organizations outside the British Empire which have similar aims in view, and to exchange visits, correspondence and ideas with them, but it is not permitted to extend affiliation to foreign societies or membership in the Association to aliens. Alien friends may be attached to troops as honorary members but should not be granted badges of rank.

Sec. 6. Educational Policy

Scoutcraft has not been put forward as a substitute for schooling; its purpose is rather to utilize the boy's time out of school, which after all is in the ratio of four to one to the time he spends within school walls. To many minds the term education suggests schools and schoolrooms, as to others religion suggests church. But Scouting also is in the truest sense educative. True, its method is different from that of the formal instruction given in schools, but recent years have seen great changes in educational methods and the future in all probability will see many more.

"The most effective kind of education," says Dr. Charles W. Eliot, "is obtained at every stage not by listening or reading, but by observing, comparing and doing. The very best kind of education is obtained in doing things oneself under competent direction." Scouting gives this kind of direction and guidance along various lines and therein lies part of the secret of its remarkable success. Many men of eminence in the teaching profession are giving their hearty support to this work as a supplementary means of attracting a boy's interest, of stimulating his ambition, of fixing in him habits of observation, honour and duty and of vocational guidance through the training for proficiency badges, so that the lad's choice of a life work may not be a leap in the dark.

In a noteworthy address on Scouting Education, Dean James E. Russell, of Columbia University, one of the foremost authorities on educational methods in North America, has declared the Boy Scout Movement to be "the most significant educational contribution of our time." "The naturalist," he says, "may praise it for its success in putting the boy close to nature's heart; the moralist, for its splendid code of ethics; the hygienist, for its physical training; the parent, for its ability to keep his boy out of mischief; but from the standpoint of the educator, it has marvellous potency for converting the restless, irresponsible, self-centred boy into the straightforward, dependable, helpful, young citizen. To the boy who will give himself to it, there is plenty of work that looks like play, standards of excellence which he can appreciate, rules of conduct which he must obey, positions of responsibility which he may occupy as soon as he qualifies himself—in a word, a programme that appeals to a boy's instincts, and a method adapted to a boy's nature.

Sec. 7. Religious Policy

The attitude of the Boy Scouts Association towards religious instruction should be clearly understood. Scouting means to the boy a solid foundation for true religion applied to daily life. No one, of course, pretends that Scouting will serve as a "philosopher's stone" to change all human dross into pure gold. Like all other lines of human effort it has definite limitations. It is not put forward as a substitute for church and home influence in matters of religion. But this it will do: it will supplement church, home

and school influences with wholesome and interesting forms of recreation during leisure hours that are at once uplifting and educative in their effect.

No attempt is made to interfere with the prerogative of parents and pastors by giving religious instruction, but Scout officers properly insist on the observance and practise of whatever form of religion the boy professes and through Scouting practise virtue has been seen from a new point of view and has won its way to many a boyish heart. In the Scout troop it is easy to play fair when everyone around you is on his honour and the social atmosphere is right.

At the same time the Scout Movement has been deliberately developed along lines broad enough to embrace different classes and creeds, and the following pronouncement of the Headquarters Council sums up the policy which has guided the Association in religious matters since its inception:

1. It is expected that every Scout shall belong to some religious denomination, and attend its services.
2. Where a troop is composed of members of one particular form of religion, it is hoped that the Scoutmaster will arrange such denominational religious observance and instruction as he, in consultation with its Chaplain or other religious authority, may consider best.
3. Where a troop consists of Scouts of various religions they should be encouraged to attend the services of their own denomination, and troop church parades should not be held. In camp any form of daily prayer and weekly divine service should be of the simplest character, attendance being voluntary.
4. Combined church parades of troops of different denominations are not allowed without the special permission of the Commissioner and under no circumstances should Scoutmasters insist upon Scouts attending places of worship other than those of their own denomination.

Sec. 8. Non-political and Non-military Policy

The Association is Non-Political and Non-Military

The Boy Scouts Association is not connected with any political body. Scouts and officers in uniform are not allowed to take part in meetings or demonstrations of a political nature.

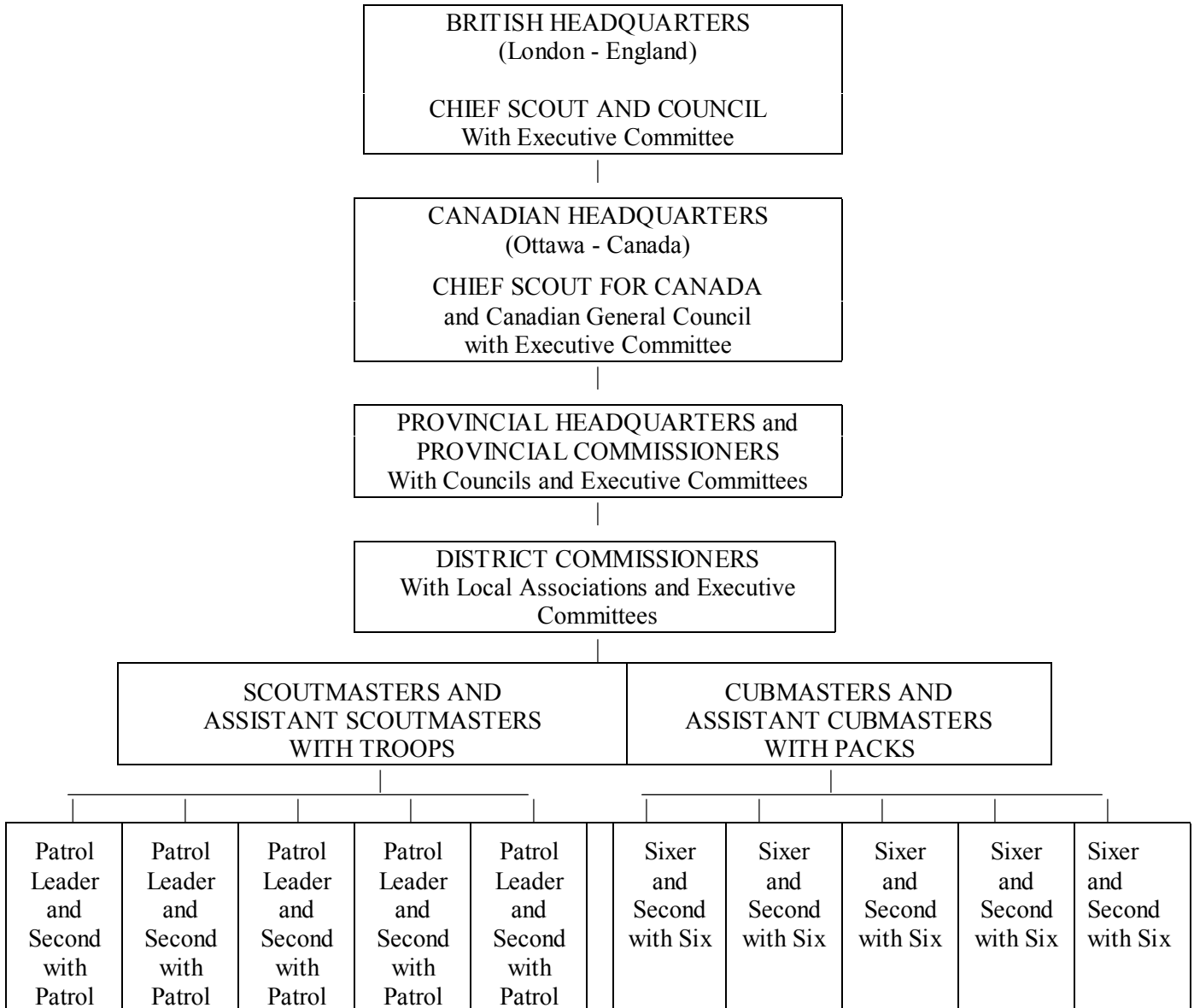
There is no military meaning attached to Scouting, even the ordinary drill employed by so many other boys' organizations being reduced to the lowest necessary limits. Peace Scouting comprises the attributes of resourcefulness and self-reliance and the many other qualities which make Scouts men among men. There is no intention of making the lads into soldiers or of teaching them blood-thirstiness. At the same time under patriotism they are taught that a citizen must "Be Prepared" to take his fair share among his fellows in the defence of the homeland against aggression in return for the safety and freedom enjoyed by him as an inhabitant and that he who shirks and leaves this duty to others to do for him is neither playing a plucky nor a fair part.



PLAN OF ORGANIZATION

Sec. 9. Organization Chart

The plan of organization of the Association is shown in the following chart:



Sec. 10. British Headquarters

The Boy Scouts Association is incorporated throughout the British Empire by a Royal Charter granted by His Majesty, King George V., in 1912. Under the terms of incorporation the control of the Association's affairs is vested in a representative Council having its headquarters in London, England, to which a Headquarters Committee is responsible in turn for general administration. His Majesty the King is the patron of the Association; His Royal Highness the Duke of Connaught is its president; whilst Lieut. General Sir Robert Baden-Powell, as well as being the Chief Scout, is also Chairman both of the

Headquarters Council and Committee. The work at Headquarters is supported by voluntary subscription and an endowment fund is being raised to that end. Since its inception in the United Kingdom in 1908 the Boy Scouts Movement has spread into many foreign countries. The Movement in foreign countries has, however, no connection with the British organization but is controlled in each case by a national council or committee.

Sec. 11. Canadian General Council

Under the authority of an Act of the Parliament of Canada, incorporation was granted in 1914 to the Canadian General Council of the Boy Scouts Association to promote and carry out in Canada the objects of the Boy Scouts Association, viz.:

- (a) The instructing of boys in the principles of discipline, loyalty, and good citizenship, and otherwise as provided in and by the Royal Charter of the said Association;
- (b) To promote and make, and assist in the establishment of, Provincial and Local Associations, Committees, and Councils, on such terms and under such regulations as the Corporation may from time to time by bylaw provide;
- (c) To publish, distribute, and sell books and other information for the furtherance of the objects of the Association in Canada;
- (d) Generally to do all things necessary or requisite for providing and maintaining an efficient organization for the purposes of the Association in Canada.

His Excellency the Governor General is the Chief Scout for Canada and also, Chairman of the Canadian General Council and the Executive Committee. The other officers are the Dominion Commissioner, who is elected on the nomination of the Chief Scout for Canada, the Honorary Dominion Secretary and the Honorary Treasurer. An Executive Committee, with headquarters in Ottawa, is elected annually and is supported by voluntary subscriptions from different parts of the Dominion and also by a small parliamentary grant.

Sec. 12. Provincial Councils

Provincial Scout Councils are established for the purpose of promoting the welfare of the Boy Scouts Association in each province and are guided in their policy, organization and rules by the regulations laid down from time to time by the Canadian General Council. The duties of the Provincial Councils are advisory and executive within their respective areas. It is not, however, their object to interfere with the initiative of the Local Associations and the troops of Scouts or packs of Wolf Cubs under them.

The membership of each Provincial Council is determined by representatives of the Local Associations throughout the province; usually, however, two representatives are elected by each Local Association. All District Commissioners are members of the Provincial Council.

The officers of each Provincial Council are as follows:

Provincial Patron, Provincial President, Provincial Commissioner, Provincial Vice-Presidents, Provincial Treasurer and Provincial Secretary.

The Provincial Patron, Provincial President and Provincial Commissioner are appointed by the Chief Scout for Canada on the recommendation of the Provincial Council and retain office during the pleasure of the Chief Scout.

The Vice-Presidents, Treasurer and Secretary are elected annually.

