

THE CANADIAN GENERAL COUNCIL OF THE BOY SCOUTS ASSOCIATION

(INCORPORATED BY ACT OF PARLIAMENT)

POLICY, ORGANIZATION *and* RULES for CANADA



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Ottawa - - Canada

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The Department of Training

THE BOY SCOUTS ASSOCIATION

306 Metcalfe Street

OTTAWA, Canada

Lloyd G. Burgess.

THE CANADIAN GENERAL COUNCIL

OF

THE BOY SCOUTS ASSOCIATION

(Incorporated by Act of Parliament)

Policy, Organization and Rules

*"Rules on how to play the game of Scouting
for boys"—B.-P.*

Reprint - 1937

This edition 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 by virtue of powers vested in this Council by Act of Parliament.

It has not been possible to indicate changes by marginal lines in this edition, except in the case of Wolf Cub, Boy Scout and Rover Scout tests.

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NOTE:—All previous editions are cancelled by the publication of this edition.

DEFINITIONS

(a) **GROUP.**—The complete unit of the three sections, Wolf Cub Pack, Boy Scout Troop, and Rover Scout Crew. The term "Group" applies to the unit even if lacking one or more of the sections, and except where the context otherwise requires, the word "Troop" includes a Sea Scout Troop, and the word "Crew" includes a Rover Sea Scout Crew.

(b) **GROUP COMMITTEE.**—A Committee of adults in charge of the Group (Sec. 15g).

(c) "Scouter" is a term applied to all adult leaders: Commissioners, Group Scouters, etc.

(d) Group Scouter is a general term including *any* Scouter of any section of the Group, *e.g.* Cubmaster, Assistant Cubmaster, Scoutmaster, Assistant Scoutmaster, Rover Scout Leader and Assistant Rover Scout Leader.

(NOTE: *There is no such rank as Group Scoutmaster in Canada.*)

(e) When printed in italics the word "*Scout*" includes Wolf Cubs, Boy Scouts and Rover Scouts; and the word "*Scoutmaster*" includes Cubmasters, Scoutmasters and Rover Scout Leaders.

(f) **CUB, SCOUT, ROVER.**—For brevity these words are used in place of the correct expressions, Wolf Cub, Boy Scout and Rover Scout, respectively.

(g) **PACK, TROOP, CREW.**—Similarly, these words are used in place of Wolf Cub Pack, Boy Scout Troop, and Rover Scout Crew, respectively.

PRINCIPLES AND POLICIES

Sec. 1.—Aim

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 physical, mental and spiritual development.

Sec. 2.—Membership

The Association can recognize as members only bodies which accept as a basis the three-fold Promise of the Scout (Sec. 54) or the two-fold Promise of the Wolf Cub (Sec. 41), the system of instruction contained in "The Wolf Cub Handbook," "Scouting for Boys" and "Rovering to Success" by Lord Baden-Powell, and these Rules.

Membership in The Boy Scouts Association in Canada is open to all British subjects.

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. Citizens of other countries resident in Canada may be attached to Groups as honorary members or granted interim warrants as per Sec. 18. Boys who are subjects of foreign countries and who are living in Canada may become members of Scout Groups provided they and their parents sign the usual application form for membership.

All *Scouts* in Groups registered at Provincial Headquarters in accordance with Sec. 104 of these Rules, are considered members of the organization while so registered, as are all Scouters duly appointed under

these Rules, persons holding Honorary Rank, and members of the Canadian General Council, Provincial Councils, Local Associations and Group Committees while serving as such. The membership of any person may be determined by resolution of the Canadian General Council.

Sec. 3.—Religious Policy

The policy which has guided The Boy Scouts Association in religious matters since its inception is as follows:—

(a) It is expected that every *Scout* shall belong to some religious denomination, and shall faithfully carry out his religious duties.

(b) Where a Group is composed of members of one religion, it is expected that suitable denominational religious observances and instruction will be arranged by the *Scoutmaster*, in consultation with the Group Chaplain or other religious authority.

(c) Where a Group consists of *Scouts* of various religions,—

They should be encouraged to attend the services of their own denomination.

In no circumstances should *Scoutmasters* insist upon *Scouts* attending places of worship other than those of their own denomination.

In camp any form of daily prayer and of weekly Divine Service should be of the simplest character, attendance being voluntary.

(d) A gathering of *Scouts*, known by the term *Scouts' Own*, is held for the worship of God and to promote fuller realization of the *Scout* Law and Promise, but is supplementary to and not in substitution for, the religious observances referred to above.

In the matter of a combined church parade, *Scouts' Own*, etc., it must be borne in mind that it is a rule of some churches that their members must not take part

in any religious observances other than those of their own denomination, and it is the duty of the Scouters to see that such *Scouts* in their Groups strictly observe that rule.

Combined church parades of different denominations are not allowed without special permission from the District Commissioner.

Sec. 4.—Finance

The spirit of the Movement is that, on the part of the boys themselves, money should be earned and not solicited.

Members of the Association, acting as such, must not countenance, or be concerned in any public method of raising money for *Scout* or other purposes which is in any way contrary to the law of the land, or likely to encourage *Scouts* in the practice of gambling.

(a) *Dominion Headquarters Finance.*

Apart from a small Government grant and any profits from its Stores Department, The Boy Scouts Association depends on public support for the expenses of its Dominion office and staff, and general organization.

A balance sheet and income and expenditure account shall be published in the Annual Report.

(b) *Provincial Council Finance.*

Provincial Councils depend mainly upon voluntary support for the expenses of Provincial Headquarters staff and administration.

"Dominion Registration Fees" paid by Boy Scouts and Rover Scouts (Sec. 104) are utilized for field and extension work in the province in which the funds originate, their expenditure being directed by the Provincial Council.

(c) *Local Association Finance.*

Local Associations should raise locally the sums required for working expenses or for helping Groups in the Association.

A Local Association may require a small local registration fee from each Group, and subscriptions from members of the Local Association.

(d) Group Finance.

Where outside subscriptions are received these should be administered by the Group Committee and not by any individual Scouter. (See Sec. 15.)

Groups are not allowed to issue any form of general appeal for funds, unless sanctioned by the District Commissioner because of exceptional circumstances.

Subscriptions paid by the *Scouts* themselves will be administered by the Section concerned, as will also any sums allotted to the Section for current expenses by the Group Committee.

(e) Scout Assistance in Financial Campaigns.

Under the strict supervision of the Association, *Scouts* may assist in the raising of funds for Local or Provincial Scout purposes provided they do not handle the money themselves (*i.e.* sealed containers are used), and reasonable value is given. Any method of raising money must first be approved by Dominion Headquarters. Direct solicitation of funds by *Scouts* is not permitted.

(f) Administration of Funds.

Particular care should be exercised in the handling of all funds belonging to or entrusted to the Boy Scout Movement, whether individual boys' subscriptions or otherwise. An account should be kept of all funds and a financial statement published. The funds should be under joint control of two people.

Where a Local Association or Group ceases to exist The Boy Scouts Association reserves the right to supervise the disposal of any property or funds remaining.

Sec. 5.—Legal Status

The Canadian General Council of The Boy Scouts Association (see Sec. 11) was incorporated in Canada on June 12th, 1914, by Act of Parliament, and by an

amendment of July 25th, 1917, is given the sole and exclusive right to certain titles and badges. Any unauthorized person making use of them becomes liable to prosecution.

Sec. 6.—Real Property

All real estate, leases, or other interests in real property belonging to Local Associations and Groups shall be vested in trustees in such manner as the Provincial Councils concerned may from time to time prescribe.

All real estate, leases or other interests in real property belonging to Provincial Councils shall be held in the name of The Canadian General Council of The Boy Scouts Association for the benefit of the Provincial Council concerned. Provincial Councils must undertake to be responsible for upkeep, insurance and taxes on property so held for them.

Groups considering the erection of buildings or the purchase of real estate should first seek the advice of the Local Association or Provincial Council.

Sec. 7.—Politics

The Boy Scouts Association is not connected with any political body. Members of the Association, in uniform, or acting as representatives of the Movement, must not take part in meetings or activities of a political nature.

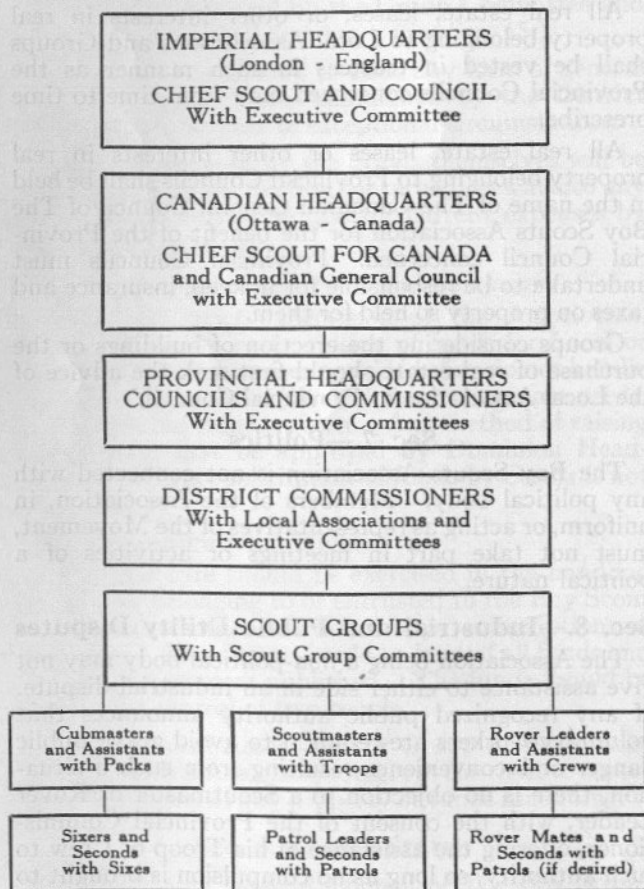
Sec. 8.—Industrial and Public Utility Disputes

The Association being a non-political body may not give assistance to either side in an industrial dispute. If any recognized public authority announces that voluntary workers are required to avoid grave public danger or inconvenience resulting from such a situation, there is no objection to a Scoutmaster or Rover Leader, with the consent of the Provincial Commissioner, offering the assistance of his Troop or Crew to such authority, so long as no compulsion is brought to bear on any individual Scout or Rover to volunteer his services, and no penalty attaches to him for not volunteering.

PLAN OF ORGANIZATION

Sec. 9.—Organization Chart

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



Sec. 10.—Imperial Headquarters

The Boy Scouts Association is incorporated throughout the British Empire by a Royal Charter which was 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; Lord Baden-Powell, the Chief Scout, is Chairman both of the Headquarters Council and Committee.

Sec. 11.—Canadian General Council

The Canadian General Council was incorporated (see Sec. 5) for the purpose of promoting and carrying 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 by-law 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.

The Canadian General Council is composed of its Charter members and officers, and other elected representative citizens. New members are elected by the Executive Committee.

Each Provincial Council is entitled to representation on the Canadian General Council by its Provincial Commissioner and one other member duly elected by the Provincial Council.

The Chief Scout for Canada, His Excellency the Governor General, is Chairman of the Council and the Executive Committee. The other officers of the Council are: The President, who, is elected on the nomination of the Chief Scout for Canada; the Honorary Dominion Secretary, the Honorary Treasurer and the Honorary Counsel, who are elected yearly at the Annual Meeting of the Council, and the Chief Executive Commissioner, who is appointed by the Executive Committee.

The affairs of the Canadian General Council are managed by an Executive Committee of not less than nine nor more than twenty-six members, who are elected at the Annual Meeting.

Sec. 12.—Provincial Councils

Provincial Councils are constituted by the Canadian General Council under authority of the Act of Incorporation, to promote, encourage and assist the further establishment and development of the Boy Scout Movement in accordance with the Plan of Organization set forth, and with the duties and powers as hereinafter stated.

The provincial area for *Scout* purposes corresponds generally with that of the civil Province, but where it is desirable in the interests of the Group affected, the boundaries may be varied by agreement of the Provincial Executive Committees concerned, in which case the matter must be reported to Dominion Headquarters.

The membership of Provincial Councils is made up as follows:

(a) Members appointed by the Canadian General Council when the Provincial Council is regularly constituted.

(b) Members elected by the Provincial Council.

(c) The Officers of the Council.—The officers are Patron, President and Provincial Commissioner, who are appointed annually by the Chief Scout for Canada, on the recommendation of the Provincial Council; Vice-President, Treasurer, and Secretary, who are elected annually by the Provincial Council.

(d) Representatives of Local Associations.—Each Local Association is entitled to appoint two representatives, and one additional representative for every ten Groups in excess of ten Groups within the area of the Association.

(e) Representatives of Group Committees in charge of Groups which are not under the jurisdiction of Local Associations.—Each such Committee is entitled to appoint one representative.

(f) The District Commissioners in the Province.

An Executive Committee composed of the officers of the Provincial Council and other members is elected annually by the Provincial Council and exercises all powers of the Provincial Council during the interval between its meetings.

The duties and powers of the Provincial Council are as follows:—

(a) To promote the welfare of the Boy Scout Movement in the Province.

(b) To advise the Provincial Commissioner on the administration of Scout work in the Province.

(c) To obtain Provincial funds and control their expenditure.

(d) To promote harmonious co-operation with all existing organizations for welfare work with and for boys.

(e) To promote the organization and effective working of Local Associations and Group Committee on such terms and under such regulations as the Council may from time to time and by by-law provide.

(f) To make by-laws and submit the same for approval by the Dominion Executive Committee.

(g) To furnish to the Canadian General Council an annual report including a duly audited financial statement, and

(h) Perform such other duties as are assigned to it under these rules.

Sec. 13.—Local Associations

With the approval of Provincial Headquarters, Local Associations may be established in localities where two or more Scout Groups are organized or are likely to be organized.

The area to be administered by the Local Association is settled by the Provincial Council.

It is the duty of a Local Association:—

(a) To supervise and encourage the Movement within its area, and also to work in co-operation with other recognized organizations for boys.

(b) To recommend Packs, Troops, Crews, Groups and Scouters for registration and warrants (Secs. 18 and 104).

(c) To suspend for cause any Pack, Troop, Crew, Scouter, Wolf Cub, Scout or Rover in its area. In case of any refusal to recommend, or of any suspension, an appeal lies to the Provincial Commissioner.

(d) To be responsible for the granting of all *Scout* badges and awards to Groups or *Scouts* and to arrange examinations for proficiency badges.

(e) To promote the formation of Group Committees (Sec. 15).

(f) Where Sea Scouts exist, or boating is part of the *Scout* training of a Group, or where boats or canoes are used, to appoint a special committee to frame by-laws—

(1) For the inspection of all boats used by Sea Scouts in their area, and for approving or disapproving of their use with or without conditions.

(2) For restricting the sail area of boats, and the number of *Scouts* they may carry, for the provision of air tanks, life belts, or other safety devices.

(3) For ensuring that such vessels or boats when in use shall be properly manned, and in charge of a competent person.

(4) For the proper care and maintenance of any vessels or boats.

(g) To submit all by-laws for approval by Provincial Headquarters, supplying a duplicate set for filing. (A model set of by-laws may be obtained from Provincial Headquarters.)

(h) To raise locally money required for working expenses of the Local Association, or for helping Groups. Subscriptions and donations for this purpose should be paid to the Treasurer of the Local Association and not to any individual Group Scouters.

(i) To submit to the Provincial Council an annual report including a duly audited financial statement, and

(j) To perform such other duties as are assigned to it elsewhere in these Rules.

A person is a member of a Local Association—

(a) If he is a District or Assistant District Commissioner, District *Scoutmaster*, *Scoutmaster*, holding Warrant and registered within the area.

(b) If he is duly elected by a Group Committee in accordance with the by-laws.

(c) If duly elected by the Local Association.

The Local Association should elect annually a President, Vice-Presidents, Secretary, Treasurer, or Secretary-Treasurer and an Executive Committee which shall exercise all the powers of the Local Association during the interval between meetings. Scouters should be represented on the Executive Committee, but such representatives should not comprise a majority of the Committee. It is most important that an efficient Secretary be appointed.

It is not advisable that a Commissioner be also President of the Local Association, and Group Scouters are not permitted to act in this capacity, except with the sanction of the Provincial Commissioner.

Assistant *Scoutmasters* are not *ex-officio* members of the Local Association but are entitled to attend its meetings and to speak. Unless they have been elected members by the Local Association, they may not vote except in the absence of the *Scoutmaster*, in which case one Assistant may vote in respect of the section concerned.

Group Scouters are not *ex-officio* members of the Executive Committee of the Local Association.

Where there is no Local Association in the area, the Group Committee assumes all duties of the Local Association with respect to its own Group.

Where the area of a Local Association takes in several municipalities, the Local Association may, at the discretion of the Provincial Council, be designated a District Council.

Sec. 14.—Local Association Charters

NOTE: *The provisions of this Section will only be effective in provinces which adopt them by formal action of their Provincial Executive Committees.*

On the recommendation of the Provincial Council, the Canadian General Council may grant charters to Local Associations. Such Charters will give the Local Association jurisdiction in accordance with these Rules within the territory designated by the Provincial Executive Committee for the term specified in the Charter.

All applications for Local Association Charters shall be accompanied by two copies of the proposed by-laws and evidence that it will be in the best interests of the boys of the community and the Boy Scout Movement to have a Local Association, and that those who are making the application are in a position to perform the functions of a Local Association in a manner which would justify the issuance of a Charter.

All Local Association Charters shall expire at the end of each calendar year and may be renewed upon application accompanied by reports or other evidence which may be requested by Provincial Headquarters, showing satisfactory effort to meet the responsibilities herein set forth.

A Local Association Charter may be revoked for cause.

Sec. 15.—Scout Groups

(a) (1) The complete Group consists of the three Sections: Cub Pack, Scout Troop, and Rover Scout Crew, but may at any time consist of one or two Sections only, and except where the context otherwise requires, the word "Troop" includes a Sea Scout Troop, and the word "Crew" includes a Rover Sea Scout Crew.

(2) A Section may be sub-divided into two or more units under separate leadership.

(3) It is desirable that each Section of a Group have its separate Leaders and Assistants. Only in exceptional circumstances and with the consent of the District Commissioner is a Scouter permitted to serve as a leader of more than one section or unit thereof.

(b) No steps may be taken for the formation of a new Group or the re-establishment of a Group (or section thereof) without the knowledge and approval of the Local and Provincial Scout authorities.

(c) Upon application, Group Charters may be granted by Dominion Headquarters to institutions (churches, schools, clubs, societies, etc.) or to independent groups of citizens accepting responsibility for the organization and proper conduct of Scout Groups. Such applications obligate the institutions or sponsoring groups of citizens to provide adequate facilities, supervision and leadership (Sec. 104).

(d) Group Charters may be renewed upon application where the evidence shows a satisfactory effort to

carry out the programme as set forth in the official publications and in compliance with these Rules.

(e) In areas supervised by Local Associations, all applications for Group Charters, or for their renewal or withdrawal, are granted only upon the favourable recommendation of the Local Association.

(f) If it so desires, the institution receiving a Charter for a Scout Group may restrict membership in the group to boys of families who are members of, or who are otherwise identified with, the institution.

(g) Each Scout Group must have a Group Committee, composed of three or more adult citizens, appointed annually by the governing body of the institution sponsoring the Group, in consultation with the Group Scouters, or, in the case of community Groups not sponsored by an institution, elected annually by a meeting of parents of Scouts in the Group and friends of the Group held for this purpose.

The duties and responsibilities of the Group Committee are as follows:—

(1) To encourage a spirit of friendly interest, co-operation and helpfulness between the various sections of the Group, the Committee and the sponsoring body or institution.