Sec. 13. Local Associations

Local Associations are required in all localities where Boy Scout Troops or Wolf Cub Packs are organized. A Local Association exists for the following purposes:

- (a) To supervise and encourage the Movement within its area, with the least possible amount of interference with the independence and initiative of the troops, packs, patrols or sixes; also to work in co operation with other recognized organizations for boys.
- (b) To nominate suitable persons to act as officers and recommend them to the Provincial Council for the Chief Scout's warrant.
- (c) To register, or — pending enquiry by the Provincial Council — refuse to register, or to suspend any officer, troop, pack, patrol, Scout, or Wolf Cub, within its area. No officer, troop, pack, patrol, Scout, or Wolf Cub will be recognized unless registered. A Local Association may delegate the registration and suspension of Scouts, and Wolf Cubs, to the Scoutmaster, or Cubmaster, of the troop, or pack, to which they belong, but a Scout, or Wolf Cub, suspended by a Scoutmaster, or Cubmaster, has the right of appeal to the Local Association. In the case of recommendations for officers of troops, or packs, attached to churches, schools or other bodies, if the Local Association does not concur in the recommendations put forward, it must refer the matter to the Provincial Council for decision.
- (d) To appoint badge committees of independent ladies and gentlemen, to examine candidates for the proficiency badges, and be responsible for the granting of all Scout, or Wolf Cub, badges and awards to troops, packs, patrols, sixes, Scouts, or Wolf Cubs, under its jurisdiction.
- (e) To encourage the formation of troop, and pack, committees for finance, the trusteeship for troop, or pack, property, etc. (A model deed of trust may be obtained from Provincial headquarters.)
- (f) Where Sea Scouts exist, or boating is part of the Scout training of a troop, to appoint a special committee to frame bylaws for the proper supervision of the use and equipment of all vessels and boats and for the safety of the Scouts using them. (A model set of by-laws may be obtained from the Provincial headquarters.)
- (g) To submit all by-laws for approval by Provincial headquarters, supplying a duplicate copy for filing. (A model set of by-laws may be obtained from Provincial headquarters.)

Formation of Local Association

Where it is desired to form a Local Association a meeting should be held, at which some leading gentleman should be invited to act as chairman. The Provincial Council will arrange to have a representative present for the purpose of presenting to the meeting the whole scheme of Scouting. Representatives from boys' organizations in the locality should be invited to attend, as well as schoolmasters, clergy of the different religious beliefs, and other gentlemen who are interested in work among boys, to elect the members of the Local Association.

A person is a member of a Local Association

- (a) If he be the District Scout Commissioner (see sec. 31), District Scoutmaster, or a Scoutmaster, Honorary Scoutmaster, or Cubmaster, holding warrant and registered within the area;
- (b) If he, or she, be duly elected in accordance with the bylaws of the Local Association.

The Local Association should elect a President, Vice-Presidents, Chairman, Secretary, Treasurer or Secretary-Treasurer. (Subsequently elected annually in October.)

Where necessary, an Executive Committee may be appointed with its own Chairman and Vice-Chairman, to carry out the duties assigned to it by the Local Association. This should consist of at least as many other members as Scoutmasters and Cubmasters.

It is most important that an efficient Secretary be appointed. The Local Association bears a similar relationship to the Boy Scout troop, or Wolf Cub pack, that the school board does to the schools and should be composed of citizens who are interested in the welfare of the boys. No boy should ever be present at meetings of the Local Association.

A Commissioner may be the President of the Local Association but Scoutmasters, or Cubmasters, are not permitted to act in this capacity, unless with the sanction of the Provincial Council.

Assistant Scoutmasters, and Assistant Cubmasters, may attend meetings, but (unless they are elected members) may not vote except when representing their troop in the absence of their Scoutmasters, in which case one Assistant may vote.

Scoutmasters and Assistant Scoutmasters, Cubmasters and Assistant Cubmasters, are not members ex-officio of the Executive Committee of a Local Association.

The area to be administered by the Local Association should be determined by the Provincial Council.

Local Association Finance

Local Associations should raise locally the sums required for working expenses or for helping troops, or packs, in the Association. Subscriptions and donations for this purpose should be paid to the Treasurer of the Local Association and not to any individual Scoutmaster, or Cubmaster.

A Local Association may require a small registration fee from each troop, or pack, and subscriptions from members of the Local Association.

Sec. 14. Troops

Troops consist of two or more patrols. Each must have a Scoutmaster with at least one Assistant Scoutmaster to ensure continuity. If the troop consists of more than three patrols, an additional Assistant Scoutmaster is advisable for each group of three or fraction thereof. No troop can be recognized unless registered by a Local Association, or, where there is no Local Association in existence, by the Provincial Council.

Troop Committees should be formed to assist the Scoutmasters with finance, in obtaining club rooms, camping grounds, and employment, if need be, for the Scouts in the troop, and to be responsible for troop property.

No boy may be accepted for enrolment in a troop of Boy Scouts who has been a member of another troop within two months of his application, unless he is provided with a transfer duly signed by his late officer.

Troop Finance

Scoutmasters must be prepared to make public their troop accounts. They should adopt a common form of account keeping and must submit their annual accounts to an audit by the Local Association, if called upon to do so.

A balance sheet should be posted on the order board at troop headquarters, at least once a year.

Where outside subscriptions to troops are received, such subscriptions should be administered by a troop committee appointed for the purpose, and not by any individual Scoutmaster.

A troop may require a small subscription from its members. Standard Troop Record Books are obtainable from the Canadian General Council, through Provincial Headquarters.

Sec. 15. Patrols

The patrol consists of six to nine Scouts, including Patrol Leader and Second. The patrol should be the unit in all competitions and exercises. The formation of specialized patrols is recommended; such patrols may appear on parade with their own appropriate implements, except in the case of patrols specializing in the Marksman Badge. Rifles or firearms of any description must not be carried.

Patrols specializing in certain subjects are authorized to incorporate the badge of that subject on their patrol flags. The badge should be on the inside top corner of the flag.

Lone Patrols and Lone Scouts

Where in a district it is impossible to obtain the services of a gentleman or lady to take charge of boys who wish to become Scouts, the senior boy should apply to the Secretary at Provincial headquarters for permission to form a Lone Patrol.

In localities where no troops or patrols exist individual boys desirous of becoming Scouts should apply to the secretary at Provincial headquarters to be registered as Lone Scouts. The Provincial Council should not grant approval when it is possible for the boy to join any existing patrol.

Sec. 16. Patrol Signs, etc.

Each patrol is named after an animal or bird and chooses its own motto, which generally applies in some way to the patrol animal.

The Patrol Leader has a small white flag on his staff with the head of his patrol animal shown on it on both sides.

Each Scout in a patrol has to be able to make the call of his patrol animal. Thus, for instance, every Scout in the "Wild Geese" must be able to imitate the 'honk' of the Canada wild goose. This is the sign by which the Scouts of a patrol can communicate with each other when hiding or at night. No Scout is allowed to imitate the call of any patrol except his own. The Patrol Leader calls up the patrol at any time by sounding his whistle and uttering the call of the patrol.

When a Scout makes signs on the ground for others to read he also draws the head of the patrol animal. Thus, if he wants to show that a certain road should not be followed, he draws a sign across it, indicating that it is "not to be followed," and adds the head of his patrol animal to show which patrol discovered that the road was no good, and his own number to the left of the head to show which Scout discovered it, thus:



All these signs Scouts must be able to draw according to the patrol to which they belong. The list herewith of suggested patrol signs may be helpful to individual patrols in selecting an acceptable emblem.

[Ed. Note: For the list of Patrol names, calls and colours, please see *Scouting For Boys* by Sir Robert Baden-Powell. They have been omitted from this edition in the interest of brevity]

Sec. 17. Sea Scouts

The Sea Scouts are a branch of the Boy Scouts Association, and, for organization, come under the same scheme.

- (1) Scoutmasters desiring that troops or patrols should be registered as "Sea Scouts" must obtain the consent of their Commissioner and must satisfy him that the requisite training will be provided.

On receiving the Commissioner's authorization to their formation, such troops or patrols are to wear hat or cap ribbons with the words "Sea Scout" on them.

- (2)
 - (a) No boat shall be taken over for use by Sea Scouts until it has been approved by a Committee appointed for the purpose, or, where there is no Committee, by a Commissioner.
 - (b) No boat shall be used by Sea Scouts unless in charge of a competent person, and properly manned.
 - (c) No Sea Scout shall form part of the crew of any rowing boat until he has passed for the "Swimmer" badge, or form part of the crew of a sailing boat until he has passed for the "Swimmer" and "Boatman" Badges.
- (3) Sea Scout Committees should frame by-laws
 - (a) For the inspection of all boats used by Sea Scouts in their area, and for approving or disapproving their use with or without conditions.
 - (b) For restricting the sail area, and the number of Scouts they may carry, for the provision of air tanks, life belts, or other safety devices.
 - (c) For insuring that such vessels or boats when in use shall be properly manned, and in charge of a competent person.
 - (d) For the proper care and maintenance of any vessels or boats.

A copy of all rules framed by Sea Scout Committees should be forwarded to Provincial headquarters for approval.

- (4) Hat badges for wearing in front of caps are made in enamel, without plume, for Commissioners, Scoutmasters and Assistant Scoutmasters.

Sea Scouts Uniform — The Sea Scout's uniform is as follows:

A bluejacket's cap (with white cover for summer), blue shirt or jersey, the tatter having the words "Sea Scouts" in white letters across the chest; blue shorts and stockings in blue woollen, long enough to turn up over the knees.

Scoutmasters and Patrol Leaders may use a "boatswain's pipe" instead of the usual whistle. Waterproofs or oilskins and sou'westers may be worn at the discretion of the Scoutmaster.

Hat or cap ribbons are inscribed "Sea Scouts." A Sea Scout Patrol Leader wears the fleur-de-lis on hat tally between the words "Sea" and "Scout."

Woollen caps suitable for Scouts to wear in camp are sanctioned for special purposes only, and should not be worn on parade.



RANKS

Sec. 18. Tenderfoot Scout

To become a Scout a boy must be between the ages of 12 and 18.

He must satisfy his Scoutmaster that he knows the Scout Law (see sec. 3), signs (see chap V of the Handbook) and salute (see sec. 64); the composition of the Union Jack (see chap. VIII), the right way to fly it; and the following knots: reef, sheet bend, clove hitch, bowline, fisherman's, and sheepshank. (see chap.II.)

Tenderfoot Badge



The badge of the Tenderfoot Scout is in the form shown in the accompanying illustration. It is granted by the Local Association on the recommendation of the Scoutmaster and the possession of the badge is important as it indicates, that the wearer is a Scout. It is worn in the form of a metal badge in the buttonhole of the coat or in the form of a cloth badge on the left pocket buttonhole of the uniform shirt. To enable the Local Association to remove it in case of the resignation or suspension of the Scout they should retain the ownership themselves.

Sec. 19. Scout Uniform Officially Recognized

Official recognition of the Boy Scouts' uniform was granted in Canada by Militia General Order No. 27-17, March 15th, 1917, in the terms following

"The Boy Scouts uniform (B.-P. Hat or Sea Scout Cap and Fleur-de-lis essential) is recognized as the uniform of a public service non-military body."

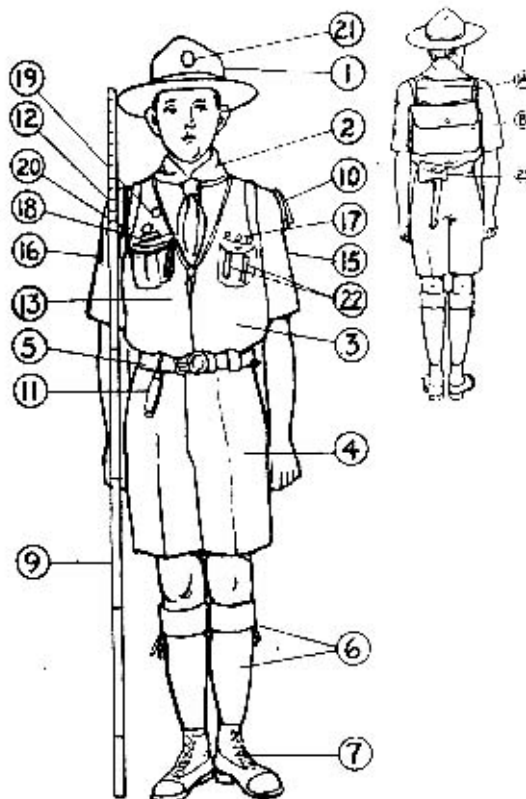
The attention of the Canadian General Council was subsequently drawn to the possibility of the uniform of officers of the Boy Scouts Association being regarded as an infraction of an Order of the Governor-General-in-Council (P.C. 17) of Jan. 4th, 1918. In order that Scoutmasters and other uniformed officers may be under no misapprehension in the matter, the following routine order of the Canadian Expeditionary Forces and the Active Militia called out on Active Service in Canada is published for information.