(2) To secure in co-operation with Group Scouters, as favourable conditions as possible for the operation of each section:

(i) by the promotion of harmony between the Group and the sponsoring body, and other organizations in contact with, or affecting the Group.

(ii) by securing facilities for meetings, camping, storage of equipment, etc.

(3) To co-ordinate the work of the various sections and their Scouters:—

(i) by discussing with the Scouters matters affecting two or more sections and arranging or adjusting affairs accordingly.

(ii) by encouraging informal meetings of Scouters for pooling ideas so as to give the greatest help to the boys; for arranging "going up" ceremonies linking sections together; and for the promotion of unity of purpose. Such meetings may be called Group Councils.

(4) To exercise general supervision over all sections, and to:—

(i) Recommend Group Scouters for appointment.

(ii) Discuss the season's activities, plans for camp and other special events with the Scouters of each section and assist them where possible.

(Note: Where Committeemen accept programme responsibilities within a section they, for the time at least, assume the position of assistants to the Scouter in charge and bear such relationship to him.)

(iii) In the case of the inability of the Scoutmaster to serve, to assume direction of the section until a successor is duly appointed.

(iv) Protect the Scouters and members of the Group by a regular audit of the books of each section (see Sec. 4, Finance).

(v) Arrange for the annual registration of the Group (Sec. 104).

(vi) Assist the Scouters with the planning and arrangements for camps and approve the budget of expenses for same (Sec. 95).

(vii) Obtain the consent of the District Commissioner and satisfy him that the requisite training will be provided if it is desired to register Sea Scouts or Rover Sea Scouts as part of their Group.

(5) To be responsible for Group property and assist the Group to obtain money, if necessary. A simple form of account keeping for each section of the Group must be adopted by the committee for the record of all funds and property (see Sec. 4, d and f).

(6) To assist in the finding of additional Scouters, instructors and examiners.

(7) To prepare and submit regular reports of the activity of the Group to the sponsoring body or institution. Copies of these reports, and the annual accounts (duly audited) with schedule of property, must be submitted to the District Commissioner, or when there is no District Commissioner, to the Provincial Commissioner, and

(8) To perform such other duties as are assigned to it elsewhere in these Rules.

In cases involving problems of discipline, or "difficult" boys, the Scouter may consult with the members of the committee.

Where there is no Local Association the Group Committee shall assume all duties of a Local Association in respect to its own Group (Sec. 13).

SCOUTERS

Sec. 16.—Responsibility in Making Appointments

In view of responsibility to parents and of dangers which have been found to exist, Group Committees, Local Associations and Commissioners must take every precaution to ensure that no one whose character is open in any way to suspicion shall be admitted to leadership in the Movement, and they must act firmly and promptly in any case where such a person has gained admission.

The regular service in any capacity of any person, whether on probation or not, whose antecedents are not fully known, must not be accepted in any circumstances without previous reference to the Local Association or District Commissioner who must make inquiries at Provincial Headquarters before giving sanction.

Sec. 17.—Training of Leaders

Courses of training in the principles and methods of Cub, Scout and Rover Leadership are outlined by and conducted on behalf of Dominion Headquarters. These include correspondence courses, summer camp courses and District courses. For particulars see the pamphlet "Training for Scouters."

The following badges are awarded to Scouters and persons holding non-executive or honorary rank who complete satisfactorily the respective courses of training outlined in the pamphlet:

THE AKELA WOOD BADGE, which consists of two facsimile of beads forming the necklace originally belonging to the Zulu Chief Dinizulu and captured by the Chief Scout during the Zulu War. The beads are worn on a leather thong around the neck. (A small yellow bead is added to distinguish this from the other Wood Badges.)



THE WOOD BADGE, the same as above, except that a green bead is added.

THE ROVER WOOD BADGE, the same as Akela Wood Badge, except that a red bead is added.

In the case of a Scouter who has successfully completed two or more of the courses, only one coloured bead is worn, and that of the section in which active leadership is being given.

The Deputy Camp Chief's Badge is worn by Scouters appointed by the Chief Scout for Canada to hold Part Two Wood Badge or Part Two Rover Wood Badge Courses. The badge is similar to the Wood Badge, except that there are four Dinizulu beads instead of two.

The Akela Leader's Badge is worn by Scouters appointed by the Chief Scout for Canada to hold Part Two Akela Courses. The badge is similar to the Wood Badge, except that there are four Dinizulu beads instead of two.

The appointments for Deputy Camp Chief and Akela Leader are made for one year, subject to renewal or to revocation upon demand, or automatic revocation when a Deputy Camp Chief or Akela Leader ceases to hold warrant.

Sec. 18.—Warrants

Warrants of appointment as "Scouter", signed by the Chief Scout for Canada, are issued as below. (If a change is made in rank it is recorded on the Warrant and recognized by the current registration card.)

(a) Provincial Presidents (Sec. 28) and Provincial Commissioners (Sec. 23) on the recommendation of the Provincial Council.

(b) Assistant Provincial Commissioners (Sec. 24) and Field Commissioners (Sec. 25) on the recommendation of the Provincial Commissioner and the Provincial Council.

(c) District Commissioners (Sec. 26) on the recommendation of the Local Association and the Provincial Commissioner.

(d) Assistant District Commissioners (Sec. 27) on the recommendation of the District and Provincial Commissioners.

(e) District Cubmasters (Sec. 33) District Scoutmasters (Sec. 34) and District Rover Leaders (Sec. 35) on recommendation of the District Commissioner.

(f) Rover Scout Leaders (Sec. 75) Scoutmasters (Sec. 56) Cubmasters (Sec. 43) Assistant Rover Scout Leaders (Sec. 76) Assistant Scoutmasters (Sec. 57) and Assistant Cubmasters (Sec. 44) on the recommendation of the Local Association and District Commissioner and Provincial Commissioner, when such leaders, in addition to fulfilling the requirements as to age, fitness, etc., have:—

(1) Served to the satisfaction of Group Committee and Local Association for a period of at least three months.

(2) Satisfactorily met the requirements of such course or courses of training as may be recommended by the Chief Executive Commissioner for Canada, and required by the Provincial Commissioner.

Application for warrants for Scouters listed in subsection (f) must be made on forms obtainable at Provincial Headquarters.

All warrants remain the property of The Boy Scouts Association, and must be returned to the Commissioner at Provincial Headquarters on demand.

Warrants of officers giving up work should be returned through the Local Association Secretary to Provincial Headquarters for cancellation. When cancelled, the warrant may at the discretion of Headquarters be returned to the holder, if he wishes to preserve it. No warrant issued in the United Kingdom is valid for work in Canada, unless the signature of the Chief Scout for Canada is attached. Citizens of other countries resident in Canada may be granted interim warrants, to be replaced by the regular warrants on the completion of the naturalization requirements.

No warrants are issued for acting or honorary ranks.

In no circumstances will warrants for Rover Scout Leader ranks be granted to ladies.

Sec. 19.—Scouter's Promise

All Scouters, on appointment, subscribe to the Scout Promise (see Sec. 54); if desired the third section may be modified to read: "To carry out the spirit of the Scout Law."

Sec. 20.—Scouter's Uniform

All Scouters, except as provided in subsequent parts under this heading, wear uniform as for Scout, as described in Sec. 62, but with the following differences:—



(a) Neckerchief:—

1. Group Scouters when with or representing their Group wear the Group Neckerchief.
2. Other Scouters wear a neckerchief of Scout green. This may also be worn by Group Scouters when engaged in activities not connected with their Group.
3. Scouters entitled to it may wear the Gilwell Neckerchief and woggle, except when with or representing their own units. It indicates membership in the First Gilwell Park Group. The Wood Badge may be worn on all occasions.

(b) The Shoulder Knot, if any, will be of the colour appropriate to the rank.

(c) District Rover Scout Leaders, Rover Scout Leaders and Assistant Rover Scout Leaders wear red garter tabs instead of green.

(d) A Walking Stick or Thumbstick may be carried.

(e) In place of shorts, shirt and neckerchief, there may be substituted, if desired, khaki shorts, khaki tunic, with or without a belt of the same material, khaki shirt and collar, and green tie.



WINTER UNIFORM, as for Scout (Sec. 62).

Shoulder Badge, in the case of Group Scouters, indicating the Group, on right shoulder.

Provincial and other emblem, if, and as authorized under Sec. 105.

SEA SCOUTERS—Sea Scouters, and persons holding non-executive or Honorary rank in Sea Scout Groups, including those in Packs, wear uniform as for Sea Scout, as described in Sec. 62, but with the following differences:—

(a) A blue peak cap with black band (with white cover from 1st May to 30th September) is worn.

(b) A blue serge double-breasted coat with horn buttons may be added, in which case a white or blue shirt and collar will be worn with a green tie instead of a neckerchief.

(c) The shoulder knot will be of the colour appropriate to the rank.

(d) A walking stick or thumbstick may be carried on appropriate occasions.

LADIES—Details of a suggested uniform for Lady Scouters may be had from Dominion Headquarters upon request.

BADGES OF RANK—These are described under each rank. In mufti Scouters may wear Rover, Scout or Cub Badge or miniature Scouter's badge, if desired, as an alternative to the ordinary buttonhole badge of their individual rank.

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

NOTE: Scouters must not wear Scout Proficiency Badges, or All-round Cords.

Executive Ranks

Sec. 21.—Commissioners

All Commissioners, with the exception of the Chief Executive Commissioner, are appointed for one year, subject to re-appointment.

UNIFORM—As Sec. 20.

BADGES—A hat badge with purple plume worn on left of hat and a Commissioner's badge, worn in left lapel of coat.

Sec. 22.—Chief Executive Commissioner

The affairs of the Canadian General Council and the management of Dominion Headquarters between meetings of the Council, Executive Committee or Executive Board are in the hands of the Chief Executive Commissioner, who is appointed by the Executive Committee.

Sec. 23.—Provincial Commissioner

The Provincial Commissioner is appointed by the Chief Scout for Canada, on the recommendation of the Provincial Council. He is the principal executive officer of the Provincial Council, and is responsible for the active prosecution of the Movement in the Province; he is *ex-officio* a member of the Canadian General Council.

When the Provincial Commissionership is vacant, the duties are performed by the Chief Executive Commissioner for Canada, or his appointee, until such time as a new Provincial Commissioner is appointed.

The duties and powers of the Provincial Commissioner are:—

- (a) To supervise and to promote efficiency in the work of all District Commissioners in the Province.
- (b) To endorse recommendations for the granting and withdrawal of warrants in the Province.
- (c) To consider appeals from District Commissioners and Local Associations.
- (d) To approve all applications for awards for acts of gallantry and meritorious service before these are sent to Dominion Headquarters.
- (e) To suspend a Local Association pending enquiry by the Provincial Executive Committee.
- (f) To encourage the training of Scouters by such course or courses as may be recommended by the Chief Executive Commissioner, and

(g) To perform such other duties as are assigned to him elsewhere in these Rules.

If the Provincial Council and the Provincial Commissioner differ, the question must be referred to the Chief Executive Commissioner, who will, if necessary, refer the matter to the Executive Board. An appeal may be made to the Dominion Executive Committee, whose decision must be accepted as final.

Sec. 24.—Assistant Provincial Commissioner

An Assistant Provincial Commissioner may be appointed by the Chief Scout for Canada on the recommendation of the Provincial Commissioner and the Provincial Council. He acts under the Provincial Commissioner, and in the absence of the Provincial Commissioner performs the duties pertaining to that officer.

Assistant Provincial Commissioners may also be appointed for special duties (Wolf Cubs, Scouts, Sea Scouts, Rovers, Training, etc.).

Sec. 25.—Field Commissioner

The Provincial Commissioner may avail himself of the services of men, who by reason of their profession or the position they hold, may be able to co-operate in the furtherance of the work of the Boy Scout Movement. The Field Commissioner is appointed by the Chief Scout for Canada on the recommendation of the Provincial Commissioner and the Provincial Council who define his duties.

Sec. 26.—District Commissioner

The District Commissioner is appointed by the Chief Scout for Canada, on the recommendation of a Local Association and the Provincial Commissioner. He acts under the Provincial Commissioner, and is the principal executive officer within his District. He is *ex-officio* a member of the Provincial Council.

The duties and powers of the District Commissioner are:—

(a) To visit Scout Groups, and advise how to conduct them on the lines laid down in official publications.

(b) To test badge wearers in the knowledge of their subjects, with power to withdraw the badge from them if inefficient.

(c) To secure the harmonious co-operation of all Associations and Scouters in the District.

(d) To endorse recommendations for the granting and withdrawal of all warrants and certificates of registration for Scouters, Groups, Troops, Packs and Crews in his area.

(e) To foster and encourage the Movement generally throughout the District.

(f) To approve the formation of Sea Scout Troops and Patrols, and notify Provincial Headquarters immediately; and to satisfy himself that the necessary rules for the safety of Scouts on the water have been made and are carried out.

(g) To suspend for cause any Group Scouter, Group or section thereof, or *Scout*, in his area, pending inquiry by the Local Association. If withdrawal be recommended by both the District Commissioner and the Local Association, the matter need only be reported to the Provincial Commissioner, who will withdraw the warrant or certificate or advise the Chief Executive Commissioner that the warrant or certificate should be withdrawn.

(h) To supervise all *Scout* camps held in his District and give permission for the holding of same (see Sec. 95).

(i) To perform such other duties as are assigned to him elsewhere in these Rules.

If the District Commissioner and a Local Association differ, the question must be referred to the Provincial Commissioner, with the right of appeal to the Provincial Executive Committee.

When a vacancy occurs in a District Commission-ership the Provincial Commissioner will appoint some-one to perform the duties, pending the appointment of a new District Commissioner.

Sec. 27.—Assistant District Commissioner

The Assistant District Commissioner is appointed by the Chief Scout for Canada, on the recommendation of the District and Provincial Commissioners. Assistant Commissioners may be appointed for special duties (Wolf Cub, Scout, Sea Scout, Rover, Training, etc.).

Sec. 28.—Provincial Presidents

Provincial Presidents are appointed by the Chief Scout for Canada on the recommendation of the Provincial Council, and rank as Commissioners.

UNIFORM AND BADGE may be worn, if desired (see Sec. 20).

Sec. 29.—Presidents of Local Associations

Presidents of Local Associations rank as Commissioners.

UNIFORM AND BADGE may be worn if desired (see Sec. 20).

Sec. 30.—Executive Secretaries

Men employed by Provincial Councils and Local Associations as their executive officers are designated as Executive Secretaries. Their duties shall be as assigned by their respective Councils and Associations.

UNIFORM—See Sec. 20.

HAT BADGE—Plume, black with blue stripe.

Sec. 31.—Assistant Executive Secretaries and Field Secretaries

Men employed by the Provincial Councils and Local Associations as assistant executive officers may be designated as Assistant Executive Secretaries. Whenever such assistants are assigned primarily to field or

organization work they may be designated as Field Secretaries. Their duties shall be as defined by the Executive Secretary with the approval of the Executive Committee of the Council or Local Association concerned.

UNIFORM—See Sec. 20.

HAT BADGE—Plume, black with blue stripe.

Sec. 32.—Honorary Secretaries

Honorary Secretaries of Headquarters Councils and Local Associations may wear a miniature red enamel and silver Badge with "S" superimposed, and are given honorary rank as Scoutmasters.

UNIFORM—See Sec. 20.

HAT BADGE—Plume, black with red stripe.

Sec. 33.—District Cubmaster

With the approval of the Local Association, the Commissioner may appoint a Cubmaster or other suitable person as District Cubmaster for any duties compatible with these Rules with which he may invest the appointment.

This appointment must be renewed annually. Ladies are eligible.

UNIFORM—As in Sec. 20, with Cubmaster's Hat Badge in *white* enamel, worn on the front of the hat, but no shoulder knot or shoulder badge.

Sec. 34.—District Scoutmaster

With the approval of the Local Association the Commissioner may appoint a Scoutmaster, or other suitable person as District Scoutmaster, for any duties compatible with these Rules with which he may invest the appointment.

This appointment must be renewed annually. Ladies are not eligible.

UNIFORM—As in Sec. 20, with white hat plume, but no shoulder knot or shoulder badge.

Sec. 35.—District Rover Scout Leader

With the approval of the Local Association, the District Commissioner may appoint a Rover Leader or other suitable person as District Rover Leader for any duties compatible with these Rules with which he may invest the appointment.

This appointment must be renewed annually. Ladies are not eligible.

UNIFORM—As in Sec. 20, with white hat plume with the letters "RS" superimposed, and shoulder knot of red, yellow and green.

Non-Executive Ranks

Sec. 36.—Instructor

Local Associations may appoint instructors in any subject, provided the Local Association is satisfied that the instructors have expert knowledge of their special subject or subjects.

Instructors must be at least 18 years of age.

Instructors must not act as Examiners of *Scouts* whom they have instructed, unless another examiner cannot be found.

No Warrant or Registration Certificate is issued to instructors.

UNIFORM—See Sec. 20.

BADGE—Buttonhole badge in yellow enamel with the letter "I" superimposed.

For Scouts acting as Wolf Cub Instructors see Sec. 45.

For Rover Scouts acting as Scout or Cub Instructors see Sec. 89.



Sec. 37.—Examiner

Local Associations may appoint as Examiners persons having expert knowledge of any of the Scout or

Cub Proficiency Badge requirements or of the Two Star Cub, First Class Scout or Rover Scout Tests.

Scouters may be appointed Examiners for Scout Groups other than their own.

Examiners who are also Instructors may not examine Scouts whom they have instructed, unless another Examiner cannot be found.

No Warrant or Registration Certificate is issued for this rank.



Examiners must be at least 18 years of age.

UNIFORM—See Sec. 20.

BADGE—Buttonhole badge in yellow enamel with the letter "E" superimposed.

Sec. 38.—Surgeon

The Local Association may confer this rank on a surgeon giving his services to a Scout Group or Groups.

No Warrant or Registration Certificate is issued for this rank.

UNIFORM—If desired, as in Sec. 20.

BADGE—A red cross on a circular white ground, with Scout Badge superimposed, to be worn in buttonhole.



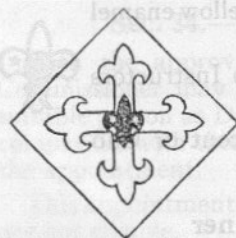
Sec. 39.—Chaplain

A Local Association may confer the rank of Chaplain upon a minister of religion who acts as Chaplain of a Group.

No Warrant or Registration Certificate is issued for this rank.

UNIFORM—If desired, see Sec. 20.

BADGE—A green enameled Badge with a cross superimposed, to be worn with ordinary clothes.



When in uniform, a square green cloth badge with cross superimposed is to be worn on the left pocket of the Scout shirt or coat.

Honorary Ranks

Sec. 40.—Honorary Scouters

The Provincial Commissioner may, with the approval of Dominion Headquarters, confer the corresponding honorary rank upon a Commissioner giving up his appointment.

The Local Association and District Commissioner, jointly, may, with the approval of the Provincial Commissioner, confer the corresponding honorary rank on a person giving up his appointment, and not having any other rank as a Scouter in the Movement.

Honorary ranks when granted are open to revision each year at the discretion of the authority granting them.

No Registration Certificates or Warrants are issued for honorary ranks.

UNIFORM AND BADGES, if desired, as for corresponding executive rank.

WOLF CUBS

Sec. 41.—Plan of Wolf Cub Training

The training of Wolf Cubs is founded on the romance of the jungle and is based on "The Jungle Books" by Rudyard Kipling. It is kept dissimilar to the training of Boy Scouts in order to suit the natural inclinations of boys of Cub age (for ages see Sec. 50), and in order that they may look forward to the new atmosphere and novel activities to be experienced by them when they attain the age and qualify for "Going Up" into the Scout Troop.

The details of organization and training of Wolf Cubs will be found in "The Wolf Cub Handbook," "Wolf Cubs" and these Rules, and must be adhered to closely.

The Wolf Cub Motto is "Do Your Best".

The Wolf Cub Promise, made by a boy when invested as a Wolf Cub (for Ceremony see Wolf Cub Handbook) is as follows:—

I promise to do my best—

To do my duty to God and the King,

*To keep the Law of the Wolf Cub Pack, and
to do a good turn to somebody every day.*

The Law of the Wolf Cub Pack is as follows:—

The Cub gives in to the Old Wolf;

The Cub does not give in to himself.

Sec. 42.—The Wolf Cub Pack

A Pack is one of the sections of a Scout Group. It is in charge of a Cubmaster, with one or more Assistants, to assist, and to ensure continuity of leadership. The Pack uses the name and number of the Group with which it is affiliated, and wears the Group neckerchief.



A Pack Totem

Where a Pack is a part of a Sea Scout Group, its members must receive only the ordinary Cub training, and the designation and uniform of the Cubs must be the same as for other Cubs. No form of sea training may be given.

A Pack is divided into Sixes, each Six consisting of six Cubs, including Sixer and Second. Sixes are known by their colours—Black, Grey, Red, Brown, White, etc.

If the Pack consists of more than three Sixes, an additional Assistant Cubmaster is desirable. Except in special circumstances, a Pack should not consist of more than 36 boys.

A Pack is entitled to carry a Totem Pole.

In deciding matters of internal administration, including the expenditure of Pack funds in accordance with Sec. 4 (d), the Cubmaster should, as far as possible, consult the Sixers' Council. This is an informal body composed of the Scouters of the Pack, the Sixers, and, if desired, the Seconds.

Registration of a Wolf Cub Pack is effected by filing at Provincial Headquarters an application for same along with the application for Group Charter or renewal of Group Charter. There are no registration fees for Cubs (see Sec. 104).

Sec. 43.—Cubmaster

A Cubmaster is a person who is registered at Provincial Headquarters as being in charge, or in joint charge, of the Wolf Cub Pack of a registered Scout Group.

Ladies are eligible for this rank.

Cubmasters are registered upon the nomination of their Group Committees and the endorsement of the Local Association (if any) having jurisdiction over their Group. In making such a nomination the Group Committee and the Local Association concerned testify that the person so recommended—

(a) Has, to their knowledge and belief, 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.

(b) Is at least twenty-one years of age.

(c) Has a full appreciation of the religious and moral aim underlying the scheme of Scouting.

(d) Is willing to subscribe personally to the Scout Promise.

(e) Has a general knowledge of "The Wolf Cub Handbook", "Scouting for Boys" and these Rules.

For Warrants see Sec. 18.

UNIFORM—See Sec. 20.

BADGES—Cubmaster's hat badge in green enamel, worn on the front of the hat. Buttonhole badge in green enamel.

Sec. 44.—Assistant Cubmaster

The qualifications are the same as for Cubmaster except that the minimum age limit is 18 years. Ladies are eligible for this rank.

UNIFORM—See Sec. 20.

BADGES—As for Cubmaster, in red enamel.

Sec. 45.—Wolf Cub Instructor

The Cubmaster may, with the approval of the Scoutmaster concerned, obtain the services of a Scout, or with the approval of the District Commissioner and of the Girl Guide Captain concerned, of a Girl Guide or a Ranger, to act as a Cub Instructor.

A Cub Instructor, after one month's service, is entitled, on the recommendation of the Cubmaster, to wear a cloth badge with a wolf's head in green above the left breast pocket. On ceasing to act as Cub Instructor he must take down his badge.

Wolf Cub Ranks**Sec. 46.—Sixer**

A Sixer is a Wolf Cub appointed by the Cubmaster to take charge of a Six of Wolf Cubs. A Sixer ranks before all other Cubs.

UNIFORM—As for Tenderpad, with two armlets of yellow braid, $\frac{1}{2}$ inch wide, 1 inch apart, worn above the left elbow.

BADGES—(For use in mufti), a white metal wolf's head.

One of the Sixers may be called "Senior Sixer," if desired, and wear a third armlet of yellow braid.

Sec. 47.—Wolf Cub Second

A Second is selected by the Cubmaster to assist the Sixer and to take the place of the Sixer when the latter is away.

UNIFORM—As for Tenderpad, with armlet of yellow braid, $\frac{1}{2}$ inch wide, worn 3 inches above the left elbow.

Sec. 48.—Wolf Cub Badge

The Wolf Cub Badge, which is granted by the Local Association on the recommendation of the Cubmaster, must be worn in cloth form by all grades of Wolf Cubs in uniform on the front of the cap and on the left breast of the jersey. It is also issued in the form of a brass buttonhole badge to wear when in mufti.

Sec. 49.—Wolf Cub Uniform

CAP—Green with yellow piping, with Wolf Cub Badge in front.

NECKERCHIEF—Of the Group colour; worn loosely knotted at the throat, or a Group ring (other than Gilwell pattern) may be used instead of knot.

JERSEY—Grey, green or navy blue, with WOLF CUBS—CANADA badge on right breast. The sleeves may be rolled up at the discretion of the Cubmaster; Jersey to be worn outside the shorts.

SHORTS—Dark blue, grey or khaki.

STOCKINGS—Navy with plain green or khaki tops, navy with khaki striped or green striped tops, or all khaki, worn turned down below the knees, with green garter tabs showing on the outside.

BOOTS OR SHOES—Brown or black.

HAVERSACK—On appropriate occasions worn on the back, not on the side.

SHOULDER PATCH— $1\frac{1}{2}$ inch triangular patch of cloth of the colour of the Six, sewn at top of left sleeve, immediately below the shoulder, with point upwards.

SHOULDER BADGE—Indicating the Group, worn on right shoulder.

PROVINCIAL EMBLEM—If authorized (see Sec. 105).

WINTER UNIFORM—See Sec. 62.



Authorized Badges

CUB BADGE—Of cloth worn on the left breast of the jersey and on front of cap.

PROFICIENCY BADGES—Worn by Second Star Cubs in parallel rows between the shoulder and elbow on the right arm.

SERVICE STARS—On left breast of jersey above the Wolf Cub Badge.

FIRST STAR—Worn in the front of the cap, on the right side of the Wolf Cub Badge.

SECOND STAR—Worn in the front of the cap, on the left of the Wolf Cub Badge.

The above is the correct Wolf Cub uniform, and nothing must be added to it. Correct uniform only must be worn in public. Unauthorized badges, Scout belts, fancy decorations and personal adornments must not be displayed. Wolf Cubs in camp may, at the discretion of the Cubmaster, wear any convenient clothing, but whenever they appear in public outside the camp limits they must be properly dressed.

Wolf Cub Grades and Proficiency Badges

Sec. 50.—Tenderpad

To become a Wolf Cub, a boy must be over 8 and under 12 years of age. He must satisfy his Cubmaster that he knows the Cub Law and Promise, the Salute, the Grand Howl, and their meanings. He is then invested (for Ceremony see "Wolf Cub Handbook") and makes the Wolf Cub Promise (Sec. 41).

He is then a Tenderpad, and is entitled to wear the Wolf Cub Badge and uniform (Sec. 49).

Sec. 51.—One Star Cub

Before being awarded his First Star a Tenderpad must:—

(a) Know the composition of the Union Jack and the right way to fly it.

(b) Be able to tie the following knots and know their uses: Reef knot, sheet bend, clove hitch and bowline.

(c) Turn a somersault; leap-frog over another boy of the same size; bowl a hoop, or hop round a figure-of-eight course. Throw a ball, first with the right hand, then with the left, so that a boy ten yards away catches it four times out of six. Catch a ball thrown to him from ten yards distance four times out of six.

(d) Skip with both feet together thirty times. It must be done backwards on the toes with the knees slightly bent all the time; the Cub must turn the rope himself. Carry on head, walking upright for ten yards, three books 8 by 5 inches (the size of the "Wolf Cub Handbook") placed flat across the head.

(e) Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose.

(f) Be able to tell the time by the clock.

(g) Have at least 3 months' service as a Wolf Cub.

The Star is granted by the Local Association on the recommendation of the Cubmaster and is worn in the front of the cap on the right of the Wolf Cub Badge.

UNIFORM—See Sec. 49.

Sec. 52.—Two Star Cub

Before being awarded his Second Star a Cub must:—

(a) Know the alphabet in Morse or Semaphore, and be able to send and read slowly simple words.

(b) Be able to point out eight points of the compass.

(c) Recite the first two verses of "God Save The King" (See Wolf Cub Handbook).

(d) Have saved one dollar by his own efforts.

(e) Produce a satisfactory model made entirely by himself in wood, metal, cardboard or clay, plasticine or similar substance; or an article knitted or netted, woven or carved; or a set of at least eight sketches

drawn by himself in colours (chalk or paint) of National flags, or animals, or flowers, with their names clearly written.

(f) Clean and polish a pair of boots or shoes. Fold his clothes neatly. Know how to lay and light a kitchen fire, or how to turn on and light a gas stove burner safely, or how properly to turn on and turn off electric stove elements. Be able to run or cycle with a verbal message of not less than fifteen words, to go by a certain route, and deliver it correctly; and to satisfy his Cubmaster that he is doing his best to keep the Pack Den tidy and to prevent litter when on hikes.

(g) Perform the toe-touching and knee-bending exercises as shown in "The Wolf Cub Handbook." Walk a plank 12 feet by 6 inches, the height of an ordinary table above the ground.

(h) Show how to clean and tie a cut finger, cover a scald or burn, and understand the danger of dirt in a scratch.

(i) Have at least 9 months' service as a Wolf Cub.

The Second Star is granted by the Local Association on the recommendation of a qualified and independent examiner approved by the Local Association. It is worn in the front of the cap, on the left of the Wolf Cub Badge. (For Investiture of Two Star Cubs see "Wolf Cub Handbook.")

UNIFORM—See Sec. 49.

Sec. 53.—Wolf Cub Proficiency Badges

Application for the Proficiency Badges described herewith must be made by the Secretaries of Local Associations (or the Secretaries of Group Committees in the case of Groups not under Local Associations) to Provincial Headquarters.

Tests must be passed before at least one independent and qualified examiner approved by the Local Association.

Badges are worn on the right arm in parallel rows between the shoulder and the elbow. Candidates must be Two Star Cubs.

The 12 Proficiency Badges are divided into four groups as follows:—

GROUP I. Character (colour of badges—blue).

GROUP II. Handicraft (colour of badges—yellow).

GROUP III. Service (colour of badges—red).

GROUP IV. Physical Health (colour of badges—green).

GROUP I.

Collector

Must make a suitable collection, neatly and systematically arranged, and know something about one group of objects such as the following: Stamps, postmarks, picture postcards, cigarette cards, crests, match-box tops, coins, leaves or flowers; (for the purpose of the last two, photographic or carbon reproductions may be accepted); *or* keep a scrapbook diary of events, etc., for a period of at least three months.



Observer

(a) Must know something of the history and habits of five Canadian animals (wild); *or* birds; *or* know the names and appearance of 20 Canadian flowers, *or* of 15 Canadian trees and shrubs.



(b) Must be able to explore (by following compass directions, understanding ground signs, and making use of land marks), but is not required to follow a trail.

(c) Must be able to play Kim's Game, eight objects out of twelve. (It is preferable to select variations of this game which are not used in the Troop.)

Gardener

(a) Must grow four of the following:—
In water—bulb, chestnut, acorn; on flannel or moss—mustard and cress, beans, peas.

(b) Must name four of the following from growing specimens—trees, or shrubs, flowers, vegetables.

(c) In addition, must: Care for a small patch of garden for three months. Recognize four weeds.

In the place of (c) Cubs in town may, as an alternative, care for one window box or equivalent for three months.

GROUP II.**Artist**

(a) Must copy in pen and ink or pencil a drawing of an animal or human being or still life.



(b) Draw with pencil, brush, pen or crayon an illustration of any incident or character in a short simple story, or in history (size not less than 7 in. by 5 in.); or

Draw, from nature, a landscape or still life group.

NOTE: The natural bent of the boy is to be encouraged in every way; the spirit and intention of the work to count as much as adherence to academic rules.

Homecraft

Must thread a needle and sew on a button, and carry out any two of the following tests:—

(a) Knot a useful article.

(b) Net a string bag or piece of netting for putting over seeds, etc.

(c) Make a kettle holder in cross stitch.

(d) Make a rug or mat on canvas or hessian.

(e) Darn a hole in jersey or stocking.

(f) Weave a useful article in raffia.

(g) Make a basket.

(h) Mend a tear.

Toymaker

Make a novelty from odds and ends, such as pine cones, clothes-pegs, etc., and either a toy of reasonable size, such as a boat, engine, motor car, doll, or animal; or in reasonable correct proportions and colouring, a composite toy, such as a farmyard, jungle or ark with animals, cottage with furniture, or station.



(An article presented for the Second Star Test must not be admitted for any part of this Badge.)

GROUP III.**First Aider**

(a) Must be able to dress and bandage a hand in as aseptic a manner as possible; and know how to "clean up" and treat a graze.

(b) Know treatment for sprains; and how to apply the wide bandage to a sprained ankle. Know how to put on the "large arm" sling.

(c) Know the treatment for stopping bleeding from the nose.

(d) Know how to extinguish fire in clothes, and how to treat minor burns and scalds, choking, and frost-bite.

Guide

(a) Must know which road leads to the nearest city, and how many miles away it lies; and the direction and distance of three neighbouring towns or large villages.



(The Pack Headquarters or the Cub's home should be taken as the centre from which distances are measured in the above test and those which follow.)

(b) Be able to give clear directions to a stranger asking his way, well expressed and distinctly spoken; and be capable of doing so politely and promptly.

(c) Know the whereabouts and distance away of the nearest police station, fire station or fire alarm, doctor's house, drug-store, hospital, public telephone, gasoline station, railway station, auto or service garage and hotel.

(d) Have a knowledge of all short cuts for an area of a quarter of a mile round the Pack Headquarters or the Cub's home.

(e) Know the story of an interesting and historical place in the neighbourhood.

In big cities the Commissioner may make appropriate modifications of paragraphs *a*, *c* and *d*.

House Orderly



(a) Be able to clean a grate, lay and light a fire, or lay and light a kitchen stove fire, using not more than two matches; or know how to turn on and light a gas stove burner safely, or how correctly to operate an electric stove.

(b) Make a good cup of tea, make toast, and fry or poach an egg.

(c) Peel and boil potatoes.

(d) Wash dishes, crockery and cooking utensils.

(e) Clean forks and knives.

(f) Clean a window.

(g) Clean and polish a pair of boots or shoes.

(h) Make a bed.

GROUP IV.

Athlete

These tests are divided into two classes, "A" and "B". Class "A" is for Cubs 8 to 10 years of age; "B" for those of 10 to 12. The tests are of the same nature in both classes, but the standards are different.



CLASS A

The average height of Cubs in Class "A" is 3 ft. 10 in. If a Cub in this class is unusually developed (not only in height) he shall be judged in Class "B".

To Sprint 50 yards in 10 seconds.

To jump 2 ft. 6 in. (high jump).

To jump 6 ft. (long jump).

To climb a rope or pole 10 ft.

To throw a baseball 20 yards.

To catch a baseball thrown from 15 yards.

To do one of the two following things:—

(a) Stand on his head.

(b) Turn a "cartwheel."

CLASS B

To sprint 60 yards in 10 seconds.

To jump 2 ft. 8 in. (high jump).

To jump 7 ft. 6 in. (long jump).

To climb a rope or pole (10 ft.).

To throw a baseball 30 yards.

To catch a baseball thrown from 20 yards.

To do one of the following things:—

(a) Stand on his head.

(b) Turn a "cartwheel."

Swimmer

(a) Must be able to swim 25 yards (any stroke).

(b) Be able to float on back for 60 seconds in salt water or 30 seconds in



fresh water, or tread water for two minutes in salt water or one minute in fresh water.

(c) Swim on back for 15 yards.

(d) Be able to "duck dive" (*i.e.* dive while standing in the water or swimming); *or* (as alternative) perform a "honey-pot" (*i.e.* jump with arms clasped round knees) from a board, bank or boat.

Team-Player



Must be a regular playing member of a properly organized team of football, baseball, hockey, cricket or some other organized game of a similar nature. (The team must be under the control of the Cubmaster, the boy's schoolmaster, or other person approved by the Cubmaster.) Must have played in at least six matches and must be specially recommended by his captain and by the person responsible for the club as being a keen, sportsmanlike player.

BOY SCOUTS

Sec. 54—Plan of Boy Scout Training

The training of Boy Scouts is founded on nature lore, woodcraft, pioneering, camping, etc., the natural boyish interest in these being utilized as important means of leading the boy to develop for himself his character, handiness, physical health; the efficiency thus gained being used for the good of others in the community. The guiding principles are the Promise and Scout Law. (For age see Sec. 63.)

Details of organization and training will be found in "Scouting for Boys", "Boy Scouts", "The Boy Scouts Association Handbook for Canada," and these Rules, and must be adhered to closely.

The Scout Motto 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.

The Scout Slogan is "Do a Good Turn Daily."

The Scout Promise, made by a boy when invested as a Boy Scout (for Ceremony see "The Scoutmaster's First Year"), is as follows:—

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:—

- (1) A Scout's honour is to be trusted.
- (2) A Scout is loyal to the King, his country, his officers, his parents, his employers, and to those under him.
- (3) A Scout's duty is to be useful and to help others.
- (4) A Scout is a friend to all and a brother to every other Scout.
- (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. 55.—The Scout Troop

A Scout Troop is one of the sections of a Scout Group. It is in charge of a Scoutmaster, and at least one Assistant Scoutmaster, to assist and to ensure continuity of leadership.

The Troop uses the name and number of the Group of which it is a part, and wears the Group neckerchief.

It is divided into Patrols consisting of 6 to 8 Scouts, including Patrol Leaders and Seconds. The Patrol should be the unit in all competitions and activities.

Patrols are named after birds and animals, preferably those common to their locality. (See page 125 for patrol colours.)

If the Troop consists of more than three Patrols an additional Assistant Scoutmaster is advisable. Except in special circumstances, a Troop should not consist of more than 32 boys.

The internal affairs of the Troop (including the expenditure of Troop funds in accordance with Sec. 4 (d), are administered by a Court of Honour consisting of the Troop Leader (if any), the Patrol Leaders and the Scoutmaster and Assistants; where the Troop is small, Seconds may also be members, but their presence is not desirable in cases concerning discipline. The Scoutmaster and Assistants should act in an advisory capacity only. The Scoutmaster has power of veto.

Registration of a Boy Scout Troop is effected by filing at Provincial Headquarters an application for same along with the application for Group Charter or renewal of Group Charter. An annual registration fee of fifty cents per Scout is payable at the time of application or of renewal, or as soon after as possible. (Sec. 104).

Sec. 56.—Scoutmaster

A Scoutmaster is a person who is registered at Provincial Headquarters as being in charge or in joint charge of a Boy Scout or Sea Scout Troop of a registered Group.

Ladies are eligible for this rank under special circumstances.

Scoutmasters are registered upon the nomination of their Group Committees and the endorsement of the Local Association (if any) having jurisdiction over their Groups. In making such a nomination the Group Committee and the Local Association concerned testify that the person so recommended:—

(a) Has, to their knowledge and belief, 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.

(b) Is at least twenty-one years of age.

(c) Has a full appreciation of the religious and moral aim underlying the scheme of Scouting.

(d) Is willing to subscribe personally to the Scout Promise.