"699. UNIFORM WORN BY SCOUTMASTERS AND SCOUTS. — Attention is called to General Order No. 27, 1917, which states that the Boy Scout uniform is recognized as the uniform of a public service (non-military) body. The uniform to be worn by Scoutmasters and Scouts as laid down in "Policy, Organization and Rules for Canada, March 1916," published by the Canadian General Council of the Boy Scouts Association, is not to be considered as coming within the provisions of the Order-in-Council, No. P.C. 17, Jan. 4th, 1918."

Following is the Boy Scout uniform

1. HAT.—Khaki colour, flat brim, strap round — crown and lace.
(The lace should be worn at the back of the head and tied on brim of the hat at front.)
2. NECKERCHIEF. —Of the troop colours. Each troop is entitled to make its own choice of neckerchief colours, subject to such choice being ratified by Local Association. The neckerchief is worn four-in-hand-knot at the throat and half hitch bent on shorter end.
3. SHIRT. —Blue, khaki or green with two patch pockets (buttoned) and shoulder straps. Sleeves rolled-roll inside.
4. SHORTS. —Blue or khaki (Scottish Scouts may wear the kilt and sporran in place of shorts). When standing, bottom of shorts should reach top of knee-cap.
5. BELT. —Brown leather or web, with swivels.
6. STOCKINGS.—Blue or black with khaki or green tops worn turned down below the knee with green tabs showing on outside.
7. BOOTS OR SHOES.—Brown or black.
8. HAVERSACK.—Worn as a knapsack.
9. STAFF.—Marked in feet and inches, five feet six inches in length.
10. SHOULDER KNOT—Six inches long of Patrol colours on left shoulder. Troop Leader wears shoulder knot to correspond with the troop colours.

11. KNIFE.—(Optional) on belt or lanyard.
12. SHOULDER BADGE.—Indicating the troop may be worn on authorization by Provincial Council.
13. LANYARD—(Optional) to carry whistle.
14. GREATCOATS, MACKINTOSHES. ETC.—(Optional) if not worn to be carried on top of haversack.
15. KING'S SCOUT BADGES.—Worn on left arm. King's Scout badge above first class badge, qualifying proficiency badges surrounding first class badge.
16. PROFICIENCY BADGES—Worn on the right arm in parallel rows between the shoulder and elbow except those badges which qualify for the King's Scout and King's Sea Scout badges. The ambulance badge may be worn on both arms.
17. SERVICE STARS AND BARS—Worn half an inch above centre of left shirt pocket (see section 43).
18. WAR SERVICE BADGES.—Worn immediately above centre of right shirt pocket.
19. LIFE SAVING MEDALS.—Worn on right breast.
20. ALL ROUND CORDS—Worn on right shoulder and looped across pocket, worn around arm at right shoulder under shoulder strap of shirt and looped across pocket.
21. PATROL LEADER'S HAT BADGE.—Worn on front of hat. Troop Leader's Hat Badge-same as Patrol Leader, but worn on left side of hat.
22. LEADER'S RANK STRIPES.—Troop Leader, three stripes. Patrol Leader, two stripes. Second, one stripe-worn on left shirt pocket as follows: Troop Leader, one on each side of pleat and one on pleat itself; Patrol Leader, one on each side of pleat; Second, one on pleat. Stripes to be one-half inch wide, and three inches long of white tape.
23. PROVINCIAL EMBLEM—If, and as, authorized.
24. WINTER UNIFORM—On account of climatic conditions in different Provinces of the Dominion, winter uniforms may be sanctioned by the Provincial Councils.



Sec. 20.-Second Class Scout

Before attaining Second Class rank and receiving the Second Class badge a Tenderfoot Scout must

1. Have at least one month's service as a Tenderfoot Scout.
2. Have a knowledge of elementary first aid and bandaging, covering the following:—

- (1) Fastening the bandage; (2) The triangular bandage; (3) To make a large arm sling; (4) Fractured arm bone; (5) To carry a patient; (6) Fracture of the forearm; (7) Fractured jaw; (8) Fractured collar bone; (9) Fracture of the leg; (10) Arterial bleeding. (For information on these subjects see chap. VI.)
3. Know the Semaphore (or Morse) alphabet. (See chapter V of the Handbook.)
4. Follow a track half a mile in twenty five minutes or, if in a town, describe satisfactorily the contents of one shop window out of four, observed for one minute each (see chap. XI); or Kim's Game, to remember sixteen out of twenty four well assorted small articles after one minute's observation.
5. Go a mile in twelve minutes at "Scout's Pace." (See chap. XII.) This is not an athletic feat but a test in judging distance by time. Thirty seconds' leeway permitted.
6. Lay and light a wood fire in the open, using not more than two matches. No paper to be used. (See chap. IV.)
7. Cook a quarter of a pound of meat and two potatoes without cooking utensils other than the regulation billy, in the open, over camp fire. N.B.-Or without any utensils. (See chapter IV.)
8. Know the sixteen principal points of the compass. (See chap. II.)

UNIFORM as for Tenderfoot.

THE BADGE of the Second Class Scout, shown in the accompanying illustration, is embroidered in cloth in the form of a scroll with a knot suspended therefrom. The badge is granted by the Local Association, on the recommendation of the Scoutmaster. It is worn on the left arm, between the shoulder and elbow.



Sec. 21. First Class Scout

Before attaining First Class rank and receiving the First Class badge a Second Class Scout must pass the following tests, to the satisfaction of at least one independent and qualified examiner, approved by the Local Association

1. Swim fifty yards. (For information on this subject see chapter IV of the Handbook.) If a doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass for one of the following proficiency badges: Ambulance, Fireman, Marksman, Pathfinder, Signaller, or Stalker. (See requirements in section 41.)
2. Have at least one dollar in the savings bank. (chapter X).
3. Send and receive a message either in Semaphore, twenty letters per minute, or in Morse, sixteen letters per minute. (chapter V)
4. Go on foot, row a boat or paddle canoe alone or with another Scout to a point seven miles away and return again, or if conveyed by any vehicle (railway and automobiles not allowed) or animal, go a distance of fifteen miles and back (mileage in city not counted) and write a short report (not essay) of the journey showing observation, self reliance and initiative. Two days should be taken over the journey.
5. Describe the proper method of dealing with any of the following accidents (as may be allotted by the examiners) : fire, drowning, runaway carriage, sewer gas, ice breaking, electric shock; also bandage an injured patient, or revive an apparently drowned person, and describe what to do under the following circumstances:

- (1) To promote circulation; (2) Horse running away; (3) Ice accident; (4) Strangulation; (5) Object in ear; (6) Object in eye; (7) Escape of gas; (8) How to deal with electric shock; (9) Substance in throat; (10) Poisoning; (11) Shaefer method of resuscitation; (12) Bites; (13) Burns; (14) Fit; (15) Fainting; (16) Action in case of fire. (See chap. VI.)

Have a knowledge of first aid to the injured: (1) Fastening the bandage; (2) The triangular bandage. (3) To make a large arm sling; (4) Fractured arm bone; (5) To carry a patient; (6) Fracture of the forearm; (7) Fractured jaw; (8) Fractured collar bone; (9) Fracture of the leg; (10) Fracture of the thigh; (11) Arterial bleeding and Haemorrhage. (See chap. VI.)

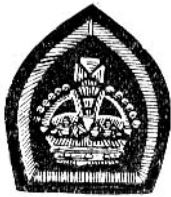
6. Cook satisfactorily (over camp fire in the open, if possible) two out of the following dishes as may be directed: porridge, bacon, hunter's stew; or skin and cook a rabbit; or pluck and cook a bird; clean and cook fish; also make a "damper" of half a pound of flour, or a "twist" baked on a thick stick. (chap.IV)
7. Read the conventional signs of a map correctly and draw an intelligible rough sketch map. Point out a compass direction without the help of a compass.(chap.II.)
8. Use an axe for felling or trimming light timber (chap.II.), or as alternative produce an article of carpentry or joinery, or metal work, made by himself satisfactorily.
9. Judge distance, area, capacity, numbers, height and weight within 25 per cent. error. (chap.II.)
10. Bring a Tenderfoot Scout trained by himself in the points required for a Tenderfoot badge. (See section 18.) This may be postponed if recruits are not immediately desired, but must be carried out within three months of its being required, or the badge given up.

UNIFORM — as for Tenderfoot Scout.

The BADGE of the First Class Scout, as shown in the accompanying illustration, is a combination of the Tenderfoot and Second Class badges. It is embroidered on cloth and is worn on the left arm between the shoulder and elbow.



Sec. 22. King's Scout



A King's Scout must be a First Class Scout, and duly qualified to wear four of the following proficiency badges (of which Pathfinder is compulsory) : Ambulance, Cyclist, Marksman, Pathfinder, Signaller, Fireman, Rescuer. Should he fail to re-pass the annual test for any qualifying badge he must cease to wear the King's Scout badge.

UNIFORM as for Tenderfoot Scout.

THE BADGE of the King's Scout is a golden crown worn on the left arm, above the First Class badge, the qualifying badges to surround the First Class badge. (See section 19.)

Sec. 23. King's Sea Scout



A King's Sea Scout must be a First Class Scout and have the badges of Boatman, Swimmer, Signaller, Rescuer, and one of the following: "Watchman," "Pilot," "Sea Fisherman." He is liable to annual re-examination for all the qualifying badges.

The grade is equal to that of a King's Scout.

UNIFORM as for Tenderfoot.

THE BADGE, a Naval Crown, is worn in the same position as the King's Scout badge, or between that and the First Class badge if he is also a King's Scout.

Sec. 24. All-Round Cords

Scouts with the following qualifications are entitled to wear All-round Cords on the right shoulder.

There are three grades of All-round Cords

- (a) For holder of six Proficiency Badges. Open to First Class Scouts only.
- (b) For holder of twelve Proficiency Badges. Open to King's Scouts only.
- (c) For holder of eighteen Proficiency Badges. Open to King's Scouts only.

The colours for the first grade are green and yellow, for the second grade red and white, for the third grade gold.

Sec. 25. Second

A Second is recommended by his Patrol Leader to the Scoutmaster to act as an assistant to the Patrol Leader and to take charge of the patrol when the Patrol Leader is away.

UNIFORM as for Tenderfoot with a single white braid, vertical stripe, 3 in. long by ½ in. wide, worn on right side of pleat of left shirt pocket.

Sec. 26. Patrol Leader

A Patrol Leader is appointed by the Scoutmaster or by vote of the patrol to its leadership.

Patrol Leaders rank before all other Scouts. UNIFORM as for Tenderfoot, with two white braid vertical bars, 3 in. long by ½ in. wide, worn one on either side of pleat of left shirt pocket.

THE BADGE, a white metal fleur-de-lis and scroll with motto, is worn on the front of the hat, and a white metal buttonhole badge in the button-hole of the coat.

Sec. 27. Troop Leader

A Troop Leader may be appointed by the Scoutmaster and ranks as senior Patrol Leader. He must be 16 or over, and may act as Troop Quartermaster or Secretary at the discretion of the Scoutmaster.

UNIFORM as for Tenderfoot.

BADGE as for Patrol Leader but worn on left side of hat. Shoulder knot troop colours. Three vertical stripes 3 x ½ in. worn on left breast pocket, one on pleat and one on each side of same.

EXECUTIVE OFFICERS

Sec. 28. Assistant Scoutmaster

Each troop of Scouts has one or more officers known as Assistant Scoutmasters, who, as the title suggests, act as assistants to the Scoutmaster, performing such duties as the latter may assign to them. Assistant Scoutmasters should, however, have a definite share of responsibility for some portion of the troop management.

The qualifications for Assistant Scoutmasters are the same as for Scoutmaster, with the exception that they need only be eighteen years of age, and section (e) does not apply.

In special cases the Provincial Council may sanction the appointment of A. S. M.'s of the age of 17.

Warrants are issued as to Scoutmasters.

UNIFORM as for Scoutmaster. (section 29.)

Hat badge, red. Shoulder knot, red, to be worn only on camp uniform.

Sec. 29. Scoutmaster

Each troop of Scouts is under the direction of an adult leader, known as a Scoutmaster.

The qualifications for a Scoutmaster are as follows: —

- (a) A general knowledge of the official Handbook for Canada.
- (b) A full appreciation of the religious and moral aim underlying the scheme of Scouting.
- (c) Personal standing and character such as will ensure a good moral influence over the boys and sufficient steadfastness of purpose to carry out the work with energy and perseverance.
- (d) Age not less than twenty one years.
- (e) Must obtain the use of some of club room for Scout meetings.
- (f) Three months' probationary service with a troop.

Scoutmasters are nominated by the Local Association and must be approved by the Provincial Council before receiving a warrant from the Chief Scout for Canada.

Warrants are granted only to Scoutmasters of duly registered troops and are valid only for the Local Association area.

When a Scoutmaster ceases to have charge, or joint charge, of a troop his warrant lapses, and should be returned to Headquarters through the proper channels.

When a Scoutmaster resigns, or receives promotion, or wishes to take up work in a different Province, his warrant must be sent by the Local Association through the District Commissioner to Provincial Headquarters for transmission to the Chief Scout for his endorsement.

Lady Scoutmaster

For the purpose of enabling a Local Association to register a troop of Scouts ladies may, if recommended by the District Commissioner, be designated and recognized as Scoutmasters or Assistant Scoutmasters. Warrants for these ranks will only be issued to ladies under special circumstances.

The following UNIFORM for Lady Scoutmasters, and Lady Assistant Scoutmasters, is recommended, but is not obligatory

Scoutmaster's hat, khaki, green or blue shirt or Norfolk jacket, khaki, green or blue skirt, Scout belt, brown shoes and stockings, green tie, whistle and lanyard and appropriate badges.

Uniform for Scoutmasters in Charge of Sea Scout Troops

Scoutmasters wear blue serge double breasted jacket, horn buttons, or blue shirt, blue trousers, or blue shorts and stockings, and blue peak cap with white cover for summer, and black band. Badges are made in enamel, without plume, and worn in front of cap. (See section 19.)

Scoutmaster's Uniform for Ceremonial and Parade

Any extraordinary "get up" is much to be deprecated. Military uniform and accoutrements must not be worn or copied by Scoutmasters. (See sec. 42.)

HAT, khaki colour, similar to Scout's, of good quality. (A lace should be worn at the back of the head and tied in the front on the brim of the hat.)

SHIRT, khaki or white, collar to match.

TIE, green.

BREECHES, khaki semi riding breeches.

COAT, khaki, similar to cut, belt same material as coat. No shoulder knot.

PUTTEES OR LEGGINGS.

BOOTS, brown.

GLOVES, tan.

WALKING STICK.

WHISTLE with lanyard.

BADGE, hat badge with green plume, on left of hat.

Warrant officers should wear button-hole badge according to rank, A.S.M.'s, red; S.M., green.



GREAT COAT, provincial regulations to govern.

N.B.—Hat badges are issued only to warrant officers. If, on the score of expense, etc., uniform

is not desired, an ordinary Norfolk suit, preferably brown, with the Scout hat, appropriate badges and green tie may be worn on all occasions.

Scottish Scoutmasters may wear the kilt and sporran, with shirt, hat, etc., as detailed above.

Scoutmaster's Uniform for Camp, Games, etc.

Shirt, shorts, neckerchief, green or troop colours, white shoulder knot.

Sec. 30.—District Scoutmaster

The District Commissioner may recommend a Scoutmaster, or other suitable person, to take charge of combined rallies or for any duties compatible with these regulations with which he may invest the appointment. These appointments are for a period, at the most annual.

UNIFORM, as for Scoutmaster (see sec. 29.)

BADGE, as for Scoutmaster, plume white.

Sec. 31.—District Commissioner

District Commissioners are appointed on the recommendation of the Provincial Council to act under the latter in particular districts which may comprise one or more Local Association areas as the Provincial Council may see fit. The District Commissioner is a member of all Local Associations (see sec. 13) within his jurisdiction, and acts as chief executive officer of the Boy Scout, (and Wolf Cub) Movements within the area under his jurisdiction.

His duties are: —

- (1) To countersign all recommendations for warrants to any officer within the area under his jurisdiction. The Commissioner has power to suspend any officer in his district pending enquiry by the Local Association. If the removal of any officer is recommended both by the Commissioner and the Local Association the matter need only be reported to Provincial Headquarters who will call for the withdrawal of the warrant. If the Local Association and the District Commissioner differ the matter must be referred by the District Commissioner to the Provincial Council for decision.
- (2) To approve of all applications for troop (or Wolf Cub pack) registration.
- (3) To take charge of all rallies or parades, arranged within the area under his jurisdiction or to depute this authority to another officer when he deems it expedient.
- (4) To approve the formation of Sea Scout troops, or patrols, and to notify the Provincial headquarters immediately and satisfy himself that the necessary rules for the safety of the Scouts on the water have been made and are carried out.

UNIFORM.— Flat brim Stetson hat, riding breeches, khaki coat, green tie, tan gloves, tan leggings, or puttees and boots.

BADGE.—A hat badge with a purple plume worn on the left side of hat and a Commissioner's pin worn in the lapel of coat or as a tie pin.

Sec. 32.—Provincial Commissioner

The Provincial Commissioner is the leader and principal executive officer in each province, holding office and warrant as the representative of the Canadian General Council. As such, his duty is to foster and encourage the interests of the Boy Scouts (and Wolf Cubs) generally throughout the province, to endorse all applications for warrants of appointment, and for awards for acts of gallantry and meritorious service.

The uniform and badge of the Provincial Commissioner are similar to those of a District Commissioner.

Assistant Provincial Commissioner

An Assistant Provincial Commissioner may be appointed on the recommendation of the Provincial Council, who may also act as the Provincial Secretary.

Sec. 33.—Canadian General Council

The Dominion Commissioner is the chief executive officer of the Canadian General Council, which is the governing body of the Association in Canada.

Other officers of the Canadian General Council are the Honorary Dominion Secretary and Honorary Treasurer.

All members of the Executive Committee of the Canadian General Council rank as Commissioners.
The rank of employed officers of the Canadian General Council is as determined by the latter.

OFFICERS HOLDING HONORARY RANK

Sec. 34.—Lady Worker

A badge may be granted by the Provincial Council on the nomination of the Local Association and the recommendation of the District Commissioner to any lady

- (a) Who has carried out the organization and administration of a troop of Boy Scouts, and who has secured the services of a Scoutmaster (or Cubmaster) for field work.

or

- (b) Who is giving regular instruction to a troop of Boy Scouts in such subjects as can be efficiently taught by a lady.

Lady Workers have honorary rank as Scoutmasters.

BADGE, a silver fleur-de-lis brooch with blue enamel stars, worn at throat or on breast.



Sec. 35.—Instructor

Warrants will be issued to Instructors in any subject necessary for the proficiency badges, subject to the following conditions

- (a) Warrants are only issued on the nomination of the Local Association and the recommendation of the District Commissioner.
- (b) The Local Association, or other body, must satisfy itself that the Instructor has expert knowledge of his special subject or subjects and that he has already been instructing a troop of Scouts in the district for a period of at least one month.
- (c) Instructors must be at least 18 years of age.
- (d) Warrants are returnable to Headquarters should the Instructor not be able to carry on the work.

Instructors hold honorary rank as Assistant Scoutmasters.

UNIFORM as for Scoutmaster, but without shoulder knot (See sec. 29.)

HAT BADGE with white plume is worn in front of hat.

Sec. 36.—Surgeon

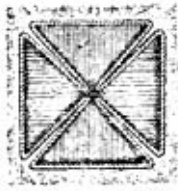
A warrant is granted on the nomination of the Local Association and the recommendation of the District Commissioner, to a Surgeon giving his services to a troop or to troops of Scouts.

Surgeons hold honorary rank as Scoutmasters.

UNIFORM, if desired, as for Scoutmaster without shoulder knot. (See sec. 29.)

BADGE.—A red cross on a circular white ground, to be worn in button-hole.

Sec. 37.—Chaplain



A Chaplain is a minister of religion nominated by a Local Association or one of the bodies alluded to in Rules 2 and 76. Chaplains hold honorary rank as Scoutmasters.

UNIFORM, if desired, as for Scoutmaster. (See sec. 29.)

BADGE, a green fleur-de-lis enamelled pin with a cross superimposed, to be worn with ordinary clothes.

When in uniform a square khaki cross is to be worn on the left pocket

Sec. 38.—Honorary Scoutmaster

Headquarters will consider applications for the issue of warrants for this rank to a retired Scoutmaster who wishes to remain attached to the troop of which he was Scoutmaster, or to other persons specially recommended by the District Commissioner.

UNIFORM and BADGE as for Scoutmaster. (See sec. 29.)

Sec. 39.—Provincial President

The Presidents of the several Provincial Councils are appointed by the Chief Scout for Canada and rank as Commissioners.

UNIFORM and BADGE may be worn, if desired, as for Commissioner. (See p. 55.)

Sec. 40.—Local Association Officers

Presidents and other officers of Local Associations may wear the uniform of a Scoutmaster if they so desire. (See p. 55.)

Sec. 41.—PROFICIENCY BADGES

Scouts should be encouraged to attain First Class rank before qualifying for proficiency badges. Second Class Scouts may, however, be permitted to qualify for not more than six proficiency badges. Tests must be passed before at least one independent and qualified examiner approved by the Local Association. Those marked “to be passed annually” must be so passed or the badge removed. A candidate’s Scoutmaster or parents are not considered independent examiners. Applications for proficiency badges must be made by Secretaries of Local Associations to Provincial Headquarters.

Proficiency badges are worn on the right arm in parallel rows between the shoulder and elbow, except those badges which qualify for the King’s Scout and King’s Sea Scout badges, which are all worn on the left arm.

The only badge which may be worn on both arms is the Ambulance badge, which is invariably worn as the top badge nearest the shoulder, whether gained first or later.

Following is the list of authorized proficiency badges.

Ambulance. (To be passed annually.)

To obtain the Ambulance proficiency badge a Scout must know:—

1. The fireman's lift.
2. How to drag an insensible man with ropes.
3. How to improvise a stretcher.
4. The position of the main arteries.
5. How to stop bleeding from a vein or artery, internal or external.
6. How to improvise splints and to diagnose and bind a fractured limb.
7. The Schaefer method of artificial respiration.
8. How to deal with choking, burns; scalds, frost bites, poison, grit in the eye, bites or scratches of dogs and other animals, snake bites and the stings of insects, sprains and bruises.
9. How to diagnose and treat fits, fainting and insensibility, as the examiner may require.
10. How to throw a life line and how to deal with electrical accidents.



Airman

To obtain the Airman proficiency badge a Scout must: —

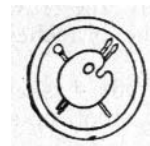
1. Make a working model of an aeroplane or dirigible that will fly at least 25 yards,
2. Have a knowledge of the theory of aeroplanes and dirigibles and their engines, and balloons.