(e) Has a general knowledge of "Scouting for Boys" and these Rules.

For Warrants see Sec. 18.

UNIFORM—See Sec. 20.

BADGES—A Hat Badge with a green plume on left of hat; green shoulder knot; buttonhole badge in green enamel, or bronze Scout Badge.



Sec. 57.—Assistant Scoutmaster

Each Troop of Scouts has one or more 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 the minimum age is eighteen.

UNIFORM—See Sec. 20.

BADGE—A Hat Badge, red plume, red shoulder knot; buttonhole badge in red enamel, or bronze Scout Badge.

Boy Scout Ranks

Sec. 58.—Troop Leader

A Troop Leader may, if desired, be appointed by the Scoutmaster, in consultation with the Court of Honour, to perform any duties compatible with these rules which may be assigned him.

The following qualifications are required—

- (a) Ability to lead.
- (b) Service as a Patrol Leader for at least six months.
- (c) The First Class Badge.
- (d) A general knowledge of "Scouting for Boys."

UNIFORM—See Sec. 62, with the shoulder knot of his former Patrol.

BADGES—Hat Badge as for Patrol Leader worn on front of hat, and a third white stripe under the Scout Cloth Badge.

A white metal buttonhole badge is worn when in mufti.

Sec. 59.—Patrol Leader

A Patrol Leader is a Scout appointed by the Scoutmaster, in consultation with the Court of Honour of the Patrol concerned, to take charge of a Patrol of Scouts.

The Patrol Leader carries the Patrol Flag.

UNIFORM—See Sec. 62.

BADGES—As for Scout and, in addition, in front of the hat a white metal Scout badge and scroll (or in the case of Sea Scout Patrol Leaders, a Scout Badge on cap ribbon between the words "Sea" and "Scouts"), and two white stripes, one on each side of the cloth Scout Badge.

A white metal buttonhole badge is worn when in mufti.

Sec. 60.—Patrol Second

A Second is a Scout selected by the Patrol Leader, with the approval of the Court of Honour, to assist him and to take his place when absent.

UNIFORM—See Sec. 62.

BADGES—As for Scout and, in addition, one white stripe on the right-hand side of the cloth Scout Badge.

Sec. 61.—Scout Badge

THE SCOUT BADGE, which is granted by the Local Association on the recommendation of the Scoutmaster, must be worn by all grades of Boy Scouts in cloth on the centre of the left-hand pocket of the uniform shirt, and the metal badge worn in the buttonhole of the coat when in mufti.



Sec. 62.—Scout Uniform

The Scout uniform is as follows, with appropriate badges of rank as described in Sections 59 to 61.

HAT—Khaki colour (four dents, one in front, one at the back and one at each side), flat brim, leather band, round crown and lace. (The lace should be worn at the back of the head and tied in front on the brim of the hat.)

NECKERCHIEF—Of Group colours. Each Group is entitled to make its own choice of neckerchief colours, subject to the choice being ratified by the Local Association. Duplication of the colours of other Groups in the same area should be avoided. It is worn loosely knotted at the throat, or with a Group ring or "slide" (of one pattern, other than Gilwell); and with the ends knotted.

SHIRT—Blue, khaki, green or grey, with two patch pockets (buttoned) and shoulder straps; and **BOY SCOUTS—CANADA** badge over right breast pocket.

SHORTS—Blue, grey or khaki. (When standing, the bottom of the shorts should reach the top of the knee-cap.) (Kilts may be worn in the place of shorts, provided it is worn by all members of the Troop.)

BELT—Brown leather of official design.

STOCKINGS—Navy with plain green or khaki tops, navy with khaki striped or green striped tops, or plain



khaki, worn turned down below the knees, with green garter tabs showing on the outside.

BOOTS OR SHOES—Brown or black.

SHOULDER KNOT—Six inches long, of patrol colours, on left shoulder. (For Patrol Colours see page 125.)

SHOULDER BADGE—Indicating the Group, worn on the right shoulder.

PROVINCIAL EMBLEM—If, and as authorized by Provincial Headquarters (Sec. 105).

STAFF—Every Scout including a Sea Scout should be equipped with a natural wood staff, five feet six inches in length, marked in feet and inches, to be carried on all appropriate occasions.

WINTER UNIFORM—All members of the Association may wear in winter the following uniform: Toque, mackinaw or windbreaker, breeches, stockings and boots or shoes.

SEA SCOUT UNIFORM—As for Scout with the following exceptions:—

CAP—Bluejacket's cap (with white cover for summer) with ribbon inscribed "Sea Scouts."

SHIRT OR JERSEY—Blue Jerseys having the words "Sea Scouts" in white letters across the chest. Shirts, an anchor badge on the right breast.

SHORTS—Blue.

It is recognized that climatic conditions in Canada frequently make it necessary for Sea Scouts to wear trousers in the winter or when boating or sailing in cold or bad weather.

STOCKINGS—Blue, long enough to turn up over the knees, if necessary, in bad weather.

The wearing of such articles of clothing as a bluejacket's jumper is not permitted. Waterproofs or oil-



skins and sou'westers may be worn at the discretion of the Scoutmaster.

Scoutmasters may use a boatswain's pipe instead of a whistle.

The above items comprise correct Scout uniform, and with the exception of authorized badges and decorations, and the optional articles mentioned below, nothing must be added to it. Correct Scout uniform must be worn in public. Scouts in camp may, at the discretion of the Scoutmaster, wear any clothing they desire, but whenever they appear outside camp limits, they must be properly dressed in Scout Kit.

Optional Articles

LANYARD—For carrying whistle, worn around neck, free of neckerchief.

KNIFE—This may be worn on belt if desired.

HAND AXE—Carried on belt, but only on appropriate occasions.

RUCKSACK—Worn on appropriate occasions.

OVERCOAT OR RAINCOAT—When not worn, these should be carried in the most convenient way, and so far as possible in a uniform manner.

Authorized Badges

SCOUT BADGE—Is worn on the centre of the left breast pocket (see Sec. 61).

SECOND CLASS BADGE—Is worn on left arm between the shoulder and the elbow (see Sec. 64).

FIRST CLASS BADGE—Is worn, when gained, in the place of the Second Class (see Sec. 65).

PROFICIENCY BADGES—Worn on the right arm in parallel rows between the shoulder and elbow, except those badges which qualify for King's Scout grade which are worn on the left arm as and when they are acquired (see Sec. 67).

KING'S SCOUT BADGE—Is worn on the left arm above the First Class Badge and surrounded by the qualifying badges (see Sec. 66).

ALL ROUND CORDS—Are worn round the right shoulder under the shoulder strap of the shirt and looped across the pocket (see Sec. 68).

BUSHMAN'S THONG—Is worn round the right shoulder in addition to All Round Cords if both are held (see Sec. 69).

SERVICE STARS—Worn above left shirt pocket (see Sec. 115).

LEAPING WOLF—Worn above right shirt pocket (see Sec. 70).

LIFE SAVING AND SERVICE MEDALS—Worn on right breast (see Sec. 91).

PATROL LEADER'S HAT BADGE—Worn on front of hat (see Sec. 59).

TROOP LEADER'S HAT BADGE—Same as Patrol Leader.

For other badges see special sections.

RANK STRIPES—Stripes to be one-half inch wide and three inches long, of white tape, and worn as directed for each rank (see Sections 58, 59 and 60).

Boy Scout Grades and Proficiency Badges

Sec. 63.—Tenderfoot Scout

The age limits for Scout enrolment are twelve to eighteen years, both inclusive, unless about to become a Rover, as in Sec. 73.

The Applicant must satisfy the Scoutmaster that he knows:—

- (a) The Scout Law and Promise, and understands their meanings.
- (b) The Signs and Salutes.

(c) The composition and history of, and how to fly, the Union Jack.

(d) Certain uses of the Scout staff, as indicated in Scout Chart No. 24.

(e) The following knots: reef, sheet bend, clove hitch, bowline, round turn and two half hitches, sheepshank; and understands their respective uses.

(f) How to whip the end of a rope.

He is then invested by his Scoutmaster and is entitled to wear the Scout Badge and uniform.

Sec. 64.—Second Class Scout

Before being awarded the Second Class Scout's Badge, a Tenderfoot Scout must:—

(a) Have at least one month's service as a Tenderfoot Scout.

(b) Pass the following tests in Health Rules and First Aid.

1. Know the general rules of health as given in "Scouting for Boys."

2. Be able to deal with simple First Aid problems as follows:—

Cuts and Scratches.

Bruises and Sprains.

Burns and Scalds.

Grit in the Eye.

Bleeding from the Nose.

Insect Stings and Animal Bites.

3. Know how to clean a wound and apply a clean dressing.

4. Have a knowledge of the triangular bandage and how to apply it to different parts of the body (not fractures).

(c) Know the Semaphore (or Morse) sign for every letter in the alphabet and for the numerals, and be able to send and read a simple message.

(d) Follow a trail half a mile in 25 minutes; or, if this be impossible, describe satisfactorily the contents of one shop window out of four, observed for one minute each; or Kim's Game, to remember 16 out of 24 well-assorted small articles after one minute's observation.

NOTE: *It is wise that boys should be trained in both following a trail and Kim's Game.*

(e) Go a mile in twelve minutes at "Scout's Pace."

(f) Lay and light a wood fire in the open, using not more than two matches. No paper or birch bark to be used.

(g) Cook a quarter of a pound of meat and two potatoes without cooking utensils other than a billy can or its equivalent over a camp fire in the open.

(h) Know and point out with the aid of a compass the sixteen principal compass directions.

UNIFORM—As in Sec. 62.



THE BADGE of the Second Class Scout 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, and is removed when the Scout attains First Class Rank.

Sec. 65.—First Class Scout

Before being awarded this badge, a Second Class Scout must have attained the age of fourteen years, and must pass the following tests, to the satisfaction of at least one independent and qualified examiner approved by the Local Association:—

(a) Have at least one year's service as a Second Class Scout.

(b) Swim fifty yards, or if a doctor certifies that bathing is dangerous to the boy's health, or where the Provincial Commissioner considers that water for the

purpose is not within reasonable distance of the Troop, pass for one of the following badges: Camper, Handyman, Healthyman, Naturalist, Pioneer, Stalker, Starman or Tracker.

(c) Have saved and paid into a Savings Bank Account a sum consistent with his opportunities for saving (minimum \$1.00).

(d) Send and receive a message either in Semaphore, at rate four (twenty letters a minute), or in Morse, at rate three (fifteen letters a minute). He must also understand the use of the calling up sign VE, and its answer K; the general answer, the end of message sign AR, and its answer R; the alphabetical check for numerals and the erase signal.

(e) Pass the following tests in First Aid.—

1. Be able to explain the functions of the principal organs of the body.
2. Know the position of the main arteries (names unnecessary) and be able to stop bleeding.
3. Know how to apply First Aid to fractures.
4. Know how to deal with the effects resulting from: Fire, drowning, run-away horse, fainting, gas suffocation, frost bite, electric shock and breaking through the ice.

(f) Cook satisfactorily over camp fire in the open two of the following dishes: Porridge, stew, rice, pancakes and a "damper" of half a pound of flour, or a "twist" baked on a thick stick; as an alternative for stew, skin and cook a rabbit, or pluck and cook a bird, or clean and cook a fish.

(g) Read and be able to use a one-inch topographical map (or its local equivalent) and draw an intelligible rough sketch map for a country area approved by the examiner. Use a compass and point out a compass direction by day or night without the help of a compass.

(h) Demonstrate proper use of an axe for felling or trimming light timber, or, if this be impossible,

produce an article of carpentry or joinery, or metal work, made by himself satisfactorily, or make a working model of any kind of machinery in metal or wood.

(i) Estimate, without apparatus, distance, numbers, height and weight with reasonable accuracy.

(j) Train a recruit in the points required to pass the Tenderfoot tests. (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.)

(k) Go on foot or row a boat or paddle a canoe, alone or with another Scout, to a point seven miles away and return again by another route, if possible, or, ride an animal or bicycle (not motor) a distance of 15 miles and back; he must write a short report of the journey with special attention to any points to which he may be directed by the examiner or his Scoutmaster (a route map of the journey is not required). The journey should occupy about 24 hours, and camping kit for the night must be taken and used. (In abnormal circumstances or to meet exceptional cases, the Local Association may permit modification of the requirements of this section.)

Normally test (k) should be the final one taken for the First Class Badge.

UNIFORM—As in Sec. 62.



THE BADGE of the First Class Scout is a combination of the Tenderfoot and Second Class badges and is granted by the Local Association, on the recommendation of the Scoutmaster. It is embroidered on cloth and is worn on the left arm between the shoulder and elbow in the place of the Second Class Badge.

Sec. 66.—King's Scout

Must be a First Class Scout, qualified to wear four of the following badges, of which Ambulance Man and

either Pathfinder or Coast Watchman are obligatory:—Ambulance Man, Coast Watchman, Cyclist, Fireman, Horseman, Interpreter, Pathfinder, Pilot, Public Health Man, Rescuer, Signaller.



A King's Scout must be re-examined annually for all his qualifying badges and must cease to wear the King's Scout Badge should he fail in any of them.

UNIFORM—As in Sec. 62.

THE BADGE of the King's Scout is a golden crown worn on the left arm above the First Class Badge, and surrounded by the qualifying badges (see Sec. 62).

Sec. 67.—Boy Scout Proficiency Badges

Applications for these may be made to Provincial Headquarters by the Secretaries of Local Associations, or, in the case of Groups not under Local Associations, by Secretaries of Group Committees.

Local Associations may be authorized through Provincial Headquarters to grant Proficiency Badges on tests other than those prescribed in these Rules, provided that the tests—

(a) Are laid down by a recognized authority on the subject, and are submitted for approval by the Provincial Executive to Dominion Headquarters;

(b) Are not easier than the tests in the Rules;

(c) Fulfil the same general purpose.

Tests must be passed before at least one independent and qualified examiner approved by the Local Association. Those so marked must be passed annually.

In the case of Groups not under the jurisdiction of a Local Association, the Group Committee and the Scoutmaster will designate examiners and devise such methods of examination as they deem most suitable to meet their local conditions.

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 rank, which are all worn on the left arm, as and when they are acquired.

The Ambulance Man Badge is worn at the top nearest the shoulder on the left arm only.

Candidates must be First or Second Class Scouts.

Second Class Scouts may qualify for and wear any six of the Proficiency Badges.

Scouts may not wear proficiency badges gained as Cubs.

Airman



(a) Explain how the various forces work to produce flight in (1) gliders, (2) kites, (3) aeroplanes, (4) dirigibles.

(b) Describe the position and function of wings, elevator and rudder.

(c) Name three well known distinct types of aircraft engines and describe difference briefly.

(d) Identify at least ten aeroplanes and state whether service or civil, number of engines, monoplane or biplane, and in the case of civil machines, exact lettering.

(e) Describe how to be of practical help to a pilot by being able to—

1. Indicate wind direction for landing and assist in taxiing and tying down an aeroplane.
2. Use wheel chocks, remove them safely and improvise them. Understand the importance of keeping people away from an aeroplane when stationary or moving.
3. Show what constitutes a reasonable landing ground and name three possible emergency landing grounds in the neighbourhood; also know the compass direction of principal towns and aerodromes within 250 miles.

(f) Make a working model of an aeroplane which will fly at least twenty-five yards, or a kite which will fly continuously for fifteen minutes.

Ambulance Man

(To be passed annually.)

In addition to passing First Class first aid tests (Sec. 65e) must—



(a) Know how to improvise splints and diagnose and bind a fractured limb.

(b) Know how to deal with choking, burning, poison, grit in the eye, sprains and bruises.

(c) Know how to diagnose and treat fits, fainting and insensibility as the examiners may require; drag an insensible person with ropes, and improvise a stretcher.

(d) Know the Schafer method of artificial respiration.

Demonstration called for by each paragraph above.

(e) Know the causes of and how to treat the following common camp ailments:— Constipation, diarrhoea, indigestion, chills and colds, headaches, rashes and sore throat.

Angler



(a) By the usual angling methods, catch and name seven different species of fish. At least one species must be taken by fly-casting or trolling 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.

(b) Show proficiency in accurate single-handed casting with the fly from distances of 30, 40 and 50 feet, or in bait-casting for distances of 40, 60 and 70 feet.

(c) Make three artificial flies (either after three standard patterns, or in imitation of different natural

flies). 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.

(d) Give the open season for the game fishes in his vicinity, and explain how and why they are protected by the law.

Archer



(a) Make a bow, string and arrow, and with these register an extreme flight of at least a hundred and thirty yards.

(b) With any bow and arrows, make the following scores on a regulation 4-foot target, shooting 30 arrows at each distance:

At 40 yards a score of at least eighty.

At 50 yards a score of at least sixty.

At 60 yards a score of at least forty.

(c) Give the meaning of York, American and Team rounds; wind; clout, flight and butt shooting, and roving.

(d) Know something of the history of archery and the records made by the principal archers of the past and the present.

Artist

Must show that he takes an interest in, has practiced, and gained proficiency in some form of one of the following:

(a) Graphic art: drawing, painting, etching, woodcuts, etc., or

(b) Decorative work: designing for wall papers, posters, book jackets, stained glass, wrought iron, etc., or

(c) Plastic art: modelling, pottery, etc., or

(d) Carving: wood, stone, etc.

In no case is the work to be a copy and the Scout must be prepared to state on his honour that the work is entirely by his own hand.



Athlete

(To be passed annually.)

(a) Demonstrate the proper method of sitting, standing and walking.

(b) Demonstrate proper method of starting and running in a race.

(c) Give proof of proper training and diet for Athletics and of taking regular bodily outdoor exercise.

(d) Pass five of the six athletic events given in schedule below if in classes (1) and (2), or

Pass seven of nine events if in classes (3), (4) and (5).



SCHEDULE

EVENTS	All boys 12 years of age; Boys 13 years, under 81 lbs.	All boys 13 years over 80 lbs; Boys 14 and 15 under 96 lbs.	14 and 15 years over 95 lbs; Boys 16 and 17 under 111 lbs.	Boys 16 and 17 and over 111 lbs.	18 years and over any weight.
	Class 1	Class 2	Class 3	Class 4	Class 5
Running.....	50 yards	75 yards	100 yards	100 yards	100 yards
Running High Jump....	7 3-5 secs.	10 4-5 secs.	13 secs.	12 2-5 secs.	11 4-5 secs.
Running Broad Jump....	3 ft. 5 in.	3 ft. 7½ in.	3 ft. 10½ in.	4 ft. 1½ in.	4 ft. 4½ in.
Standing Broad Jump....	6 ft. 8 in.	6 ft. 10 in.	7 ft. 1½ in.	7 ft. 6¾ in.	8 ft. 6¾ in.
Running Broad Jump....	11 ft.	12 ft.	12 ft. 6 in.	13 ft. 6 in.	15 ft.
Throwing Baseball.....	105 ft.	129 ft.	153 ft.	180 ft.	220 ft.
Chinning Bar.....			8 times	10 times	12 times
Push up from Floor....			12 times	14 times	16 times
Shot Put, wt. 8 lbs.....			26 ft. 6 in.	28 ft. 6 in.	30 ft. 6 in.
Scout's Pace.....	1 mile	1 mile	2 miles	3 miles	4 miles



Basket Worker

(a) Have a general knowledge of the raw material used in one or other of the branches covered by the badge, i.e., basket, cane, raffia or straw work.

(b) Know where the necessary raw material is obtained and how prepared for working.

(c) Produce an article of practical use made entirely by himself.

Bee-keeper

Have a knowledge of

(a) The principal tools, equipment and supplies used in modern bee-keeping.