Artist

To obtain the Artist proficiency badge a Scout must: —

1. Draw a cylindrical object and a rectangular object grouped together a little below the eye and show light and shade.
2. Make and present a free-hand pencil or pen drawing of a bird or animal showing in values drawing distribution of colour, or draw in any medium a flower-spray or leaf-spray or a camp scene.
3. Make a drawing of some example of historical ornament.
4. Make an original decorative arrangement in colour, using any motif, and state for what use intended.
5. State the essentials of the reproduction processes of etching, halftone engraving and lithography.



Or, as an alternative the following

(b) Architecture

1. Present a satisfactory free hand drawing.

2. Draw, without accurate measurements, the five orders of architecture, the drawings being of the character of sketches, but preserving proportions.
3. Submit an original design for a two storey house, and tell what materials are necessary for its construction, giving an outline of specifications; the design to consist of original working drawings at scale, drawn in ink on linen or paper suitable for making prints.

Or, as a further alternative the following:—

(c) Sculpture

1. Make a shaded drawing in pencil, or charcoal, of a cylindrical object and a rectangular object grouped together a little below the eye.
2. Model in clay or plasticine two or more examples of Greek or Renaissance ornament, from a cast or model.
3. Make a copy in clay or plasticine in full size of a part of an antique statue, as a head, a hand, or a foot.
4. Make a statue “in the round” of a head, of life size, from a living model.
5. Make a study “in the round” of an animal or group of animals.

Basket Worker

To obtain the Basket Worker proficiency badge a Scout must: —

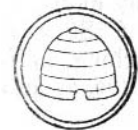
1. Have a general knowledge of the raw material used in one or other of the branches covered by the badge.
2. Plan and weave a large reed or raffia basket or tray and weave a cane seat for a stool, or a rush seat for a chair, or cane a chair.



Bee-Keeper

To obtain the Bee-Keeper proficiency badge a Scout must: —

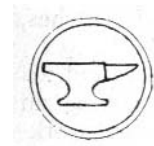
1. Have a knowledge gained in practice of swarming, hiving, hives, and general apiculture, including a knowledge of the use of artificial combs, etc.



Blacksmith

To obtain the Blacksmith proficiency badge a Scout must: —

1. Make an open link $\frac{3}{8}$ inch stock.
2. Forge a chain hook out of $\frac{3}{4}$ x $\frac{1}{8}$ inch soft steel, or $\frac{3}{4}$ inch round iron.
3. Bend and weld three links to be fastened by a ring to the hook made as above, links and ring to be made of $\frac{3}{8}$ inch round iron.
4. Make a bolt of $\frac{1}{2}$ inch stock; make a straight lap weld of $\frac{1}{4}$ x 1 inch stock.
5. Make a cold chisel out of $\frac{5}{8}$ inch hexagonal tool steel.
6. Temper a rock drill and explain how to harden and temper a cold chisel.



Boatman

To obtain the Boatman proficiency badge a Scout must: —

1. Be a good swimmer and be able to manage a boat single handed, rowing and sculling over the stern; to steer a boat under oars and bring her alongside a vessel or landing stage.
2. Be able to box the compass.
3. Know how to tow or be towed.
4. Be able to distinguish the various classes of sailing vessels by their rig.
5. Be able to make at least twelve bends, hitches, or knots and four splices, and be able to throw a line.
6. Understand the nature of small rowing and sailing craft and the terminology applied to their parts.
7. Know how to handle a boat in smooth or rough water and how to row and sail a boat.



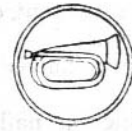
Or, as an alternative he

Must demonstrate his ability to swim at least fifty yards and paddle a canoe with single and double blade, ability to handle a canoe in rough water and know the parts of a canoe and the terminology of the same. He must know the different styles of canoes and their uses and the elements of portaging, the proper method of loading a canoe and packing dunnage.

Bugler

To obtain the Bugler proficiency badge a Scout must: —

Sound properly on the bugle the Scouts' Rally and the following Army calls :—Alarm, Charge, Orderlies (ord. corpls.), Orders, Warning for Parade, Quarter, Bugle, Fall in, Dismiss, Rations, 1st and 2nd Dinner calls (men's), Reveille, Last Post, Lights Out, Officers, Defaulters.



Camper

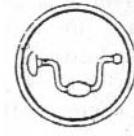
To obtain the Camper proficiency badge a Scout must: —

1. Have camped out thirty nights either in bivouac or under canvas.
2. Know what are required as minimum, requisites in (a) kit, (b) utensils, (c) rations, for seven boys for a week's camp in summer.
3. Demonstrate what kit he would take on a hike or canoe trip of not less than three days' duration covering nine miles per day.
4. Know how to select and lay out a camp for (a) patrol, (b) troop of forty boys, making necessary kitchens rubbish pits or incinerators, latrines, etc.
5. Demonstrate ability to cook a meal for himself or party.
6. Demonstrate how to pitch and strike a tent and carry out ordinary repairs to same.
7. Know the precautions to be taken against forest fires.
8. Know the precautions to be taken to avoid the danger of contaminated drinking water.
9. Build a shelter for three Scouts, using only natural materials.



Carpenter Badge

To obtain the Carpenter proficiency badge a Scout must qualify as follows: —



1. TREES.— Distinguish six of the common trees growing in the locality.
2. WOODS.—Know hard woods from soft woods, and their general characteristics and uses, and recognize three kinds of hard woods and three soft woods in common use.
3. SAWING.—Know construction and use of saws: crosscut, rip, tenon, keyhole and bow saw.
4. CUTTING.—Know how to grind, set and use a plane, spokeshave, chisel, knife and axe.
5. BORING.— Know how and when to use an auger, centre and drill bit; also the construction and use of the brace.
6. JOINTS.—Know how to make a butt, housing, halved, bridle and mortise and tenon joint.
7. NAILING.—Know how to drive, set and clinch a nail, drive and draw a spike with a claw hammer, and drive a screw nail in hard and soft wood.
8. GLUING.—J(now how to prepare and use glue.
9. CONSTRUCTION.—Make an article of furniture for practical use in the home, requiring the use of various tools, and advanced joints and operations.
10. RUSTIC.—Know how to set up a seat and table for camp use.
11. SQUARING.—Know how to lay out a square or rectangle by the 3, 4, .5 method, and prove it by its diagonals.

Citizen

To obtain the Citizen proficiency badge a Scout must know:

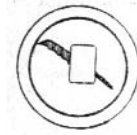


1. The qualifications for voting at Dominion, Provincial and Municipal elections in the Province in which he lives.
2. How people become British subjects.
3. How Canada and the Province and the Municipality in which he lives are governed.
4. How the United Kingdom is governed and what control its government exercises over Canada.
5. The leading principles of the British North America Act.
6. The principal functions of a good municipal government.
7. What the principal courts of justice of the Dominion and his province are and the duties of the principal officers of such courts, and particularly of jurymen, how they are chosen, and their duties.
8. What a Scout can do to beautify and make healthy the place he lives in, and
9. What the principal duties are of a good citizen; stress to be laid upon general principles and not upon details which do not concern the ordinary citizen, the main object being to teach a Scout those duties which every good citizen should perform or may be called upon to perform.
10. The Scout must produce a certificate, signed by his Scoutmaster, showing that he has personally taken part in some useful public service.

Clerk

To obtain the Clerk proficiency badge a Scout must pass a test in:—

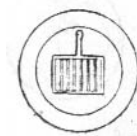
1. Handwriting.
2. Hand printing.
3. Typewriting (or as an alternative, shorthand 20 words a minute as a minimum).
4. Write a letter from memory on a subject given verbally five minutes previously.
5. Know simple book keeping, and have an elementary knowledge of banking.



Cook

To obtain the Cook proficiency badge a Scout must: —

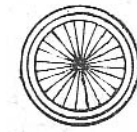
1. Make a cooking place with a few bricks, stones, or logs, light a fire in same and cook the following dishes thereon: porridge, Irish stew, vegetables, plain egg omelet, boiled, fried, scrambled and poached eggs, make tea, coffee or cocoa, rice puddings, batter pudding and pan cakes; also clean and cook fish in the fireplace.
2. Mix dough and bake bread in an oven or make a damper or twist (round stake) at a camp fire.
3. Have a knowledge of the methods used in cooking meats and explain the uses of baking powder and baking soda.



Cyclist. (To be passed annually.)

To obtain the Cyclist proficiency badge a Scout must: —

1. Sign a certificate that he owns a bicycle in ~ good working order, which he is willing to use in the King's service if called upon at any time in case of emergency.
2. Demonstrate his ability to ride his bicycle satisfactorily and repair punctures, take his bicycle apart, clean it and put it together again, etc.
3. Be able to read a road map, make a written report, and repeat correctly a verbal message.
4. Have a knowledge of local by laws governing street or road traffic. On ceasing to own a bicycle he must hand back his badge.



Dairyman

To obtain the Dairyman proficiency badge a Scout must: —

1. Have a knowledge gained by practise of management of dairy cattle, milking, making butter and cheese, sterilization of milk, care of dairy utensils and appliances.
2. Have a practical knowledge of the use and purpose of the Babcock test.



Electrician

To obtain the Electrician proficiency badge a Scout must: —

1. Make a simple electro-magnet, repair blown fuses and broken electrical connections.



2. Have a knowledge of the method of rescue and resuscitation of persons suffering from shock.
3. Have an elementary knowledge of the action of simple battery cells and the working of electric bells and telephones.

Engineer

To obtain the Engineer proficiency badge a Scout must: —

1. Have a general idea of the working of motor cars and steam locomotives, marine, internal combustion engines and electric motors.
2. Know the names of the principal parts and their functions of any one of them chosen by himself, and how to start, drive, feed, stop and lubricate it.



Entertainer

To obtain the Entertainer proficiency badge a Scout must: —

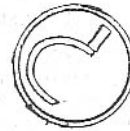
1. Be able to entertain a mixed audience for at least 15 minutes with a varied programme, ~ from the following :—Recitations, songs, playing banjo, tin whistle, mouth organ, conjuring tricks, character sketches, stories, ventriloquism, stump speeches, and step dancing.



Farmer

To obtain the Farmer proficiency badge a Scout must: —

1. Have a knowledge gained by practise of ploughing, cultivation, drilling, hedging, fencing and draining.
2. Have a general knowledge of farm machinery, hay-making, reaping, loading and stacking, and an acquaintance with the routine seasonal work on a farm, including the care of cattle, horses, sheep and pigs.
3. Know how to lay down fire guards.



Fireman. (To be passed annually.)

To obtain the Fireman proficiency badge a Scout must: —

1. Have a knowledge and use of chutes, ropes, jumping sheets, fire extinguishers; pass tests in fireman's lift, dragging patients, and passing buckets.
2. Have knowledge of how to turn in an alarm, how to enter burning buildings and work in fumes, how to prevent spread of fire, how to prevent bush fires, how to rescue animals and salve property, and the use of "scrum" to keep back a crowd, and how to improvise ropes and jumping sheets.
3. Have knowledge of fire preventive methods; especially bush and prairie methods.



Fisherman

To obtain the Fisherman proficiency badge a Scout must: —

1. Catch and name seven different species of fishes by the usual angling methods (fly-casting, bait-casting, trolling, and bait-fishing). At least one species must be taken by fly-casting and one by bait casting. In single-



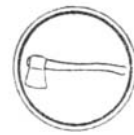
handed fly-casting the rod must not exceed seven ounces in weight; in double-handed fly-casting one ounce in weight may be allowed for each foot in length; in bait-fishing and trolling the rod must not exceed ten feet in length nor twelve ounces in weight.

2. Show proficiency in accurate single-handed casting with the fly for distances of 30, 40, and 50 feet, and in bait-casting for distances of 40, 60, and 70 feet.
3. Make three artificial flies (either after three standard patterns, or in imitation of different natural flies) and take fish with at least two of them. Make a neat single gut leader at least four feet long, or a twisted or braided leader at least three feet long. Splice the broken joint of a rod neatly.
4. Give the open season for the game fishes in his vicinity, and explain how and why they are protected by the law.