(b) The flowering season of the principal nectar-yielding plants of the neighbourhood.

(c) Apiary management throughout the season for both comb- and extracted-honey production, as well as of hive-manipulation to prevent natural swarming.

(d) At least one good method of producing queen-cells by natural means, as well as by grafting, for use in artificial increase.

(e) At least one practical system of artificial increase.

(f) The use of bee-escapes, and the care and preparation of the honey harvest for sale.

(g) The feeding and preparation of bees for winter, and both cellar and out-door wintering.



Bird Warden

(a) Know regarding local bird life:

(1) The chief natural dangers (animal, bird, etc.) to which birds are exposed, and how to counteract them.

(2) Any social customs, ideas or superstitions which threaten bird life.



(3) Any laws passed, or practical steps taken to protect birds.

(b) Have a practical knowledge of the construction of three types of nest boxes for different species of birds, and how they should be used to best advantage.

(c) Must have fed birds in his district for at least one year by means of food houses, food tables or food sticks.

(d) Produce a notebook of, and be familiar with, the habits, calls and appearance (plumage, size, etc.) of at least twelve distinct species of birds in his district.

(e) Must have kept record of bird nests in his district for over a year, giving such particulars as:— Date of finding nest, species of bird, date when first seen or heard, number of eggs or young, kind of tree or bush or tussock in which located, height above ground, date of leaving nest, remarks.

Blacksmith

(a) Make an open link of 3/8 inch stock.

(b) Forge a chain hook out of 3/4 x 1/8 inch soft steel, or 3/4 inch round iron.

(c) Bend and weld three links to be fastened by a ring to the hook made as above, links and ring to be made of 3/8 inch round iron.

(d) Make a bolt of 1/2 inch stock; make a straight lap weld of 1/4 x 1 inch stock.

(e) Make a cold chisel out of 5/8 inch hexagonal tool steel.

(f) Temper a rock drill or plow share, and explain how to harden and temper a cold chisel.



Boat Builder

(a) Possess an elementary knowledge of blue prints and specifications of and for boats. Know the meaning of words shear, flare, tumble home, water lines, sections, diagonals and displacements.

(b) Possess an elementary knowledge of woods suitable for small boats.

(c) Possess an elementary knowledge of the construction of small sailing and rowing craft, and the



terminology applied to their parts. Know the meaning of carvel, clinker and diagonal construction. Know the principles on which spars are made.

(d) Build a small boat (anything over 8' long o.a.), alone or with another boy who does no more than a fair half of the work; *or* by himself, unaided, build a scale model, working from a blue print.

Boatman



(a) Hold Knotter's and Swimmer's Badges.

(b) Demonstrate ability to manage a boat single handed both by rowing and sculling over the stern (in boats suitable for that purpose). The requirements of this clause include also a knowledge of the distribution of the weight in the boat of one or more rowers, in calm and in rough water, with, or against the wind: beaching a boat, and coming alongside a larger vessel either at anchor or under way.

(c) Be able to steer and command a pulling boat under oars, and determine stowage of all gear under all conditions of wind and water.

(d) Know how to tow and be towed, both in open water and in restricted waters, such as canals.

(e) Be able to cast a line.

Bookbinder

Perform the following operations in the binding of a book:— Preparing the parts or sections for sewing; marking out and sawing the back for cords or kettle-stitches; sewing, glueing up; rounding and backing, cutting and lacing in boards; covering with cloth or paper.



Camp Cook

(a) Make a camp kitchen with open fire and other necessities, and prepare therein the following dishes:— Stew, roast meat, vegetables, scrambled eggs, milk pudding, stewed fruit, or any dishes which the examiner may consider equivalent.

Make tea, coffee, cocoa, and make a "damper" or "twist."



(b) Have a knowledge of the methods used in cooking meats and explain the uses of baking powder and baking soda.

(c) Know how to store provisions in a hygienic manner and bring proof that he has cooked satisfactorily for a Patrol or Troop in camp for not less than three complete days.

Camper



(a) Must have camped out a total of thirty nights either in bivouac or under canvas.

(b) Know the minimum requisites in kit, utensils, and rations required for seven boys for a week's camp in summer.

(c) Demonstrate what kit he would take on a hike or canoe trip by himself, and have taken part in a tramp, trek or canoe trip of not less than three days' duration, covering at least nine miles per day.

(d) Know how to select and lay out a camp for (1) patrol, (2) Troop of 32 boys, making necessary kitchens, rubbish pits or incinerators, latrines, etc.

(e) Must have cooked 30 camp meals.

(f) Demonstrate how to pitch and strike a bell or other standard tent and carry out ordinary repairs to same.

(g) Demonstrate that he understands the use and care of an axe.

(h) Build a shelter for three Scouts, using only natural materials.

(i) Know the precautions to be taken against forest or prairie fires, or both.

(j) Know the precautions to be taken to avoid the danger of contaminated drinking water.

Canoeman



(a) Demonstrate ability to swim at least fifty yards in clothes.

(b) Show skill in paddling a canoe with single paddle at bow, stern and amidships; know the precautions to take in rough water and have a knowledge of paddles.

(c) Demonstrate ability to climb into an empty canoe in water at least six feet deep.

(d) Know how to make minor repairs to a canoe.

(e) Know how best to portage a canoe.

(f) Must have paddled, either in a number of small trips or in one long one, a total distance of fifty miles and have done his full share of the paddling.

(g) Know how to paddle a canoe ashore in case of loss of paddle, or, in the event of canoe upsetting, the best modes of keeping afloat until assistance arrives.

Carpenter

(a) Know how to write out a stock list for lumber required in making (1) a rough door, or (2) a ten-foot square floor, using narrow boards.

(b) Explain how to dress up a piece of rough lumber to a finished size 2" x 4" x 48".



(c) Know when and where to use soft woods instead of oak, maple or birch.

(d) Know the difference between the teeth of a rip-saw and a hand-saw, stating why each is used for its particular purpose.

(e) Make a half-lap joint, mitred joint, or some well made article in which tenons, housing joints, or glued joints have been incorporated.

Citizen

(a) Know the qualifications for voting at Dominion, Provincial and Municipal elections in the Province in which he lives;

(b) How people become British subjects;

(c) How Canada and the Province and the Municipality in which he lives are governed, and



(d) How the United Kingdom is governed and what control its government exercises over Canada.

(e) Know the leading principles of the British North America Act;

(f) The principal functions of a good municipal government;

(g) 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.

(h) Know what a Scout can do to beautify and make healthy the place he lives in;

(i) 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, and

(j) Produce a certificate, signed by his Scoutmaster, showing that he has personally devoted at least thirty hours to the performance of some useful public service.

Clerk

Pass a test in:—

- (a) Handwriting.
- (b) Hand-printing.
- (c) Typewriting, using proper fingering, 20 words per minute; or as an alternative, shorthand, 50 words a minute as a minimum.

(d) Write a letter from memory on a subject given verbally five minutes previous.

(e) Know simple book-keeping, and have a general knowledge of the use of cheques, bank deposit slips, drafts, promissory notes and receipts.

Coast Watchman

(To be passed annually.)

(a) Know every rock and shoal within five fathom line on a four mile stretch of coast near his headquarters.

(b) Know all the danger spots to bathers and visitors and what to do if they get into difficulties. If on tidal waters know the places where persons are liable to be cut off by the tide.

(c) Know when the moon rises and sets and its quarter.

(d) Know the best landing places for boats and where they may shelter and find safe anchorage under all weather conditions.

(e) Make a rough sketch chart of local waters showing principal danger points, shoals, lights and channels.

(f) Know the light houses which can be seen from his strip of coast and describe the lights they exhibit.

(g) Know the routine followed in his own home waters in the event of a serious accident along the shore, the information to include life saving stations, coast guards, rocket apparatus, telephone and addresses of doctors and police.



(h) Know the mercantile code of signals.

(i) Know the marks of fishing boats and the national and house flags of all ships which regularly pass the home waters of the unit.

(j) If on tidal waters know:

(i) The rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water.

(ii) Know the set of current at all stages of the tide in the home waters of the unit.

Cyclist

(To be passed annually.)

(a) Sign a certificate that he owns, and has owned for at least six months, a bicycle in good working order, correctly equipped with lamp, bell, rear reflector and pump, and that he is willing to use it in public service if called upon at any time of emergency.



(b) Ride his machine satisfactorily and keep it in repair and good running order and show that he can mount and dismount neatly by either pedal.

(c) Demonstrate ability to satisfactorily repair punctures, take a bicycle apart, clean it and put it together again.

(d) Know the Rules of the Road, traffic signals, understand the system of road numbering, and be able to read a road map.

(e) Repeat correctly a verbal message after a ride of at least one hour's duration.

(f) Inform the Examiner of the use he has made of his machine in the last six months.

On ceasing to own a bicycle he must hand back his badge.



Dairyman

(a) Have a knowledge, gained by practice, of management of dairy cattle (or milch goats), milking, making butter and cheese, pasteurization of milk, care of dairy utensils and appliances.

(b) Have a practical knowledge of the use and purpose of the Babcock test.

Debater

(a) Propose at least two motions and oppose at least two others at properly conducted meetings.

(b) Speak in the course of a debate in the presence of the examiner for at least five minutes on the subject under discussion; have prepared subject thoroughly and have submitted concise and orderly notes of his speech.

(c) Know the ordinary rules of debate and parliamentary procedure, including the duties and powers of the chairman.



Electrician

(a) Name the elements of a chemical cell and by diagrams indicate its component parts.

(b) Make a simple electro-magnet and describe its action in the case of an electric bell and a telegraph sounder.

(c) Make a diagram of the electric circuit, when batteries supply the current, used for (1) an electric bell with one or more push buttons, (2) a telegraph key with relay and sounder, and (3) the telephone.

(d) Explain how to make a simple electric motor and how it operates.

(e) Explain what occurs in (1) an incandescent lamp, (2) an electric iron and (3) a vacuum cleaner when electric current is applied.



(f) Know what precautions should be taken to avoid electric shock or burns when working with or near electric appliances or wires.

(g) Know what First Aid methods should be applied to a person rendered unconscious by severe electric shock.

(h) Explain the importance of electricity to every day life and to industry.

(i) Have a general knowledge of the by-laws in his community governing the installation of electric wiring and fixtures.

Engineer (Auto Mechanic)

(a) Take off and put on a pneumatic tire.

(b) Have a clear idea of the working of internal combustion engines and know the functions of their principal parts.

(c) Demonstrate how to put out burning gasoline or oil.

(d) Understand the dangers and treatment of carbon monoxide poisoning.

(e) If of proper age for his Province, be able to pass an examination equivalent to that required locally for a license to operate an automobile.

Entertain by himself for at least 15 minutes with a varied programme from the following: Recitations, songs, conjuring tricks, character sketches, stories, ventriloquism, stump speeches, step-dancing, playing the banjo, penny whistle, mouth organ, etc.; or rehearse and direct his Patrol in a play lasting not less than 20 minutes.

The performance in either of these cases shall have taken place before a mixed audience, and to the satisfaction of an independent examiner.



Explorer



Must satisfactorily carry out one of the following projects:—

(a) Explore thoroughly within a period of 12 months an area of at least three miles radius (preferably round his own home or Scout headquarters) for *one* of the following specific objects:

- (1) Trace all footpaths, bridlepaths and waterways shown on past and present maps, and report on their present condition.
- (2) Prepare a full report on the industries of the locality, the nature of its agriculture, making an approximate estimate of the amount of arable land and land under pasture, and the use to which it is put.
- (3) Make a full report on the history of the area, giving particulars and history of any antiquities or places of special interest and the extent to which it is disfigured by advertising, etc.
- (4) Prepare a report on the trees, flowers, birds and animals common to the area.

Or (b) have a sound knowledge of not less than five miles of navigable river or canal, including knowledge of tides (if any), channels, shoals, or mudbanks, where tides are strongest, mooring places, local rules and customs, including local "rules of the road" and regulations affecting use of the waterway (e.g., restrictions of bathing, prevention of river pollution), and know where special dangers (if any) exist. Know of two camping sites adjacent to mooring places within the area, with names and addresses of owners, and where drinking water and supplies are obtainable.

NOTE: In all cases submit a log of the expeditions undertaken, with mileages, and accompanied as far as possible by explanatory sketches, photographs and maps.

Farmer

(a) Have a knowledge, gained by practice, of ploughing, cultivation, drilling, fencing and draining.

(b) 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.

(c) Know how to lay down fire guards.



Fireman

(To be passed annually.)

(a) Have a knowledge of how to turn in a fire alarm. Know the local fire department telephone number and the nearest fire alarm box to his dwelling, school or place of business.

(b) Have a knowledge of the dangers of the use of gasoline, celluloid products, illuminating gas; oil, gas, alcohol and gasoline stoves and lamps; Christmas decorations; and method of fighting a fire resulting therefrom.

(c) How to work in fumes and smoke.

(d) Have a thorough knowledge of fire prevention in home and factory.

(e) Have a knowledge of the use of hose and hydrants; ladders, ropes, jumping sheets, and how to improvise same; passing buckets. Know the various types of fire extinguishers and their proper use for various classes of fires. Know the various ways of forming a scrum (using arms, hands, staves, ropes).

(f) Have a knowledge of the different fireman's drags and lifts; First Aid for burns; artificial respiration and the method of changing operators.

(g) Know how to control panic, rescue animals and salvage property.



(h) Know how to properly attend a house furnace and be able to explain the drafts system.

(i) Have a knowledge of why fires are caused by defective electric wiring and defective electrical appliances.

Forester



(a) Identify fifteen principal native tree species in own locality and explain their principal distinguishing characteristics.

(b) Identify five kinds of native shrubs.

(c) Describe the principal uses of ten species of Canadian woods. If possible visit a wood-using factory.

(d) Explain the aim of forestry, and compare with unregulated lumbering.

(e) 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 eliminate them; three general classes of forest fires, and how to fight each.

(f) Describe the Government Forestry activities carried on in the province.

(g) Successfully plant or assist in planting at least twelve trees.

(h) Describe the general features of lumbering or shingle mill, or pulpwood operation, how the cutting is done in the woods, method of transportation to the mill, and manufacture there. Visit some portion of woods operation, or saw-mill, or pulp or paper mill or shingle mill.

(i) Discuss one or more of the enemies of trees, such as insects (leaf-eaters, bark-borers, wood-borers), or decay (fungus diseases), producing specimen of any one, and tell something of how damage from these sources may be lessened or overcome.

Friend to Animals

(a) Have a general knowledge of the habits and principal points of a horse, and one of the following:— Cattle, sheep, goats, pigs, dogs, cats, poultry. Be able to recognize any form of cruelty or ill use to which they are subject.



(b) Know, in respect to the above animals, the usual minor ailments to which they are liable, and what simple remedies may be employed.

(c) Have kept a pet in good condition of comfort and health for at least three months.

(d) Have an elementary knowledge of what to do in the case of accidents to animals; also of any laws passed for their protection, and the power of the police with regard to them.

Gardener



(a) Dig a piece of ground containing not less than 144 square feet.

(b) Plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings.

(c) Know the names of a dozen plants pointed out in an ordinary garden.

(d) Understand what is meant by pruning, grafting and manuring.

(e) Understand potting and growing of flowers from bulbs, indoors, and grow successfully one pot each of tulips, daffodils and hyacinths.

Handyman

Be able to do 10 out of the following, at least three of which (selected by the examiner) must be demonstrated:—

(a) Paint a door or similar object.

(b) Whitewash or distemper a wall or ceiling.



(c) Clean and adjust gas fittings and replace mantles.

(d) Replace electric-light bulbs, lamp-shades and fuses.

(e) Replace a tap-washer and adjust a ball-cock.

(f) Hang pictures and fix curtain rods.

(g) Repair and adjust window blinds.

(h) Take up, beat and re-lay a carpet.

(i) Repair furniture, upholstery or china.

(j) Sharpen knives.

(k) Glaze a window.

(l) Repair a cane-bottomed chair.

(m) Replace a sash-cord.

(n) Replace a spring in a door lock.

(o) Know what immediate steps to take in the case of a burst water-pipe or gas leak.

(p) Hang wall paper.

(q) Attend to stopped gutters, waste pipes and frozen pipes.

Healthy Man



(a) Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach, and organism of special senses (eye, ear and nose) in good order and the principal health dangers to be guarded against.

(b) Give general rules governing eating, drinking, breathing, sleeping, cleanliness, and exercises; and evidence of the observance of these rules for at least twelve months.

(c) In the event of absence from Scout duty through illness show that same was not caused by failure to observe these rules.

(d) Know the dangers incurred by the use of tobacco and alcohol, and the breaking of the Tenth Scout Law.

(e) Know the danger of overtaking the body and the continual use of one form of exercise.

(f) Demonstrate the six exercises described in "Scouting for Boys" (Camp Fire Yarn No. 17). Give reasons for each exercise.

*Horseman

(a) In the case of light horses, ride properly at all paces and jump an ordinary fence; saddle and bridle a horse correctly; harness correctly in single and double harness, and be able to drive single and pair; or



(b) In the case of heavy draught horses, know how to harness them in single and double harness.

And in either alternative:

(1) Know how to water and feed, and groom a horse properly.

(2) Know how to clean and keep harness.

(3) Know the evil of bearing and hame reins and ill-fitting harness.

(4) Know the points of a horse, and be able to detect common ailments and lameness.

**If this badge is taken as a qualifying badge for King's Scout it must be repassed annually, and the Scout must have a horse at his disposal.*

Interpreter

(To be passed annually.)



Be able to carry on a conversation, write a simple letter on subject given by examiner, read and translate at sight a passage from a book or newspaper in at least two modern languages.

Journalist

(a) Have served on the editorial staff of a professional paper or magazine, or school or Scout magazine, for at least six months.

(b) Produce a report written by himself of Troop activities; and of one of the following:—News incident; lecture, sermon or political address; bazaar, open air fete, garden party or rally.

(c) Produce a clipping of a published article or report written by himself.

(d) Understand what is meant by "make up" and produce a dummy for the printer, representing one issue of an eight-page magazine, circular, catalogue or report.

(e) Know the names of six different type faces and six type sizes.

(f) Understand the ordinary printers' correction signs.

Knotter

(a) Know the meaning of — bight, standing part and end.

(b) Explain the use of the following:—knots, bends and/or hitches and give practical demonstrations of the use of each:



(1) Figure of eight, Overhand, Bowline, Bowline on a Bight.

(2) Wall, Crown, Wall and Crown.

(3) Reef, Fisherman's knot, Carrick, Bowline bend, Shroud.

(4) Single Sheet bend, Double Sheet bend.

(5) Clove hitch, Anchor or Fisherman's bend, Rolling hitch, Timber hitch, Round turn and two half hitches.

(6) Marline spike hitch, Blackwall hitch, Marling hitch, Sheepshank.

Laundryman

(a) Wash and iron garments of linen, cotton, silk and wool.

(b) Sew a patch on a shirt, sew on shirt buttons and darn a pair of socks.

(c) Identify linen, cotton, silk and wool fabrics, and remove stains from each.

Leather Worker

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 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

(a) Know thoroughly the safety rules for: (1) handling a supposedly empty rifle, (2) when cleaning a rifle, (3) when loading, (4) when unloading, (5) when carrying on the street or road, and in the woods, and (6) when climbing a fence.

(b) Explain the danger of shooting with a .22 calibre rifle at a target on a fence, at tin cans or bottles, and across water.

(c) Explain calibre, and those in general use.

(d) Explain rifling and its purpose.

(e) Describe the component parts of a cartridge.

(f) Explain the sighting of the rifle for short and long distances.

(g) Demonstrate the cleaning of a rifle.

(h) Judge distances over unknown ground (five trials up to 300 yards, five between 300 and 600 yards); average error on ten trials not to exceed 25 per cent.

(i) Demonstrate the correct position for shooting (1) in the prone position, (2) kneeling, and (3) off-hand standing.

(j) With a sub-calibre rifle fire 10 rounds at a standard target at 20 yards, and obtain at least 85 points.

Mason



(a) Lay at least four courses of a straight wall of stone or brick and build a corner on a suitable masonry foundation.

(b) Understand the making and use of cement and lime mortar and concrete.

(c) Understand the use of a plumb-line and trowel.

Master-at-Arms

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



Metal Worker



(a) Execute some work in beaten brass, copper or sheet iron.

(b) 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.

(c) Explain the composition and properties of solders, fluxes and metals.

(d) Make and solder a tin box (to the measure of a six-inch cube) with lid to fit.

Miner



(a) Study the safety practices of one particular mine, and if possible make at least one trip underground to observe the safety rules in use.

(b) Explain what a placer deposit is and tell what minerals are extracted therefrom, or describe briefly one particular method of mining any one metallic mineral or coal.

(c) Explain a dyke; a fault; a vein; a room; an entry; an air course.

(d) Explain "ore dressing" and give several examples.

(e) Explain what precautions should be observed when handling powder or detonators.

(f) Name the principal localities in Canada where any six of the following ten metals or non-metals are mined:— Gold, silver, nickel, cobalt, copper, zinc, asbestos, salt, gypsum and coal.

(g) Name one or more of the ores of copper, iron, lead, zinc and nickel.

Missioner



(a) Have a general elementary knowledge of sick-nursing, invalid cookery, sick room attendance, bed-making and ventilation.

(b) Show how to apply a gauze dressing to a sore so that it will not be contaminated; that is, do it in an aseptic manner.

(c) Have a general knowledge of the principles of personal hygiene and home sanitation.

Musician

(a) Answer questions on the meaning of the ordinary musical signs and terms denoting pitch, length of notes, time signatures, and expression, in either staff or tonic sol-fa notations.

(b) Read at sight a short test piece.



(c) Either:

- (1) Play two pieces, selected by the candidate, upon any recognized solo instrument.
- (2) Play without music two of the following pieces: "God Save The King," "Rule Britannia," "O Canada," a hymn tune, or the accompaniment to any of the songs appearing in "Songs for Canadian Boys."

Or—

Sing three songs, one being the Scout's own choice, and two from the following list: "Skye Boat Song", "Jerusalem", "Ye Mariners of England", "It Was a Lover and His Lass", "The Hundred Pipers", "Vive La Canadienne" (French Words), "C'est l'Aviron" (French words).

NOTE: *The above songs can be found in "Songs for Canadian Boys."*

Naturalist



(a) Explain in his own words and from his own observations:—

- (1) The fertilization and development of a wild flower, or
- (2) The development of a bird from an egg; or
- (3) The life history of an insect or a fresh or salt water fish; or
- (4) A month's observation of pond life.

(b) Keep a nature diary, illustrated by sketches of the animals, birds, trees, plants, insects, etc., recorded; this diary to contain the dates and places of:—

- (1) First appearance of 12 spring or autumn migrants;
- (2) First flowering of 18 wild flowers, or description of appearance and habits of six sea-birds or water fowl;

- (3) First appearance of six butterflies or moths, or description of six animals.
- (4) Make a carbon or other impression of 18 leaves of common trees.

In towns one of the following alternatives may be selected in place of (b) (the District Commissioner deciding whether the area may be considered a town for the purpose of this badge):—

Make a collection of leaves of thirty different trees; or of sixty different species of wild flowers, ferns and grasses, dried and mounted; be able to name these correctly and identify them in the field;

Or, alternatively

Make coloured drawings of twenty flowers, ferns or grasses from life. Original studies, as well as finished pictures, to be submitted.

Pathfinder

(To be passed annually.)

a. (1) For country district and towns up to 5,000 population, have a knowledge of the history of the community and places of historical interest; also location of doctors, schools and churches.



(2) In Prairie Provinces, have knowledge of capacities and location of district elevators.

(3) Have knowledge of farms with their approximate acreage and registered stock, also the location of blacksmith shops and garages within two miles in all directions from troop headquarters.

(4) Have a general knowledge of the country within a 25 mile radius, so as to be able to guide strangers to districts, towns or cities.

Make and present a map, drawn in ink, showing as much as possible of the information required above. For purposes of re-examination the map must be brought up-to-date.

Commissioners may use their judgment in excluding undesirable areas and substituting others.

b. (1) In towns and cities, population 5,000 to 50,000, have an intimate knowledge of the locality, either round his home or troop headquarters as may be decided by the Scoutmaster, including fire alarm boxes, hydrants, fire and police station, general hospitals, post and telegraph offices and telephone exchanges, railway stations, street car routes and six doctors (three nearest troop headquarters and three nearest home); schools and churches, factories, livery stables, gasoline stations, motor garages, the principal food and provision merchants, cab and taxi stands and cycle repairers.

(2) Make and present a map, drawn in ink, showing as much as possible of the information required above. For the purpose of re-examination the map must be brought up-to-date.

(3) Have a general knowledge of his town or city, and its history and places of historical interest therein.

(4) Have a general knowledge of the country within a 25-mile radius and be able to direct strangers to the nearest districts, towns or cities by railroad, electric railway, highways and water routes.

NOTE: The area over which the above intimate knowledge will be required has a one mile radius from home or troop headquarters. The Commissioners will use their judgment in excluding undesirable areas and substituting others.

(c) In cities over 50,000 in population, same as (b) but with an area having a half mile radius in (1).

Photographer



(a) Have a knowledge of the principles of camera construction, what the camera lens does, the effect of light upon the sensitive film, and the action of developers.

(b) Have a knowledge of the principal uses of photography.

(c) Recognize by examination an under-exposed, over-exposed and correctly exposed negative.

(d) Make six correctly exposed negatives of each of the following subjects:— Landscape; persons or animals; interiors; buildings.

(e) Submit one print of good average quality from each of the above negatives, and have a knowledge of the printing paper used.

Pilot

(To be passed annually.)



(a) Be able to read any chart and have a good knowledge of the chart for the nearest port and the coast or shore on each side of it. This must include a knowledge of the standard markings on the chart.

(b) Know the buoys, beacons, land marks, and leading marks into and out of his home port or harbour.

(c) Know:— The rule of the road at sea, as adopted either for deep sea service or for inland waters; the lights carried by various kinds of vessels; the simple sound (whistle) signals used to indicate course in passing or proximity of danger; and the conventional storm signals.

(d) Know the lead and its markings; understand arming of the lead.

(e) Know Canadian Government system of buoys and buoyage.

Pioneer

Show real proficiency in the following:—

(a) Fell a nine-inch tree or scaffolding pole neatly and quickly.

(b) Tie the following knots and thoroughly understand their uses: The Tender-foot test knots; Timber Hitch, Bowline on Bight, Rolling Hitch, Catspaw, Double Sheet Bend, Man Harness knot, Marline or Lever Hitch, Draw or Highwayman's Hitch, Fisherman's Bend or Hitch and Fisherman's knot.



(c) Use the following lashings in the proper way: Square, Diagonal, Sheer or Round, Figure of Eight; and be able to lash a block to a spar.

(d) Build a model bridge or derrick.

(e) Make a camp kitchen.

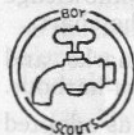
(f) Build a camp shelter or hut suitable for three occupants.

Piper

Be able to play a March, a Strathphey and a Reel, or their equivalent in the locality concerned.



Plumber



(a) Be able to use a soldering iron to repair a copper ball or similar job; be able to repair leaky taps and stopcocks and ball cocks.

(b) Know how to hammer up a burst pipe.

(c) Understand the ordinary hot and cold water system of a house; how to thaw out a frozen pipe and how to protect pipes from frost.

(d) Understand the use of stock and dies and be able to cut a thread upon a 1-inch pipe.

Poultryman

(a) Know how to construct an all-year type of sanitary poultry house to accommodate at least eight hens and a male bird.

(b) Know how to care for a flock of at least eight hens.

(c) Know how to run an incubator and test hatching eggs; and have a practical knowledge of rearing chicks by brooder; or, alternatively, know how to take care of a setting hen, and of a hen with chicks.

(d) Have a practical knowledge of feeding, killing and preparing birds for market.

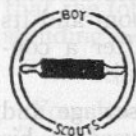


(e) Know how to grade and pack eggs for market.

(f) Know the names of two light-weight laying breeds, four medium weight general purpose breeds and two heavy-weight table breeds.

(g) Know two methods of determining whether a hen is about to lay, is in full lay, and near the end of a laying period.

Printer



(a) Set and print a handbill.

(b) Know the names of six different type faces and six type sizes.

(c) Be able to compose by hand or machine.

(d) Understand the use of hand or power printing machines.

(e) Read and mark ordinary proof correctly.

Prospector

(a) Have a general knowledge of the origin and characteristics of Igneous, Aqueous and Metamorphic rocks.

(b) Have a detailed knowledge of the geological history and formations of his own district.

(c) Make a collection of specimens of local common minerals and rocks, label correctly and know their uses.

(d) Identify seven out of twelve common minerals submitted, and three out of five common rocks, and give their uses, if any.

(e) If fossils occur locally, submit a group, properly labelled.



Public Health Man

(To be passed annually.)



(a) Know the modes of transmission of the following diseases:—Scarlet fever, diphtheria, tuberculosis, measles, mumps, whooping cough, chicken-pox, typhoid fever, dysentery, summer diarrhoea, small-pox, malaria, ringworm, scabies; the

measures adopted by sanitary authorities to prevent their spread, and the steps which should be taken by private individuals in cases of infection.

NOTE: Bacteriological and medical details are not required.

(b) Explain the local health laws regarding notification of the presence of infectious disease, and the regulations regarding quarantine or isolation; and describe one or more methods for disinfecting a room and its contents, and for disinfecting a house, after a contagious illness.

(c) Describe one or more methods of sewage and garbage disposal, including the method used in his own community. Describe a method of garbage disposal in a summer camp.

(d) Explain how the house-fly carries disease.

(e) Describe methods for assuring supplies of pure water, milk, meat and exposed foods.

(f) Describe ways in which Scouts may aid the local health authorities in promoting good health in the community.

(g) At the age of 16 or thereafter be instructed by a qualified physician (or his appointee) in the dangers of venereal disease.

Radio Man

(a) Be able to send and receive at the rate of ten words (fifty letters) a minute, within 95 per cent. accuracy.

(b) Know the Government regulations respecting Amateur Wireless Stations and Operators.

(c) Know the traffic and caution signals.

(d) Know the correct procedure for sending a message.

(e) Draw a diagram and explain the elementary working principles of a simple receiving station and a simple transmitting set; or demonstrate the same at his own or another wireless station.



(f) Show at least two pieces of Morse wireless apparatus made by himself and explain their use.

(g) If the owner of a wireless station show a Government Permit for its operation.

Reader

(a) Read and submit to an oral examination to ensure that the following books have been read with understanding:—

“Scouting for Boys.”

Four books of Canadian Biography.

Four books of British Biography.

Four Books of Travel.

Five books of special interest to the individual.

(b) Have a knowledge of the proper care of books.



Rescuer

(To be passed annually.)

(a) Perform in the water four methods of rescue and three of release from the clutch of a “drowning” person; latter, of about the same size as the rescuer, to be carried at least ten yards in demonstrating each of the rescue methods.



(b) 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.

(c) Demonstrate the Schafer method of resuscitation and the promotion of warmth and circulation.

(d) Swim 50 yards and then undress before touching ground.

(e) Throw a life-line to within one yard of a small object 15 yards away three times out of four.

Rigger

(a) Know the different kinds of canvases, be able to use a palm and needle and make a cringle, and sew a round and flat seam and herringbone, and make small repairs to sails.

(b) Be able to splice hemp and wire and make fenders, mats, and lead and log lines.

(c) Know the different strains and stresses of hemp and wire rope, the use of a jack, and be able to spin yarn and make two kinds of sennit.

Safety Man

(a) Produce evidence that he has done one of the following:—



(1) Made a safety inspection of his home, school or place of business, listed the conditions which might prove dangerous, and taken practical measures to remedy at least two such conditions.

(2) Built cabinet for the safe and proper storage of medicines and poisons; or suitable outdoor play pen for a baby; or gate guarding the stairs for children; or safety rail for cellar steps with painted white stripe on lowest step.

(b) In connection with street or highway safety:—

(1) Know the Rules of the Road and local traffic regulations.

(2) Know how to make himself visible while walking on the road at night.

(3) Explain on which side of the road he should walk, day or night, and why.

(c) Know how to organize a School Safety Patrol and Fire Exit Drill.

(d) Demonstrate with a full size axe the safe ways to carry it when walking (1) alone, (2) with another Scout.

(e) Know how to assume leadership in case of (1) Fire, (2) Panic, (3) Ice Accident, (4) Traffic Accident.

(f) Submit and comment on newspaper accounts which he has gathered within a period of the past six months describing at least three different kinds of accident due to any of the following causes:—

(1) Stealing rides on automobiles, street cars or trains; (2) Hitch-hiking; (3) Crossing street or highway; (4) Reckless driving; (5) Failure to observe a traffic law; (6) Children playing with fire.

(g) Explain in discussion with the examiner the proper ways to deal with (1) Escaping gas; (2) Wire dangling from electric line; (3) Use of gasoline in cleaning clothes; (4) Running engine in closed garage; (5) Children playing around freight cars; (6) Children walking on railroad tracks.

Signaller

(To be passed annually.)



(a) Send and receive by Semaphore flag at the rate of seven words (35 letters) a minute, and in Morse at the rate of five words (25 letters) a minute—90 per cent. accuracy, receiving; 100 per cent. accuracy style in sending.

(b) Send and receive at the rate of six words (30 letters) a minute on buzzer or sounder.—90 per cent. accuracy.

(c) Send and receive at the rate of five words (25 letters) a minute by lamp, helio, or other flash system.—90 per cent. accuracy.

(d) Understand how to call distant stations, and the procedure in handling messages.—95 per cent. accuracy.

(e) Know the names given similar-sounding letters when calling-off or 'phoning.—100 per cent. accuracy.

(f) Know the bird or other Troop calls, staff and hand signals used in his Troop.—90 per cent. accuracy.

Skier

(a) Have a working knowledge of three types of ski binding used in Canada.

(b) Know how to store and preserve skis, both in summer and during winter seasons.

(c) Which kind of waxes are best for: New dry snow; new wet snow; thoroughly wet snow; crusty snow.

(d) Explain the proper use of ski poles:

1. On the level. 2. Climbing. 3. Sliding.

(e) Perform the following—

1. Herringbone climb in soft snow. Sideway climb in soft snow. Zig-zag climb in soft snow.
2. Two continuous pure stem turns on hard snow, at slow speed.
3. Telemark turns to a stop in soft snow, right and left.
4. Christiania turns on hard snow, right and left.

(f) A cross-country test, within a specified time, of one mile in length laid out to show all-round proficiency in climbing, on the flat, and downhill, over bush trails and open country.

(g) A jump of 10 feet (without poles).

(h) What equipment is essential to carry in your pocket while skiing.

Stalker

(a) Demonstrate his ability to stalk through undergrowth and long grass, quietly and inconspicuously, and understand the value and use of cover, camouflage and danger of wind.



(b) Give proof of having stalked and studied at least six wild birds or animals in their natural state in the open, by producing photographs or sketches which he himself has taken, and by describing what he saw.

Starman

(a) Have a knowledge of the Solar System, including general information concerning the Sun, Moon, Planets, Meteors and Comets.

(b) Describe the causes of Tides and Eclipses.

(c) Have a general knowledge of the heavenly bodies beyond the Solar System: their composition, size, distances, and movements.

(d) Be able to name and point out at least six Constellations, and know their principal stars.

(e) Be able to find direction and tell time by the stars.

**Stockman**

(a) Know the value and meaning of pedigrees and the principles of selection through the choice of pure bred sires of proper conformation.

(b) Have a practical knowledge of the care of beef cattle and sheep.

(c) Know the three best breeds of beef cattle and characteristics of each breed.

(d) Know the breeds of sheep recommended for his district with the reason for selection.

(e) Have a practical knowledge of the methods employed in the sheltering, feeding and watering of stock during the winter and be familiar with the other seasonal work of the stockman.

**Surveyor**

(a) Map correctly, from the country itself by chain, compass and plane table, areas up to 10 acres in extent and produce field book and plan of surveys carried out.

(b) Understand the use of the plane table.



(c) Lay out the building plan on the ground for a house or barn.

(d) Measure the width of a river, also the height of a tree, church steeple or telegraph pole.

(e) Know at least three ways of finding the North without the use of surveying instruments.

Swimmer



(a) Swim 50 yards with clothes on (shirt, trousers and socks as a minimum).

(b) Undress in water beyond his depth.

(c) 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.

(d) Dive when swimming in six feet of water and bring up some specified object of at least five pounds in weight from the bottom.

Tailor

(a) Cut out and sew, either by hand or machine, a Scout's shirt and shorts or equivalent garments to fit himself.

(b) Insert a patch, and darn a small hole, in a neat workmanlike manner, in any garment.



Tracker



a. (1) In Kim's game remember 25 out of 30 well assorted articles after one minute's observation three times running; each article being described.

(2) By smell alone recognize 8 out of 10 assorted liquids or solids in common use.

(3) By hearing alone recognize 8 out of 10 different sounds.

(4) By touch alone recognize 12 out of 15 assorted articles (including such things as dry tea leaves, flour, sugar, etc.).

b. (1) Recognize and explain two different characteristics in each of five different types of simple human tracks.

(2) Solve, within 25 per cent. error, three simple tracking stories set in sand, snow or other suitable media.

(c) Produce six casts of animal or bird tracks, all casts taken by himself, unaided, two at least of the casts to be those of wild animals.

(d) Follow a simple nature trail of at least one mile in length, containing at least 40 signs, of which 35 must be noted and described verbally or in writing when trail is completed.

Weatherman

(a) Must have kept to the satisfaction of the Examiner a two months' daily record from personal observation of the weather, using Beaufort letters and symbols; such record to include air temperature, rainfall, wind, weather and cloud conditions.



(b) Must read a mercury and aneroid barometer and understand the action of the barograph.

(c) Be able to apply Buys-Ballot's Law and read the maps in the daily report of the Meteorological Office.

(d) Know the different cloud formations and what they portend, and make a reasonably accurate forecast both from daily weather reports and from personal observation. Sea Scouts in addition must know and understand all the weather sayings and rhymes in "Sea Scouts" by Gilcraft.

(e) Know the meaning of gale warnings, and (if living on the coast) where and during what hours displayed.

World Friendship

(a) Have an elementary general knowledge of the geography and history of at least three foreign countries and of the British Empire as a whole.



(b) (1) Have corresponded with overseas or foreign Scout for not less than a year, writing and receiving replies to at least eight letters; or,

(2) Have corresponded for at least one year, writing and receiving replies to four letters, and have camped with an overseas or foreign Scout for at least one week, and in either case have a general knowledge of the geography, customs and characteristics of the country concerned, and the communications with it.

(c) Have some knowledge of the widespread Boy Scout and Girl Guide International organizations.

(d) Have some knowledge of the League of Nations and the way it works.

Sec. 68.—All-Round Cords

Scouts are entitled to wear any one of the following grades of All-round Cords for which they are qualified, on the right shoulder; only the highest grade of cord to which the Scout is entitled is worn on uniform.

(a) Green and yellow. For holder of six Proficiency Badges. Open to First Class Scouts only.

(b) Red and white. For holder of 12 Proficiency Badges. Open to King's Scouts only.