Forestry

(In lieu of woodman.) To obtain the Forestry proficiency badge a Scout must: —

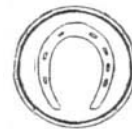
1. Identify the principal native tree species in own locality, and explain their principal distinguishing characteristics.
2. Identify five kinds of shrubs.
3. Describe the principal uses of ten species of Canadian woods. Visit a wood-using factory, if practicable.
4. Explain the aim of forestry, and compare with agriculture and unregulated lumbering.
5. Tell what are the effects of fires on soil, young forest growth and mature timber; the principal causes of forest fires and how best to overcome them; three general classes of forest fires, and how to fight each.
6. Describe how the forest lands are protected and administered in your province.
7. Describe the general features of a lumbering or pulp wood operation; how the cutting is done in the woods; method of transportation to the mill, and of manufacture there. Visit some portion of woods operation, or saw-mill, or pulp or paper mill, if practicable.
8. (Optional.) Discuss one or more of the enemies of trees, such as insects (leaf-eaters, bark-borers, wood-borers), or decay (fungus diseases), and tell something of how damage from these sources may be lessened or overcome.



Friend to Animals

To obtain the Friend to Animals proficiency badge a Scout must:—

1. Have a general knowledge of the anatomy of domestic and farm animals, and be able to describe treatment and symptoms of wounds, fractures and sprains, exhaustion, choking, lameness.
2. Understand shoeing and shoes, and be able to give a drench for colic.
3. Know telephone number and other particulars about the local Society for the Prevention of Cruelty to Animals (if any).
4. Know the treatment for milk fever, and how to feed and water animals, particularly horses and cattle.



Gardener

To obtain the Gardener proficiency badge a Scout must: —

1. Dig a piece of ground not less than 12 feet square.
2. Plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings.
3. Know the names of a dozen plants pointed out in an ordinary garden.
4. Understand what is meant by pruning, grafting and manuring.



Handyman

To obtain the Handyman proficiency badge a Scout must: —

1. Be able to paint an article of furniture or piece of construction, use whitewash, repair gas fittings, tap washers, sash lines, window and door fastenings, replace gas mantles and electric light bulbs, hang pictures and curtains, repair spring roller window blinds, fix curtain and portiere rods, blind fixtures, lay carpets and beat same, mend upholstery, do small furniture and china repairs, and sharpen knives, etc., and do simple soldering.



Or, as an alternative to repairing gas fittings and the replacing of gas mantles and electric light bulbs, must be able to put glass in windows, prepare and hang paper on walls, and repair cane bottomed chairs.

Healthy Man

To obtain the Healthyman proficiency badge a Scout must: —:

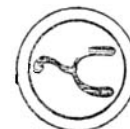
1. Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach, and organs of special senses (eye, ear and nose) in good order and the principal dangers to be guarded against.
2. Give general rules regarding eating, drinking, breathing, sleeping, cleanliness and exercising.
3. In the event of absence from Scout duty through illness show that same was not caused by failure to observe these rules.
4. Know the dangers incurred in the use of tobacco, and alcohol, and the breaking of the tenth Scout Law.
5. Know the danger of overtraining the body and the continual use of one form of exercise.
6. Be able to train a patrol in simple exercises suitable for strengthening all parts of the body and give reasons for such exercises.



Horseman

To obtain the Horseman proficiency badge a Scout must: —

1. Ride at various paces, saddle and bridle a horse correctly.
2. Harness correctly in single or double harness.
3. Be able to drive.
4. Know how to water and feed, and groom his horse properly; the evil of check reins and ill fitting saddlery or harness; the principal causes and remedies of lameness.



Interpreter

To obtain the Interpreter proficiency badge a Scout must: —

1. Be able to carry on a simple conversation, write a simple letter on subject given by examiner, read and translate a passage from a book or newspaper, in any language other than that of his own country.



Laundryman

To obtain the Laundryman proficiency badge a Scout must:

1. Wash and finish garments of linen, cotton, wool and flannel, including dressing a shirt.
2. Pass a theoretical test as examiner may require.



Leatherworker

To obtain the Leatherwork proficiency badge a Scout must: —:

Have a knowledge of tanning and curing and know the source of the different kinds and grades of leather, and either (a) be able to sole and heel 1/ a pair of boots, sewn or nailed, and make general repairs to boots and shoes, or, (b) be able to (dress a saddle, repair traces, stirrup leathers and harness, and know the various parts of harness, or (c) design and tool an article in leather such as a mat, table cover, magazine cover, blotter, desk pad, belt, etc.



Marksman. (To be passed annually.)

To obtain the Marksman proficiency badge a Scout must qualify as follows: —

1. On a full range must score, with 20 rounds, 60 points out of a possible 100 points at either 200 yards, 500 yards or 600 yards (National Rifle Association Targets—Bull or Figure); or,
2. On a miniature range with 20 rounds, 65 points out of a possible 100 points at either 200 yards, 500 yards or 600 yards (National Rifle Association Targets reduced to 15 yards, 20 yards, or 25 yards;) or,
3. With 10 rounds 65 points out of a possible 100 points at either a 15-yard, 20-yards, or 25-yards (N. R. A. or S. M. R. C. decimal target). If qualifying on a miniature range the rifle used may be any single loading rifle taking ammunition not larger than .22 cal. If a miniature is used, the position of the centre of the shot hole will determine the value of the shot. In all cases “any” position is allowed. Slings may be used.
4. Must have a knowledge of rifles and the cleaning of arms.



Master-At-Arms

To obtain the Master-at-Arms proficiency badge a Scout must: —

1. Attain proficiency in two out of the following subjects Single-Stick, Quarter-Staff, Boxing, Ju-jitsu, and Wrestling.



Mason

To obtain the Mason proficiency badge a Scout must: —

1. Lay at least four courses of a straight wall of stone or brick and build a corner on a suitable masonry foundation.
2. Understand the making and use of cement and lime mortar and concrete.
3. Understand the use of a plumb-line and trowel.



Metal Worker

To obtain the Metal Worker proficiency badge a Scout must: —

1. Make and repair some of the simpler tin-ware articles in common use.
2. Chip and file small surfaces of cast iron.
3. Forge wrought iron to simple forms, viz.: S-hook, ring, staple, hold-fast, or pipe-hook.
4. Forge and temper a drill or chipping chisel.
5. Explain the names, uses and construction of metal work tools and apparatus in common use, and give reasons for shapes, cutting-angles, etc., of tools.
6. Explain the composition and properties of solders, fluxes and metals.
7. Be familiar with ordinary workshop practices and processes.



Miner

To obtain the Miner proficiency badge a Scout must: —

1. Have a general knowledge of some one particular branch of the mining industry, such as coal, iron, or other mineral, with the special dangers involved, and the safeguards against them.
2. Have worked below the surface for not less than six months.



Missioner

To obtain the Missioner proficiency badge a Scout must: —

1. Have a general elementary knowledge of sick-nursing, invalid cookery, sick room attendance, bed-making, and ventilation.
2. Have ability to help aged and infirm.
3. Have general knowledge of health and sanitation.



Musician

To obtain the Musician proficiency badge a Scout must: —

Play correctly some recognized instrument and read simple music written for such instrument; the recognized instruments being piano, organ, and all instruments employed in military or orchestral bands excluding bugles, trumpets and drums and instruments of percussion, or toy instruments.



Naturalist

To obtain the Naturalist proficiency badge a Scout must: —

1. Make a collection of the leaves of thirty different trees, or of sixty different species of wild flowers, weeds, ferns and grasses, typical of the different localities, dried and mounted in a book and correctly named; or alternatively,
2. Name from a museum or from unnamed colour plates and give particulars of the habits, calls, trails; etc., of sixty mammals or birds and of the habits and lives of reptiles, insects, etc., or alternatively,
3. Describe and identify twelve species of fish and give an account of the type of water they inhabit.



Pathfinder. (To be passed annually.)

To obtain the Pathfinder proficiency badge a Scout must: —

1. Have an intimate knowledge of the locality round his troop headquarters including fire-alarm boxes, hydrants, fire and police stations, general hospitals, post and telegraph offices and telephone exchanges, railway stations, street car routes and six doctors, three nearest home and Three nearest troop headquarters, schools and churches, factories, livery stables, motor garages, the principal food and provision merchants, cab and taxi stands and cycle repairers; in country districts must have a knowledge of farms with their approximate acreage and nature, also the location of blacksmiths and garages.
2. Make and present a large scale map showing as much as possible of the information required above.



(Note :—The area over which the above intimate knowledge will be required has a two-mile radius from the troop headquarters in country or towns up to 5,000 inhabitants; a radius of one mile in communities between 5,000 and 100,000; and of half a mile in communities over 100,000. The Commissioner may at his discretion vary the area to exclude undesirable neighbourhoods, parks or other open spaces, and include an equivalent area).

3. Have a general knowledge of the district so as to be able to guide strangers by day or night within a five mile radius, and give them general directions how to get to the principal suburbs, districts or towns within a 25-mile radius.
4. Have some knowledge of the history of the community and places of historical interest.
5. In Prairie Provinces, have knowledge of district elevators.

Photographer

To obtain the Photographer proficiency badge a Scout must: —

1. Take, develop and print twelve separate subjects, viz., three interiors, three portraits, three landscapes and three instantaneous “action” photos.
2. Have a knowledge of the action of developers.



Pilot

To obtain the Pilot proficiency badge a Scout must: —

1. Be able to sail a boat, tack, wear, reef, make and shorten sail.
2. Have a full knowledge of the Admiralty chart for the nearest port and the coast on each side of it.
3. Know the buoys, beacons, landmarks and leading marks into and out of the harbour and be able to heave the lead.
4. Know the rule of the road at sea, the lights carried by all classes of vessels, the danger signals, storm signals and the mercantile code of signals.
5. Be able to fix positions by means of cross bearings, both from land and sea.
6. Keep a log for at least a month, registering the wind, weather, barometer and thermometer, as generally carried out at sea.



Pioneer

To obtain the Pioneer proficiency badge a Scout must show extra efficiency in the following: —

1. Fell a 6-inch tree or scaffolding pole neatly and quickly.
2. Tie eight kinds of knots quickly in the dark or blindfolded.
3. Lash spars properly together for scaffolding.
4. Build a model bridge or derrick.
5. Make a camp kitchen.
6. Build a hut of boughs, sods, grasses or similar material, or alternatively,
7. Weave a satisfactory mattress of straw, hay or boughs on a camp loom.



Piper

To obtain the Piper proficiency badge a Scout must be able to play a March, Strathspey and Reel.



Plumber

To obtain the Plumber proficiency badge a Scout must: —

1. Be able to use a soldering iron to repair a copper ball or similar job, to be able to repair leaky taps and stopcocks and ball cocks.
2. Know how to hammer up a burst pipe and know the address of his local turnkey.
3. Understand the ordinary hot and cold water system of a house; how to thaw out a frozen pipe and to protect pipes from frost.
4. Understand the use of stock and dies and be able to cut a thread upon 1-inch pipe.



Poultry Farmer

To obtain the Poultry Farmer proficiency badge a Scout must: —

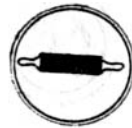
1. Have a knowledge gained by Practise of incubators, foster-mothers, sanitary fowl houses and coops and runs.
2. Have a knowledge of rearing, feeding, killing, and dressing birds for market.
3. Be able to pack birds and eggs for market.



Printer

To obtain the Printer proficiency badge a Scout must: —

1. Print a handbill set up by himself, and must know the names of different types and paper
2. Be able to compose by hand.
3. Understand the use of hand or power printing machines.



Prospector

To obtain the Prospector proficiency badge a Scout must: —

1. Show that he has a general acquaintance with the origin of rocks.
2. Show that he has a general knowledge of the principal rock structure-stratification; dip, including synclines and anticlines, dike, stock, and laccolith.
3. Name one or more of the principal ores of copper, iron, lead, zinc, nickel.
4. Identify 7 out of 12 common minerals submitted and give their uses, if any.
5. Identify 3 out of 5 common rocks submitted and give their uses, if any.
6. Give a short account of the geological formation of his own district, or collect from his own district, if fossils occur in it, fossils representing not less than four of the following groups or classes :— corals, graptolites, crinoids, brachiopods, pelecypods, gasteropods, cephalopods; each specimen to be accompanied by a label showing the group to which it belongs and the locality where it was found.