(c) Gold. For holder of 18 Proficiency Badges. Open to King's Scouts only.



NOTE: (a) and (b) are double cords and (c) single cord.

Sec. 69.—Bushman's Thong



The Bushman's Thong may be worn by First Class Scouts who hold the Camper badge and one each of the following two groups: (a) Naturalist, Stalker, Tracker; (b) Forester, Starman, Weatherman.

The Thong, which is of leather, is worn on the right shoulder.

Sec. 70.—Leaping Wolf

Scouts who have been Second Star Cubs and have moved up to the Troop immediately after leaving the Pack may wear the yellow Leaping Wolf on a green cloth background above the right shirt pocket.



Sec. 71.—Lone Scouts

Boys of Scout age (12 to 18 years) living in small villages, on farms, or elsewhere where it is not possible to form Troops owing to lack of sufficient boys or of a suitable person to act as Scoutmaster, may register with Provincial Headquarters as Lone Scouts.

Each Lone Scout chooses a "Counsellor and Friend," a man who will take an interest in his Scout activities, give him advice and guidance when needed, and act as his examiner in the necessary tests.

Except that they are carried out mainly by mail, the Lone Scout programme, tests, etc., are the same in all respects as laid down for other Scouts.

UNIFORM same as for Boy Scouts (Sec. 62), except NECKERCHIEF colour, which is *Mauve*.

In special cases permission will be given to Lone Scouts to organize Lone Patrols of from five to eight members, including a Patrol Leader. If desirable, one person may act as "Counsellor and Friend" for a whole Patrol.

(See Pamphlet, "About Those Lone Scouts.")

Sec. 72.—Deep Sea Scouts

Deep Sea Scouts are Scouts who are members of the Royal Navy, the Merchant Marine, fishing fleets, crews of ocean-going yachts or Sea Training Establishments. Application for enrolment should be sent to Provincial Headquarters by the former Scoutmaster of an applicant, or by any Scouter by whom he is personally known. The following particulars should be given in the application:— Full name; home address;

date of birth; former Scout Group; former Scout Rank; name of ship and owners, or the name of the Training Establishment. Application should be accompanied by \$1.25 to pay for:— Enrolment card, a badge with strap for wearing around wrist or waist belt, and a royal blue neckerchief with the Deep Sea Scouts' Badge embroidered in gold.

DEEP SEA SCOUTS' UNIFORM—Deep Sea Scouts have a special badge, and may wear Scout or Sea Scout uniform with a special royal blue neckerchief. (See Sec. 62.)

ROVER SCOUTS

Sec. 73.—Rover Scouting

Rover Scout training is a continuation of that given to Wolf Cubs and Boy Scouts, with the same objects as are laid down in Sec. 1, but with a wider outlook, and with the added objective of helping Rover Scouts to make useful careers for themselves.

Rover Scouting covers the period during which the young man is "finding himself," *i.e.*, further developing his character and abilities, and generally endeavouring to put into practice in a wider world the principles of the Scout Law.

The details of organization and training of Rover Scouts will be found in "Rovering to Success," Gilcraft's "Rover Scouts", "Rover Scouting" and these Rules, and must be adhered to closely.

The Motto of the Rover Scouts is "Service."

On investiture the candidate reaffirms the Scout Promise.

Before a section of Rover Scouts may be formed in a Group a suitable Leader is essential.

Sec. 74.—The Rover Crew

A Rover Crew is one of the sections of a Scout Group and is under the guidance of a Rover Scout Leader. It uses the name and number of the Group with which it is affiliated and wears the Group neckerchief.

The minimum number for a Rover Crew is four. No maximum number is fixed.

The Crew consists of one or more patrols, each of which is usually called after a famous man.

Where the size of the Crew renders it desirable, a Court of Honour may be formed, similar in composition to that of the Troop, to deal with internal matters of discipline and administration, including the expenditure of Crew funds in accordance with Sec. 4 (d).

Registration of a Rover Crew is effected by filing at Provincial Headquarters an application for same along with the application for Group Charter or renewal of Group Charter. An annual registration fee of fifty cents per Rover is payable at the time of application for Charter or renewal or as soon after as possible. (See Sec. 104.)

Sec. 75.—Rover Scout Leader

A Rover Scout Leader is a person registered at Provincial Headquarters as directing the activities of the Rover Scout Crew of a registered Group.

The qualifications for the Rover Scout Leader are:—

(a) A general knowledge of "Scouting for Boys," "Rovering to Success," and these Rules.

(b) A full appreciation of the religious and moral aims underlying the scheme of Scouting. A general knowledge of the social needs of his community, and ability to find service for his Rovers.

(c) A personal standing, character and experience of life such as will enable him to lead young men, and an understanding of the principles of leadership involved.

(d) Age not less than 30.

(e) Three months' service with a Rover Crew.

(f) Acceptance by the Rovers of the Crew concerned.

UNIFORM—As in Sec. 20 but with Rover shoulder straps (except on coat) and red garter tabs.

BADGES—Hat badge with green plume and buttonhole badge in green enamel, as for Scoutmaster, but with the letters "RS" superimposed. Red, yellow and green shoulder knot.

Sec. 76.—Assistant Rover Scout Leader

The qualifications are the same as for Rover Scout Leader, except that the minimum age is 25.

UNIFORM—Same as Rover Leader.

BADGES—Hat badge with red plume and buttonhole badge in red enamel with letters "RS" superimposed. Red, yellow and green shoulder knot.

Rover Scout Ranks

Sec. 77.—Senior Rover Mate

Where there are two or more Rover Scout Patrols in a Crew, they may appoint a Senior Rover Mate, with the approval of the Rover Scout Leader.

UNIFORM—As for Rover Mate, with three vertical red braid stripes, 3 in. long, $\frac{1}{2}$ in. wide, worn on left pocket of shirt.

Sec. 78.—Rover Mate

A Rover Mate is a Rover elected by the Patrol as its leader, with the approval of the Rover Scout Leader.

UNIFORM—As for Rover Scout, with two vertical red braid stripes 3 in. long, $\frac{1}{2}$ in. wide, worn on each side of the pleat of left shirt pocket.

BADGE—The Patrol Leader's Hat Badge as for Scout, but with "RS" bar in place of scroll. Sea Rover Mates wear the Scout Badge on cap ribbon between words "Sea" and "Rovers."

Sec. 79.—Rover Second

A Rover Second is selected by the Rover Mate to be his Assistant and to take charge when he himself is absent.

UNIFORM—As for Rover Scout, with a single vertical red braid stripe, 3 in. long, $\frac{1}{2}$ in. wide, worn on the right side of pleat of left shirt pocket.

Sec. 80.—Rover Scout Badge

The Scout Badge must be worn by all grades of Rover Scouts in uniform.

A special metal "RS" Badge may be worn in the lapel when in mufti.



Sec. 81.—Rover Scout Uniform

A Rover Scout wears uniform as for a Scout, with the following exceptions:—

HAT—A bar with "RS" thereon, worn in front, on the strap.

SHIRT—With green shoulder straps bearing the special RS Badge.

SHOULDER KNOT—Red, yellow and green.

GARTER TABS—Red.

THUMBSTICK—Carried in place of staff. The length varies, but usually reaches up to about the centre of the shirt pocket.

Upon joining a Rover Crew, the Rover Squire (see Sec. 82) will wear uniform as for a Scout except that Shoulder Knot will be yellow and green, until he is invested and becomes a member of the Crew.

ROVER SEA SCOUT UNIFORM—As for Rover Scout, with the following exceptions:—

CAP—As for Sea Scout, but with ribbon inscribed "Rover Sea Scouts."

SHIRT OR JERSEY—Blue with green shoulder straps as for Rover Scout.



SHORTS AND STOCKINGS—As for Sea Scout.

The Rules with regard to uniform to be worn by Sea Scouts during bad weather apply also to Rover Sea Scouts.

BADGES—Rover Scouts must not wear Scout proficiency badges, or All-round cords.

When they meet together for combined activities (see Sec. 88) Rovers in a Local Association may, with the permission of the District Commissioner and Local Association, wear special neckerchiefs other than their own Group neckerchiefs.

The above is the correct Rover Scout uniform and, with the exception of authorized badges and decorations and the articles mentioned above, nothing must be added to it. Only correct Rover Scout uniform may be worn in public. Unauthorized badges, fancy decorations and personal adornments must not be displayed. Rover Scouts in camp may, at the discretion of the Rover Scout Leader, wear any clothing they desire, but whenever they appear in public outside the camp limits they must be properly dressed.

Sec. 82.—The Rover Squire

Before a young man is admitted to a Crew, the following conditions must be observed:—

(a) He must be approved by the Crew and the Rover Scout Leader.

(b) If not previously a Scout, he must pass the Tenderfoot Scout tests and be invested as a Scout.

(c) He must be at least seventeen years of age, but since physical and mental development of boys in their progress toward manhood differ, the Crew may require a higher age than seventeen.

On admission to a Rover Crew, he is known as a Rover Squire until such time as he is invested as a Rover.

Sec. 83.—Training as a Rover Squire

Before a Rover Squire may be invested as a Rover he must fulfill the following conditions to the satisfaction of the Rover Scout Leader:—

(a) Have read and studied "Scouting for Boys" and "Rovering to Success."

(b) Have studied and understood the Scout Promise and Scout Law as they concern Rovers, and be applying them in a spirit of unselfish service to life in general.

(c) Have sufficient knowledge to train a boy of Scout age in the Tenderfoot tests.

(d) Have undergone a period of probation of at least three months or such further period as the Rover Scout Leader and the Crew may require.

The Rover Squire's training is supervised by two sponsors, who present him for Investiture.

(a) Age—Sec. 84.—The Rover Scout

No one under 17 years of age may be invested as a Rover; it may even be desirable that certain slowly-maturing candidates be not considered for investiture before their 18th birthday.

(b) Investiture—

Some process of self-examination (in the form of a vigil) and an Investiture, during which the candidate will reaffirm the Scout Promise, are essential to emphasize the fact that in becoming a Rover he is undertaking certain definite responsibilities. The form of ceremony used in the Vigil and the Investiture may vary, depending upon the wishes of the Crew and of the individual to be invested. (Suggested Vigil and Investiture Ceremonies may be obtained from Provincial Headquarters.)

Sec. 85.—Subsequent Training as a Rover Scout

The general lines on which the training of the individual Rover after investiture should be carried out under the guidance of the Rover Scout Leader are as follows:

(a) Ideals—

(1) Develop the spiritual side of his life, recognizing that he must do his best to carry out his duty to God, as required by the first part of the Scout Promise, through the practice of his religion.

(2) Make the guiding principle of his life the Scout Law, expressed in goodwill, fellowship, justice and universal brotherhood.

(3) Carry out the first service or duty he owes as a young man—to establish himself in life—and make every endeavour to consolidate his position so that he is not a burden on others or on the State.

(4) Carry out the Scout duty of helpfulness to other people, as required by the second part of the Scout Promise, into some form of service to the community, bearing in mind the special claims of the Scout Movement, but with due regard to other loyalties, *e.g.*, home and employment.

(b) Practical—

(1) Appreciate the principles, aims and method of Scouting in all its three main sections,— Cubbing, Scouting and Rover Scouting, and assist in every possible way, *e.g.*, by qualifying for the Rover Instructor's Badge, as in Sec. 89, or for a Warrant, as in Sec. 18.

(2) Have a practical knowledge of the matters dealt with in Chapter III of "Scouting for Boys" (Camp Life).

(3) Adopt generally, as part of his outdoor activities, hikes and rambles with a purpose, on the lines of the First Class Journey Test, submitting reports and sketches, paying particular attention to any points to which he may be directed by his Rover Scout Leader. As part of such training he may qualify for the Rambler's Badge (Sec. 89).

(4) Practice care of his own health in matters of cleanliness, fresh air, exercise, food and clothing; feel the importance, in his own and other people's interest,

of keeping physically fit, and recognize the necessity of keeping morally, as well as physically, clean.

(5) Cultivate the habit of usefully employing his spare time, *e.g.*, by hobbies, or by studying, exploring, and, as far as possible, practising one or more of the directions of citizen service suggested in the Appendix to "Rovering to Success."

(6) Make an elementary study of the social needs of his community.

(c) Citizenship—

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

Sec. 86.—Rover and Warrant Rank

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

Sec. 87.—Honorary Rover

If occupation, age, activities as a Scouter or other circumstance prevent a Rover from taking an active part as a member of his Crew, he can become an honorary member of the Crew, in which capacity he will continue to do his best to carry out the Scout ideals in his daily life.

The appointment is made by the Rover Scout Leader and the Crew, and must be renewed every year.

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

Sec. 88.—Combined Rover Activities

The Rovers in a Local Association may meet together as desired for Rover activities under the leadership of the Assistant District Commissioner for Rovers,

the District Rover Scout Leader, or any other Rover Scouter approved by the Local Association and District Commissioner. Such a body of Rovers cannot be registered as a Crew or Group, since all the Rovers must already be members of registered Groups.

Sec. 89.—Rover Scout Proficiency Badges

Applications for these may be made to Provincial Headquarters by the Secretaries of Local Associations, or, in the case of Groups not under Local Associations by Secretaries of Group Committees.

NOTE: *Rover Scouts may not wear Proficiency Badges gained as Scouts or Cubs.*

Rover Instructor



(a) Demonstrate knowledge and ability to instruct in the subjects of the First Class Scout Tests, or one of the Scout Proficiency Badges qualifying for the King's Scout Badge or Bushman's Thong, or any two of the Scout Proficiency Badges, or the First and Second Star Tests for Wolf Cubs and two Cub Proficiency Badges.

(b) Produce a certificate from a *Scoutmaster* recording satisfactory instruction of Scouts or Cubs for a period of at least three months.

A high standard of instructional ability is required in each case.

The badge is worn above the right breast pocket.

Rambler's Badge

The candidate must ramble an aggregate of 100 miles outside towns during week-end or holiday hikes (or alternatively trips aggregating 200 miles by canoe or 300 miles by bicycle), and must keep and hand in a log of his journeys. This log should give dates, places and distances, and preferably contain information of use to other hikers, such as places of interest



to be visited en route, good camping spots, hints for finding the way at difficult points, etc. Sketch maps and nature notes should be included.

The object of this badge is to encourage the Rover to hike for sheer pleasure. It is not an athletic feat.

The badge is worn on the left shoulder strap.

MISCELLANEOUS RULES

Sec. 90.—Alternative Older Boys' Programme

An alternative Rover Sea Scout programme is authorized for use in the Province of Quebec, or elsewhere, subject to the approval of the Provincial Councils concerned. Information may be obtained from Dominion Headquarters.

Sec. 91.—Awards

All *Scouts* and Scouters are eligible for the decorations hereafter noted.

Applications for awards for gallantry should be made within sixty days of the event.

The same action cannot be made a ground for application for more than one award.

Applications must be made in the first instance by the officer of the Pack, Troop, Crew or District with which the person is connected and for whose action recognition is desired. This officer is responsible for the proper preparation and assembly of the evidence. The application must incorporate a full account of the occurrence, and with the evidence of eye witnesses wherever possible.

The prescribed forms which may be obtained from the Provincial Headquarters must be used.

The application must be reviewed and certified to by a Board of Honour appointed by the Local Association (or, in cases where there is no Local Association by the Provincial Commissioner). Such Boards must not, however, specify any grade of award. The

Board of Honour will then forward application and all supporting documents to Provincial Headquarters.

The Provincial Board of Honour reviews the case and if considered worthy of recognition, recommends what it regards as the suitable award. All the papers are then forwarded to the Provincial Commissioner for approval, and with his recommendation are sent to Dominion Headquarters. There the whole case is reviewed and the final recommendation made by the Dominion Medal Board. This recommendation, approved by the Honorary Dominion Secretary and the Chief Executive Commissioner, then goes to the Chief Scout for Canada, with whom rests the final decision.

For Gallantry



- (1) **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.

- (2) **SILVER CROSS.** *Blue Ribbon.*

For gallantry with considerable risk.

- (3) **GILT CROSS.** *Blue and Red Ribbon.*

For gallantry with moderate risk.

- (4) Bars may be added for additional acts of gallantry.

The Crosses are worn on the right breast.

- (5) **CERTIFICATE OF MERIT.**

In cases which do not justify the award of a Cross or a Bar.

- (6) **LETTER OF COMMENDATION.**

In cases which do not justify so permanent and marked a recognition as a Certificate.

The above may also be awarded to a Troop for joint action; in the case of the Cross or Bar it is attached to the Troop flag.

For Meritorious Acts

- (1) **MEDAL OF MERIT.** *Green Ribbon.*

For meritorious acts not involving heroism or risk of life.

- (2) **BARS** may be added for additional meritorious acts.

The medal is worn on the right breast.

- (3) **CERTIFICATE OF MERIT.**

In cases which do not justify the award of the Medal or Bar.

- (4) **LETTER OF COMMENDATION.**

In cases which do not justify so permanent and marked a recognition as a Certificate.

The Medal, Bar, Certificate or Letter may also be awarded to a Troop jointly. The Medal or Bar may be attached to the Troop flag.



For Good Services to Scouting

Awards for especially good work for the Movement are made to Scouters and persons holding non-executive or honorary ranks. These awards are not intended as long service decorations. The services for which they are awarded must be of a specially meritorious character and not merely the faithful performance of the ordinary duties attached to any office or position.

The application must contain a full statement of the work and must show, unless the case is an exceptional one, service of outstanding character as a Scouter, for at least the period specified.

One of the following awards may be granted according to the circumstances of the case:

- (1) **MEDAL OF MERIT.** *Green Ribbon.*

At least seven years' service.

- (2) **BAR TO THE MEDAL OF MERIT.**

For not less than five years' additional service of similar character.

The Medal is worn on the right breast.

(3) **CERTIFICATE OF MERIT.**

In cases which do not justify the award of a Cross or Bar.

(4) **LETTER OF COMMENDATION.**

In cases which do not justify so permanent and marked a recognition as a Certificate.

The Medal, Bar, Certificate or Letter may also be awarded to a Troop jointly. The Medal or Bar may be attached to the Troop flag.

For Services of Exceptional Character

Awards for services of the most exceptional character are made by the Chief Scout for Canada. The following awards may be made according to the circumstances of the services rendered:



(1) **THE SILVER WOLF**, which is worn as an "Order" round the neck on a green and yellow ribbon.

(2) **SILVER ACORN.** Yellow Ribbon.

NOTE: Cloth emblems for all medal awards are issued to be worn on the right breast above the pocket on occasions when it is not convenient to wear the medals themselves.



Sec. 92.—Bands

The formation of *Scout* brass or bugle bands is to be discouraged. Where such exist, however, they should not play when passing churches, hospitals or any house where there is known to be illness. No bands should play in the streets after 9 p.m., and bugle practice out-of-doors must not be carried on within 600 yards of houses. Bugles are not part of *Scout* equipment. Bands for Wolf Cubs are not permitted.

Sec. 93.—Begging

Scouts must not take part in street sales or collections for other institutions or charities, but may assist

institutions or charities as messengers or in other capacities, if so authorized by the Local Association.

Scouts are not allowed to solicit money (see Sec. 4 (e)).

Sec. 94.—Boating and Bathing

(a) No Scouter, or other person in charge for the time being, shall allow any *Scout* to take part in boating without first considering carefully all the conditions, and, in particular, having satisfied himself:

(1) That the *Scout* can swim 50 yards in shirt, shorts and stockings, except in the case of lakes and streams where it is known that there is no danger and that the depth of the water nowhere exceeds three and a half feet.

(2) That, in addition, if sailing, the boat is under the charge of a professional sailor or other experienced person.