Public Health Man

To obtain the Public Health Man proficiency badge a Scout must: —

1. Know the dangers of the more ordinary contagious and infectious diseases, including mumps, measles, chicken-pox, scarlet fever, diphtheria, tuberculosis, typhoid fever and venereal diseases; know how they are transmitted and the best methods to prevent them spreading
2. Give a list of infectious diseases that must be notified, and state also the period of incubation of each disease and the precautions that must be taken to prevent them spreading.
3. Describe one or more methods of disinfecting a house and a room and its contents after a contagious disease.

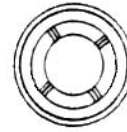


4. Describe the method used in his community and in camp in disposing of garbage.
5. Draw a diagram showing how the housefly carries disease.

Rescuer

To obtain the Rescuer proficiency badge a Scout, attired in shirt and trousers, must:—

1. Perform in the water four methods of rescue and three of release from the clutch of a drowning person; the drowning person, about the same size as the rescuer, to be carried at least ten yards in demonstrating each of the rescue
2. Dive from the surface to the depth of at least five feet and bring up a stone, brick or iron weighted object of not less than five pounds.
3. Demonstrate the Schaefer method of resuscitation and the promotion of warmth and circulation.
4. Swim 50 yards and undress before touching ground.



Signaller. (To be passed annually.)

To obtain the Signaller proficiency badge a Scout must: —

1. Pass tests in both sending and receiving in Semaphore and Morse signalling by flag; the minimum rate to be thirty six letters per minute for Semaphore and twenty four letters for Morse.
2. Send and receive signals by sound.
3. Know the proper words of command and signals by bugle, whistle, hand and staff.



Stalker

To obtain the Stalker proficiency badge a Scout must take a series of twenty photographs of wild animals or birds from life, and develop and print them himself, and must be able to give particulars of their lives, habits and markings.



Starman

To obtain the Starman proficiency badge a Scout must: —

1. Have a knowledge of the nature and movements of the stars.
2. Be able to point out and name six principal constellations of his own choice.
3. Find the north by means of other stars than the Pole Star in case of that star being obscured by clouds, etc.
4. Must have a general knowledge of the relative positions and movements of the earth, sun and moon, and of tides, eclipses, meteors, comets, sun spots and planets.



Stockman

To obtain the Stockman proficiency badge a Scout must: —

1. Have a practical knowledge of the care of range stock.
2. Know the location of pastures and water for stock in his district.



3. Have a general knowledge of branding, brand records and other methods of identification.
4. Know the meaning and value of pedigrees and the principles of selection through choice of pure bred sires of proper conformation.
5. Be able to herd while mounted and demonstrate at least one method of lassoing and throwing live stock.
6. Know the methods employed in sheltering, feeding and watering stock during the winter and be familiar with the other seasonal work of the stockman.

Swimmer

To obtain the Swimmer proficiency badge a Scout must: —

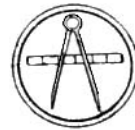
1. Swim 50 yards with clothes on (shirt, trousers and socks as a minimum).
2. Be able to undress in the water.
3. Swim (without clothes) 100 yards, using the breast stroke, and fifty yards on the back with the hands either clasped on the arms or the arms folded in front of the body.
4. Be able to dive when swimming in six feet of water and bring up some specified object from the bottom of at least five pounds in weight.



Surveyor

To obtain the Surveyor proficiency badge a Scout must: —

1. Map correctly from the country itself the main features of half a mile of road, with 440 yards each side to a scale of two feet to the mile, and afterward draw the same map from memory.
2. Understand the use of the plane table.
3. Lay out the building plan on the ground for a house or barn.
4. Measure the width of a river, also the height of a tree, church steeple or telegraph pole.
5. Know at least three ways of finding the North without the use of surveying instruments.



Tailor

To obtain the Tailor proficiency badge a Scout must:—

1. Cut out and sew, either by hand or machine, a Scout's shirt and shorts to fit himself.
2. Insert a patch, and darn a small hole, in a neat workmanlike manner, in either of the same two garments.



Telegraphist

To obtain the Telegraphist proficiency badge a Scout must:—

1. Understand simple electric circuits.
2. Be able to send out and receive by Morse key and sounder a message at the rate of 30 letters a minute.

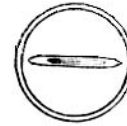


3. Be able to explain construction of, and do simple repairs, to an instrument.
4. Understand the elementary principles of a wireless telegraph installation.

Textile Worker

To obtain the Textile Worker proficiency badge a Scout must:—

1. Have a general knowledge of the names and natures of the raw materials used in weaving and spinning, where they are grown and obtained, and the names and natures of the finished products made from the raw materials.
2. Understand and describe the different processes by which the raw material becomes finished product, and must have a detailed practical knowledge of at least one particular branch of textile industry, such as spinning, weaving or finishing.



Watchman

To obtain the Watchman proficiency badge a Scout must:—

1. Know every rock and shoal within the five-fathom line on a four-mile stretch of coast near —his headquarters.
2. Know the rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water.
3. Know when the moon rises or sets and its quarter.
4. Know the set of the currents at all times of tide.
5. Know all danger spots to bathers and visitors, such as quicksands and places where they are liable to be cut off by the tide, and what to do if they get into difficulties.
6. Know the best landing places for boats and where they can find shelter in bad weather.
7. Know the marks of fishing boats which frequent the coast and the national flags of ships which pass.
8. Know the lighthouses which can be seen from his strip of coast and describe the lights they exhibit.
9. Know the beacons, storm signals, coastguard stations, steam tugs, lifeboats and rocket apparatus, the nearest telegraph offices, telephones and addresses of doctors, available from each point and the mercantile code of signals.



Woodman (See Forestry)

OTHER BADGES, AWARDS AND DECORATIONS

Sec. 42. Badges Allowed

No badge, cord, chevron or other decoration may be worn on Scout uniform except those described in these rules; King's medals, war medals, decorations and orders; St. John and St. Andrew's Ambulance medals, British Red Cross medal; Royal Humane Society's medals, "Casualty stripe" of wounded officers and men. War service badges and chevrons issued by the Canadian Government. Officers possessing war medals and decorations may wear them on inspection and ceremonial parades.

Sec. 43. Scout Service Badges

Badges denoting service in the Association are authorized as follows:

Service badges for use on uniform:

SERVICE STARS.—White metal, six point star, for every year up to and including the third year.

BRONZE BAR.— $\frac{3}{8}$ -in. x $1\frac{1}{2}$ -in. replacing the three service stars at the end of the fourth year's service. For the fifth year's service one star is added to the left of the bronze bar, for the sixth year, one to the right.

SILVER BAR.— $\frac{3}{8}$ -in. x $1\frac{1}{2}$ -in. replacing the bronze bar and stars. on completion of seven years' service. For the eighth year's service one star is added to the right, and for the ninth year, one to the left of the silver bar.

GOLD BAR.— $\frac{3}{8}$ -in. x $1\frac{1}{2}$ -in., replacing the silver bar on completion of the tenth year.



Bars to be plain, with miniature First Class badge superimposed in centre; stars and bars to be worn above-left pocket of shirt or coat. These badges may be worn by all ranks. Applicants for service awards are entitled to count only their service as Scouts or officers while actively connected with the Movement.

Service badges for Commissioners and Scoutmasters are authorized as follows

FOUR YEARS.—Bronze miniature of First Class badge.

SEVEN YEARS.—Silver miniature of First Class badge.

TEN YEARS.—Gold miniature of First Class badge.

Scoutmasters who have previously served as Assistant Scoutmasters may count their service as such, when applying for service badges as above.

Sec. 44. Supporter's Badge

Members of District Councils and Local Associations and other supporters of the Movement may wear a miniature gold or enamel pin badge.

Its possession does not, however, of itself constitute membership in the Boy Scouts Association.



Sec. 45. Old Scout's Badge

Any Scout who has had three years' active service in any rank or ranks and has obtained a legitimate discharge from his Local Association may wear a fleur-de-lis surrounded by a circle, as a pendant or buttonhole badge.



Sec. 46. Thanks Badge

The Thanks Badge is made up of a Swastika with a fleur-de-lis superimposed. It is the privilege of any Scout, of whatever rank, to present this badge of thanks to anyone who does a Scout a good turn, provided he obtains the approval of the Local Association, or in the case of members of the Canadian General Council or Provincial Councils the approval of the Dominion Commissioner or Provincial Commissioner respectively. It entitles the wearer to make use of the services of any Scout at any time, but does not constitute membership.



Sec. 47. "Cornwell" Scout

To obtain the "Cornwell" Scout Badge a Scout must:—

1. Pass a test in physical courage; such as for example, in high diving, boxing, or gymnastics;

Or, as alternatives:

- (a) Hold an award for bravery for having saved life under exceptioned circumstances.
 - (b) Have undergone great suffering in a heroic manner.
2. Be a First Class Scout.
3. Obtain a really good report from his Scoutmaster and some independent responsible person for:
 - (a) Industry and effort.
 - (b) Obedience and discipline.
 - (c) Trustworthiness.
 - (d) Punctuality in attendance.
 - (e) Smartness of bearing, kit and appearance.
4. Have passed for a Missioner's Badge.
5. Have passed for two of the following badges Boatman, Pilot, Sea Fisherman, Signaller, Starman. Swimmer or Rescuer, Watchman; or must have the Public Service Coast-watching Badge.



Applications to be made on forms obtainable from Provincial headquarters.

Sec. 48.—Awards for Gallantry and Good Services

All Scout Officers, Scouts, (and Cubs), are eligible for the following decorations.

The recommendations must be made by a resolution of the * Local Association and be supported by the District Commissioner.

The Secretary of the Local Association must send in a full account of the case, with the evidence of eye-witnesses where possible to Provincial headquarters. All applications will be judged on their merits by the Chief Scout and Committee of the Canadian General Council. Applications are to be made on a form obtainable from Provincial headquarters.

A.—BRONZE CROSS. Red Ribbon.

Highest possible award for gallantry. It can only be won where the claimant has shown special heroism or has faced extraordinary risks in saving life.

B.—SILVER CROSS. Blue Ribbon.

For gallantry with considerable risk.

C.—GILT CROSS. Ribbon — Blue and Red, horizontal.

For those who do their duty exceptionally well in cases of emergency, though without risk to themselves.



The above are worn on the right breast.

For Good Services

MEDAL OF MERIT.—The Medal of Merit is awarded to those who perform specially good work on behalf of the Boy Scout Movement. Full records must accompany the claim.

The medal is worn on the right breast.

CERTIFICATES AND LETTERS OF COMMENDATION are granted in other meritorious cases.

All Scout Officers and Scouts are eligible for the above awards.

SILVER WOLF.—The Silver Wolf is only awarded to King's Scouts or King's Sea Scouts of two years' Scout service at least, who have gained twelve proficiency badges, and also performed some special piece of Scout work (such as the saving of life under exceptional circumstances, or the performance of some extraordinary or repeated acts of bravery, endurance or self-sacrifice).

The standard demanded is a very high one.

The recommendation must be made by a resolution of the Local Association and supported by the District Commissioner. Application is to be made on a form obtainable from Provincial Headquarters.

The Honorary Silver Wolf is granted to any rank at the discretion of the Chief Scout for exceptionally valuable work on behalf of the Movement.

The "Silver Wolf" is worn as an "order" round the neck on a green and yellow ribbon.



Sec. 49. War Service Badges

The following War Service Badges have been authorized

A. — A badge in the form illustrated herewith embroidered in yellow on red for Scouts, (Red on yellow for Cubs) which is granted on the recommendation of a Scoutmaster (or Cubmaster), approved by the Commissioner, to all Scouts, Scout officers, (Wolf Cubs, and Cub officers) who have performed or shall perform before the end of the war at least eighty-four hours' special voluntary service for the naval, military, police and other public authorities and private societies.



The services must be rendered as a Scout, Scout officer, (Wolf Cub or Wolf Cub officer) and must be unpaid. Allowances in lieu of rations and travelling expenses are not to be considered payment. Military service and service as a special constable does not qualify. Scouts are not entitled to more than one of these badges. Presidents of Local Associations and Commissioners should, therefore, be careful not to endorse claims for those who have already received them.

B. — A badge in the form illustrated herewith embroidered in yellow on red for Scouts, (red on yellow for Cubs) is granted on the recommendation of a Scoutmaster (or Cubmaster) approved by the Commissioner, to all Scouts, Scout officers, (Wolf Cubs and Cub officers) who have performed or shall perform before the end of the war at least 100 days special voluntary service, no day of less than two hours' service to be recognized. A smaller number of hours' service daily for a longer period or a greater number of hours for a shorter period do not qualify. The service must be rendered as a Scout, Scout Officer, (Cub or Cub Officer). Military service or service as a special constable does not qualify. On the completion of two hundred days' service (including the first one hundred in the first two hundred days), the "B" badge previously held may be exchanged for one with a gold ring for each two hundred days. Applications for exchange are to be made on a form stating particulars of further service and the old badge is to be attached.



C. — The CANADIAN WAR SERVICE TROOP ROLL is also granted by the Canadian General Council to any troop in Canada upon five War Service Badges being earned by members thereof. This roll is so designed as to show the names of those earning either of the War Service Badges. Applications will not be necessary for this award but care must be taken to see that applications for badges under sections A and B are properly made out and approved by District and Provincial Commissioners. This troop award will be based on award of badges under Sections A and B and will be forwarded through the Provincial offices, where a complete record is kept of such services.

MISCELLANEOUS

Sec. 50. Bands

Scout 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 practise must not be carried out in open places within 600 yards of houses.

Sec. 51. Begging

Scouts are not allowed to solicit money either for their troop funds or any other purpose. It is bad for the boy and lends itself to fraud by outsiders.

Sec. 52. Boating and Bathing

No Scout shall take part in any boat training until he can swim fifty yards.

Bathing will only be permitted under strict supervision to prevent non-swimmers getting into dangerous water.

A picket of two good swimmers should be on duty (undressed) with great coats on, in a boat or on shore as the circumstances may demand, ready to help any boy in distress. The picket itself may not bathe until the others have left the water.

Sec. 53. Camps

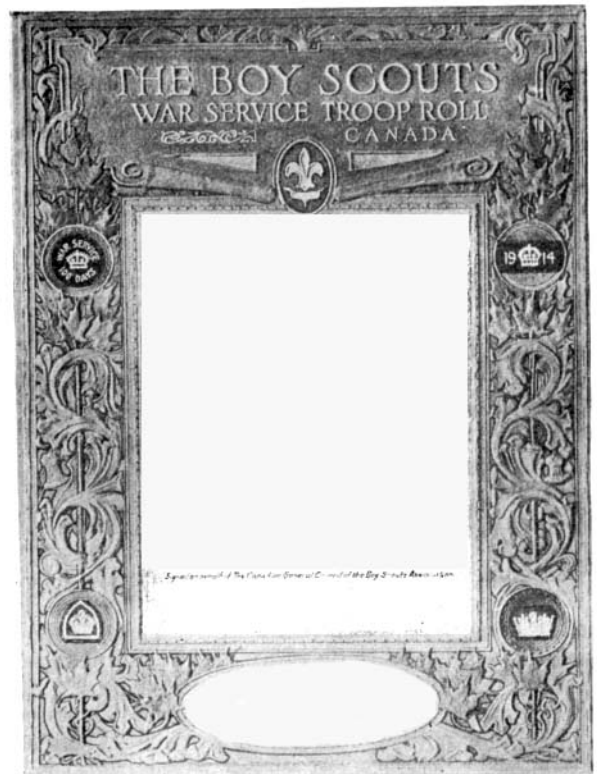
Camp raiding is strictly prohibited.

When any troop is camping outside its own district, at least one week's notice must be given by the officer in charge to the Commissioner of the Province or District in which the camp is intended to be held, for his information.

All districts, Associations or troops holding camps should notify the Provincial Council of the date and place so that a visit may be made, if possible.

Sec. 54. Census Returns

An annual census of the Boy Scouts of Canada is taken on June 30th in each year. Simple forms of return must be forwarded by the Provincial Councils to the various districts and Local Associations for



War Service Troop Roll.

this purpose not later than June 15th, and must be returned to the Provincial headquarters on or before July 15th for transmittal to the Canadian General Council.

Sec. 55. Church Parades

Combined church parades of troops of different denominations are not allowed without special permission from the Commissioner, and under no circumstances should Scoutmasters insist upon Scouts attending places of worship other than those of their own denomination.

Sec. 56. Competitions

The greatest care should be used in the promotion of competitions as there is a danger that they may otherwise interfere with the more legitimate activities of the Movement, and with the objects for which Scouting was primarily instituted. The Boy Scout training is cooperative rather than competitive. Competition usually involves winning by one and losing by another; in Scouting, however, there are no losers. The Scout badge is an evidence rather of a standard attained and no matter how often a boy fails it is still open for his final achievement. The element of competition should be used sparingly, and care exercised to see that the winner does not become such by natural ability, rather than through self developed accomplishments.

The only general competition among Scouts in Canada is one for a challenge flag (Union Jack) donated by His Majesty King George V. for presentation to the troop (consisting of not less than 24 lads) in Canada, which has the largest number of King's Scouts under nineteen years of age.

Sec. 57. Correspondence

It is desired that all correspondence should be reduced as far as possible. Scoutmasters should be discouraged from addressing correspondence to Provincial headquarters. They should apply for all information or make applications through their Local Secretaries who again should only correspond with the Provincial office directly, for badges, warrants, or awards — the two latter cases requiring countersignature by the District Commissioner.

Sec. 58. Provincial Emblems

Provincial emblems and troop emblems are authorized on condition that these are not to be worn until they have in each individual case received the approval of Provincial Headquarters. They are to be worn either below the Second Class badge, or on the shoulder, or on the breast, at the discretion of the Commissioners.

Sec. 59. The Scout Flag

The flag of the Boy Scouts Association is dark green in colour and bears in the centre a gold fleur-de-lis and scroll, the latter containing the motto "Be Prepared." Sometimes the troop name and number in gold are inscribed on the green ground. The Scout flag is used with the Union Jack on all ceremonial occasions and usually also on parade. Where the two flags are flown on one pole the national colours are given the place of honour at the top.

Sec. 60. Girl Guides

The Boy Scouts Association is in sympathy with the objects of the Girl Guides, but would remind all District Commissioners and Scoutmasters that the Girl Guides are an entirely separate organization, under separate management, and that it is most undesirable that Boy Scouts and Girl Guides should be trained together. Commissioners are asked to see that the rule prohibiting these joint trainings is strictly enforced.

Sec. 61. Mourning

Official mourning worn for 30 days by Scouts in uniform is a 1-in, crepe band which is worn round bottom of the crown of the hat; a 3-in, crepe band is worn by Scoutmasters on the left arm above the elbow.

In the case of a band the drums should be draped and muffled. A large crepe bow should be tied to the top of the flag, if carried, when the troop is in mourning.

For details of resting on staves at funerals see page 575.

Sec. 62. Registration

Forms of registration are issued from Provincial Headquarters for completion respectively by Local Association Secretaries and- Scoutmasters.

The register of individual Scouts need be kept only by the Scoutmaster and Local Association Secretary.

Sec. 63. Changes

Provincial headquarters should be immediately informed of any change of Local Association Secretaries and other officers and their new addresses given.

Sec. 64. Scouts' Salute and Secret Sign



Scouts' Secret Sign

The secret sign of the Scout is the three fingers held up in the manner shown in the accompanying illustration, like the three points of the Scouts' badge, which reminds him of his three promises, viz.: (1) to do his duty to God and the King, (2) to help others, (3) to obey the Scout Law.

When a Scout meets another for the first time in the day, whether it be a comrade or a stranger, he salutes with the secret sign in the half salute in the manner shown in the illustration herewith.

A Scout always salutes an officer, that is a Commissioner, Scoutmaster or Patrol Leader, or any commissioned officer in His Majesty's Forces, Army and Navy, with a full salute, as shown in the illustration herewith. The full salute is also given at the hoisting of the Union Jack, also to the colours of a regiment, to any funeral and at the playing of the National Anthem.



A Scout who has a Silver Wolf decoration is entitled to make the sign with the first finger and thumb opened out, the remaining fingers clenched, thumb upwards as shown in the illustration herewith. Hand salutes are used only when Scouts are not carrying staves. Officers and Scouts salute only when wearing hats. Officers salute with the right hand only.

If a stranger makes the Scout sign to you, you should acknowledge it at once by making the sign back to him. If he then shows his Scout badge or proves that he is a Scout he must be treated as a brother Scout and helped in any way.

In shaking hands with one another Scouts use the left hand.

There are two salutes with the staff, one of which is used when on the march, the other when standing at the alert, as shown in the illustrations herewith.



Half Salute



Full Salute



Sec. 65. Shooting

Scoutmasters must not allow their troops to practise rifle shooting or to shoot matches, except on an officially approved range, and no shooting must ever take place except under the superintendence of a competent officer who will be responsible that the range rules are strictly adhered to.

Sec. 66. Theatres

Boy Scouts in uniform must not appear on the stages of theatres or music halls in public performances, other than their own.

Sec. 67. Warrants

All officers' warrants of appointment in the Boy Scouts Association in Canada bear the signature of the Chief Scout for Canada. Warrants remain the property of the Boy Scouts Association and must be returned to the Provincial Commissioner on demand, without his being called upon to state any reason.

Warrants of appointment are granted to all executive officers, viz.: Dominion Commissioner, Provincial Commissioners, Assistant Provincial Commissioners, District Commissioners, District Scoutmasters, Scoutmasters, Lady Scoutmasters, Assistant Scoutmasters and Assistant Lady Scoutmasters; also to the following officers holding honorary rank, viz.: Honorary Dominion Secretary, Honorary Treasurer, Presidents of Provincial Councils, Presidents of Local Associations, Local Association Secretaries, Honorary Scoutmasters, Chaplains, Surgeons, and Instructors.

Sec. 68. Wolf Cubs

Further rules governing the conduct of the Wolf Cubs branch of the Associations work will be found in the Wolf Cubs Handbook. (See p. 13.)

Sec. 69. Boy Scout Badges, etc., Protected by Act of Parliament

The badges, as well as all emblems, decorations, descriptive or designating marks and titles of the Boy Scouts Association's are protected by Act of Parliament of Canada in the terms following:

CHAPTER 73 — 7-8 GEORGE V.

"An Act to amend an Act to incorporate the Canadian General Council of the Boy Scouts Association.

"Whereas the Canadian General Council of the Boy Scouts Association has by its petition prayed that it be enacted as hereinafter set forth, and it is expedient to grant the prayer of the said petition: Therefore His Majesty, by and with the advice and consent of the Senate and House of Commons of Canada, enacts as follows

"1. Chapter one hundred and thirty of the statutes of 1914, an Act to incorporate the Canadian General Council of the Boy Scouts Association, is amended by adding thereto the following section:

"10. The Corporation shall have the sole and exclusive right to have and to use all emblems, badges and decorations, descriptive or designating marks and titles, now or heretofore used by the Boy Scouts Association, and also the title "Boy Scouts," and shall also have the sole and exclusive right to have and to use any emblem, badge, decoration, descriptive or designating marks and titles, hereafter adopted by the Corporation for carrying out its purposes, provided that a statement and description of such emblem, badge, decoration, descriptive or designating mark, words or phrases is filed with and approved by the Minister of Agriculture or other Minister administering the Trade Mark and Design Act."