(b) The following rules in addition to those above apply to Sea Scouts and Rover Sea Scouts:

(1) No boat shall be taken over for use by Sea Scouts until it has been approved (see Sec. 13 (f)).

(2) No Sea Scout or Rover Sea Scout shall form part of the crew of a sailing boat until he has passed for the Swimmer and Boatman Proficiency Badges.

(c) The above rule shall not affect in any way the special provisions relating to Sea Scouts' training (Sec. 13 (f) and local by-laws made thereunder).

(d) No *Scout* shall be allowed to bathe in water out of his depth, except under the personal supervision of the Scouter in charge of the party or some responsible adult appointed by him for the purpose. The safety of the place must previously have been ascertained, and all reasonable precaution must be taken, including the provision of a life line.

During the bathing period a picket of two good swimmers, preferably those with the Rescuer Badge,

must be on duty in bathing suits 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.

Wolf Cubs must not take part in any boating or bathing unless under the special supervision of the Cubmaster.

Rover Scouts must exercise all reasonable precautions in both bathing and boating, and where a number of Rovers are bathing together the above precautions should be taken.

Sec. 95.—Camping

(a) General

The permission of the Group Committee and District Commissioner (if there is one) must be secured before a camp may be held. Such permission should be given only when the Committee and the Commissioner are satisfied with the camping capabilities of the *Scoutmaster*, and have been shown that proper arrangements have been made regarding leadership, shelter, food, programme, health and safety of the boys concerned.

Every Local Association or Group holding a camp of longer duration than four days must give Provincial Headquarters *two weeks'* notice of the dates and place. The Scouter who is to be in charge of a camp must assure the Provincial Headquarters that all possible sanitary and other precautions will be taken to insure the health and safety of the members of the camp, and that the programme will be so conducted as to obtain for the boys the maximum benefits in health, habits and character, and to take full advantage of the opportunities afforded for instruction in Scouting subjects.

Enough sleeping bags or blankets must be provided to enable each *Scout* to make up a separate bed. Ground-sheets must be used when sleeping on the ground.

Camp raiding is strictly prohibited.

Upon application to Provincial Headquarters a Registered Camp card is furnished camps complying with the above requirements. (The card is posted in a prominent place in or near the camp; and usually it is autographed by all attending the camp, and becomes a valued souvenir for the Group Headquarters wall.)

Camps of four days and less need not be reported to Provincial Headquarters. Camp cards are not issued for such camps.

Scouts proposing to camp or travel in uniform outside of their own locality must first obtain the sanction of their Provincial Headquarters. Their application must be accompanied by a recommendation from their District Commissioner.

Invitations to Foreign *Scouts* to visit or camp in Canada must not be extended until permission has been obtained from Provincial Headquarters.

(b) Rover

Joint Rover Scout and Boy Scout camps are to be discouraged. Where Rover Scouts attend a Scout or Cub camp they should go as instructors or as Assistants to the Scouter in charge.

(c) Cub

Combined Scout and Cub camps, or Cubs camping with Scouts must be avoided, as they are not in accord with the wishes of Lord Baden-Powell and his scheme of graded training for Cubs and Scouts.

Great care must be exercised in Cub camps, and the following rules (additional to those given above) complied with:

- (1) For wet weather there must be available some form of clean, permanent shelter or weather-proof marquee large enough to accommodate all the Wolf Cubs in camp.
- (2) In normal circumstances there should be at least one adult for every six Wolf Cubs in camp. In no circumstances should a camp be held with less than two adults in charge.

It is recommended that Cubmasters read "Camping for Cubs."

Sec. 96.—Census Returns

An annual census of The Boy Scouts Association in Canada is taken on October 31st each year. Simple forms of return must be forwarded by the Provincial Councils to the various Local Associations, or Scout Group Committees, for this purpose, not later than October 15th, and must be returned to the Provincial Headquarters on or before November 15th for transmission to the Canadian General Council.

Sec. 97.—Changes

Provincial Headquarters should immediately be informed of any changes of Local Association Secretaries and other officers, and the new addresses given.

Sec. 98.—Commercialism

No Local Association, Group or individual member of The Boy Scouts Association shall enter into any contract or business relationship which may be construed as using the Boy Scout Movement for commercial purposes. This is not to be interpreted as interfering with any Scout earning money for his own uniform, equipment or Group.

Sec. 99.—Competitions

The greatest care should be used in the promotion of inter-Group or District competitions; otherwise there is a danger that such competitions may interfere with the more legitimate activities of the Movement, and with the objects for which Scouting was primarily instituted. The Boy Scout training is co-operative 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 because of natural ability, but rather through self-developed accomplishment.

Sec. 100.—Copyright

The badges, decorations and uniforms described in these Rules and the use of the term "Boy Scouts" are protected by an amendment to the Act of Incorporation of the Canadian General Council of the Boy Scouts Association, and the use is restricted to bona fide registered members of the Association.

Sec. 101.—"Cornwell Scout" Badge

(a) (1) The Cornwell Scout Badge is an exceptional award in respect of pre-eminently high character and devotion to duty, together with great courage, endurance or gallantry.

(2) Each case is considered on its merits and the award is made at the sole discretion of Imperial Headquarters.

(b) Recommendation may be submitted through the usual channels, but only exceptional cases should be put forward, and normally only Scouts or Rovers under the age of 20 who have, in addition, an outstanding record of service and efficiency, will be considered.

(c) To obtain the Cornwell Scout Badge a Scout must:—

- (1) (i) Be specially recommended by a recognized body of Scouts for pre-eminently high character, devotion to duty, and specific acts of physical courage. *Or,*
- (ii) Hold an award for bravery for having saved life under exceptional circumstances. *Or,*
- (iii) Have undergone great suffering in an heroic manner.
- (2) Be a First Class Scout.
- (3) Obtain a good report from his Scoutmaster and some independent responsible person for:
 - (i) Industry and effort.
 - (ii) Obedience and discipline.

- (iii) Trustworthiness.
- (iv) Punctuality in attendance.
- (v) Smartness of bearing, kit and appearance.

(4) Have passed for Missioner's Badge.

(5) Have passed for two of the following badges:—
Boatman, Pilot, Angler, Signaller, Starman, Swimmer
or Rescuer, Watchman.

(d) The badge is worn in uniform on the right breast
above the BOY SCOUTS—CANADA badge.

Sec. 102.—Correspondence

All correspondence will normally follow the lines
indicated by the Organization Chart.

Correspondence relating to *Scout* matters must not
be addressed to the Chief Scout for Canada, or
Imperial Headquarters except through Dominion
Headquarters.

Sec. 103.—Decorations Allowed

No badge, cord, chevron or other decoration may be
worn on *Scout* uniform except:—

- (a) Those described in these Rules;
- (b) King's medals, war medals, decorations and
orders;
- (c) The St. John and St. Andrew's Ambulance
Badges and the Royal Life Saving Society Badge
(worn on the right arm in the centre amongst the
Proficiency Badges, if any).
- (d) The life-saving medals of the Order of St. John,
of the Order of St. Andrew, of the Royal Canadian
Humane Society.

(e) Scouters possessing war medals and decorations
may wear the miniatures or ribbons on inspection and
ceremonial parades.

Sec. 104.—Dominion Registration

All Groups and all Sections thereof must be regis-
tered at Provincial Headquarters, and are recognized
as units of The Boy Scouts Association only whilst
so registered.

Institutions or groups of citizens sponsoring Scout
Groups apply through their respective Local Associa-
tions (or where there are no Local Associations,
through Provincial Headquarters) for Dominion
Group Charters and for the annual renewal thereof.
At the time of application for Charter or for renewal
of Charter, each Group files with its application the
application for registration of its several sections
(Pack, Troop, Crew) and their officers and members,
using forms supplied by Headquarters for the purpose.

If during its chartered year a Group adds a new
section or sections, or new officers or members, appli-
cation for the registration of these should be made
through the same channels.

An annual registration fee of fifty cents for each
Scout or Rover Scout is payable to Dominion Head-
quarters at the time the Group applies for Charter or
for renewal of Charter. A certificate bearing the sig-
natures of the Chief Scout for Canada and other
officers of the Association is issued to each registered
Scout, Rover Scout and Group Scouter.

There are no fees for the registration of Group
Scouters, but if they register also as Rover Scouts they
are expected to pay the same fees as other Rovers.

Wolf Cubs do not pay fees and do not receive regis-
tration cards.

The money derived from Registration is returned to
the province of origin for use in field work of a mission-
ary character for extending and improving Scouting in
all localities.

Sec. 105.—Emblems

The wearing of Provincial Emblems is authorized
upon the approval of Dominion Headquarters.

The wearing of Group and other emblems is authorized upon the approval of Provincial Headquarters.

Such emblems, when approved, must be worn in one of the following places, as decided by the Commissioner concerned:

- (a) On the shoulder,
- (b) On the right breast,
- (c) On the point of the scarf, by all members of the unit for which it is approved.

Sec. 106.—Flags

Scouts may use any of the following:—

- (a) The National flag. On land, the Union Jack; at sea, the Red Ensign.
- (b) *Scout* Flags. Flags of appropriate colour and design bearing, if desired, the *Scout* badge and the name of the Group.
- (c) Patrol flags.

The foregoing flags, being symbols of the Empire and of The Boy Scouts Association, should be treated with suitable honours. When presented to a unit they may be dedicated to their appointed use by some fitting religious ceremony. Such dedication, however, does not imply that the particular pieces of bunting are in any way sacred. The purpose of the ceremony is to emphasize the reverence and respect with which our flags should be treated.

The Union Jack is used with the *Scout* Flag on all ceremonial occasions and on parades. The two flags should never be flown on one pole.

When flags are carried, the flag pole should be either sloped over the right shoulder, the flag gathered in for ordinary occasions, or held vertically in the carrier, the flag flying free, for salute.

The flags described (a) and (b) will be lowered to the King or his representative, the Governor-General, members of the Royal Family entitled to the prefix

"Royal Highness," foreign Monarchs and Presidents of Republics. Such flags will not be lowered during the playing of the National Anthem unless one of the persons above mentioned is present.

Sec. 107.—Girl Guides

The constitution, organization and finance of the Girl Guides Association are entirely separate from those of The Boy Scouts Association. It is most undesirable that Guides and *Scouts* should be trained together, and the Commissioners are requested to see that this rule is strictly enforced.

The Dominion Headquarters of the Girl Guides is located at 22 College Street, Toronto, to which address all inquiries with reference to their work should be sent.

Sec. 108.—Hitch Hiking

Hitch hiking of *Scouts* or Scouters, involving as it does a form of begging, and general reflection upon the dignity and reputation of the Movement; and encouraging as it does the habit of casual and irresponsible wandering, and mixing with questionable company, is a violation of Scouting principles. It should be given no countenance by leaders.

Sec. 109.—Ladies' Auxiliaries

Organizations of women or of mothers of *Scouts* formed for the purpose of assisting Scout Groups through the Group Committee may be designated as "Ladies' Auxiliaries," "Mothers' Auxiliaries" or "Scout Mothers' Clubs," and their members are entitled to use the "Lady Worker's Badge." Such organizations are purely auxiliary and in no way exercise the functions assigned to the Group Committee or Group Scouters.

Sec. 110.—Marching

Scouts on the march, as a precaution against accidents, must have responsible traffic pickets at the head and rear. Such pickets at night must show a white light in front of the Troop and a red light at the rear.

Sec. 111.—Military and Naval Titles

The use of titles and terms denoting military or naval rank is not authorized.

Sec. 112.—Mourning

Mourning, when worn by members of the Association in uniform, should take the form of a two-inch black crepe band around the left arm above the elbow.

Sec. 113.—Old Scouts Badge

This badge may be granted by the Local Association on the recommendation of the Scoutmaster (or in the case of a Rover Scout, of the Rover Scout Leader) to a Scout or Rover Scout of not less than two years' service, provided he is one who can be trusted to maintain the credit of the Movement, but who has a good and sufficient reason for not remaining actively connected with it.

Sec. 114.—Salutes

A. Salutes are given on the following occasions:—

(1) As a greeting. *Scouts*, Scouters and persons holding non-executive or Honorary rank, meeting for the first time in the day, salute each other. The first to see the other should be the first to salute, irrespective of rank. *Scouts* and Guides salute each other when in uniform.

(2) As a token of respect. At the hoisting of the National Flag (at the alert only when it is lowered), at the playing of the National Anthem, to uncased colours, to Scout flags, other than Patrol flags, and to funerals.

(3) During the making or re-affirming of the *Scout* Promise.

In this case all Cubs present salute as in B (1), and all other ranks give the Scout Sign as in B (5), even if in church or on any parade.

B. The following are the methods of saluting:—

(1) Cubs salute as in Figure 4.

(2) All other ranks, except as in paragraph (3), salute as in Figure 1, passing a stick or thumbstick into the left hand.

(3) Scouts, when carrying staves, salute as in Figure 3.

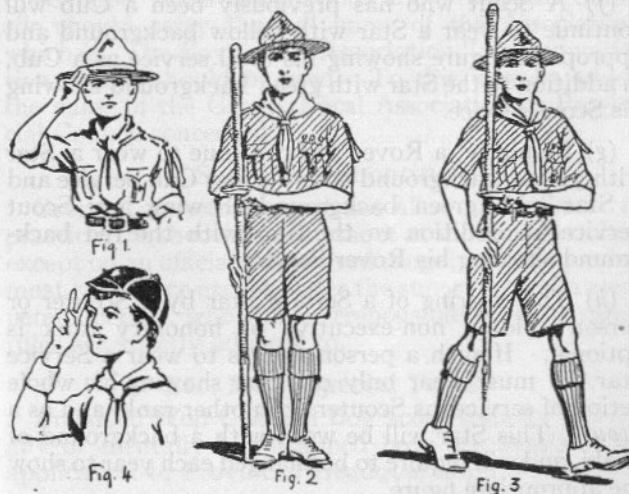
(4) If the hands are occupied, the salute is by turning the head and eyes to the right or left, as the case may be.

(5) The Scout Sign (for use only in cases under A (3)) is given by raising the right hand level with the shoulder, palm to the front and fingers as in Figure 1, but Scouts carrying staves use the left hand. The Scout Sign is not used by Cubs.

(6) The above salutes are used irrespective of whether the head is bare or covered.

(7) In church, the salute is always by standing at the alert, except as in A (3) above.

(8) On all parades, other than church, the leader calls the *Scouts* to the alert and he alone salutes, except as in A (3).



Sec. 115.—Service Stars

(a) Service Stars are issued in metal only and after the first year bear figures from two upwards to indicate the number of years' service.



(b) They are made with yellow, green or red cloth background to indicate Cub, Scout or Rover service respectively.

(c) They are worn with a khaki background by Scouters and persons holding non-executive or honorary rank.



(d) Service stars are worn on the left breast immediately above the pocket of the shirt, or on the jersey in a similar position.

(e) A *Scout* wears one Star only to indicate his length of service in that section of the Group in which he is still serving. It will have a background of the appropriate colour and will require to be changed on the completion of each year's service so as to show the correct figure.

(f) A Scout who has previously been a Cub will continue to wear a Star with yellow background and appropriate figure showing his total service as a Cub, in addition to the Star with green background showing his Scout service.

(g) Similarly, a Rover will continue to wear a Star with yellow background showing any Cub Service and a Star with green background showing any Scout Service, in addition to the Star with the red background showing his Rover Service.

(h) The wearing of a Service Star by a Scouter or person holding non-executive or honorary rank is optional. If such a person desires to wear a Service Star, he must wear only one Star showing his whole period of service, as Scouter or in other rank, and as a *Scout*. This Star will be worn with a background of khaki, and will require to be changed each year to show the appropriate figure.

(i) A special form of service Star without background may be worn for 25 years' service.

(j) Method of reckoning Service:

(1) Service of more than one kind, performed at the same time, may be counted only for one Star or background.

(2) Service is reckoned, in the case of *Scouts*, from the date of investiture; in the case of Scouters, from the commencement of the probationary period; other ranks, from the date of appointment.

(3) Where a year's service is composed of different kinds of service, not performed at the same time, but for different periods, that service which is performed for the longest period shall be reckoned as a complete year's service for the purpose of Service Stars.

(4) The reckoning of service for the purpose of Service Stars and the application of the above rules generally are not affected by any transfer.

Sec. 116.—Scout Stationery

All stationery and other printed matter circulated by Groups, Local Associations and Provincial Councils should carry the full name of the Association, which is "The Boy Scouts Association," and no variation of this should be used. To this may be added the name of the Group, Local Association or Provincial Council concerned.

Sec. 117.—Shooting

Group Committees must not allow their *Scouts* to practice rifle shooting, or to shoot at shooting matches, except on an officially approved range; and no shooting must take place except under the supervision of a competent person, who will be responsible that the range rules are strictly adhered to.

Sec. 118.—Special Tests

Amended Wolf Cub and Boy Scout tests for physically or mentally handicapped boys are available on application to Provincial Headquarters.

Sec. 119.—Thanks Badge

The Thanks Badge is composed of a Swastika with a Scout Badge superimposed.



It is primarily intended for presentation to those who are not active *Scouts* or Scouters, and may be given by any *Scout* or Scouter, provided he first obtains the approval of the Local Association or District Commissioner, to any person who does a *Scout* a good turn.

The holding of this badge does not confer membership in the Association.

The Thanks Badge is intended for wear when in ordinary clothes and must not be worn with uniform.

Sec. 120.—Theatres

Scouts in uniform are not allowed to appear on the stages of theatres or music halls in commercial entertainment enterprises. There is no objection to *Scouts* appearing as such in programmes put on by the school, Sunday-school, church or institution with which their Group is connected.

Sec. 121.—Transfers

No *Scout* who has been a member of a Group within two months may be accepted for enrolment in another Group unless he is provided with a transfer paper duly signed by his former Scouter.

In case of dispute as to transfer, the matter must be referred to the Commissioner for decision.

Sec. 122.—Uniforms and Equipment

All *Scout* and Scouters' uniforms and equipment are stocked at Dominion Headquarters. Price lists will be forwarded on application. Great care is exercised in selection.

(See under each rank for its uniform.)

PATROL COLOURS

PATROL	COLOURS
Antelope.....	Navy and white
Bat.....	Black and light blue
Bear.....	Brown and black
Beaver.....	Blue and yellow
Blue heron.....	Blue and white
Bob-o-link.....	Black and yellow
Bobwhite.....	Black and grey
Buffalo.....	Red and brown
Bull.....	Red
Bulldog.....	Light blue and brown
Cat.....	Grey and brown
Chickadee.....	Green and khaki
Chipmunk.....	White and mauve
Cougar.....	Yellow
Coyote.....	Grey and black
Crow.....	Blue and black
Cuckoo.....	Grey
Curlew.....	Green
Dove.....	White and grey
Duck.....	Orange and white
Eagle.....	Green and black
Fox.....	Yellow and green
Hawk.....	Pink
Horse.....	Black and white
Hound.....	Orange
Loon.....	Green and red
Lynx.....	Violet
Meadow Lark.....	Purple and orange
Moose.....	Khaki and grey
Muskrat.....	Orange and dark blue
Night Hawk.....	Pink and black
Otter.....	Brown and white
Owl.....	Blue
Peacock.....	Green and blue
Peewit.....	Green and white
Pelican.....	Grey and green
Ram.....	Brown
Rattlesnake.....	White and pink
Raven.....	Black
Reindeer.....	Green and grey
Robin.....	Grey and red
Rooster.....	Grey and white
Ruffed Grouse.....	Blue and green
Sea Gull.....	Light blue and scarlet
Seal.....	Red and black
Stag.....	Violet and black
Swallow.....	Dark blue
Wapiti.....	Black and violet
Whippoorwill.....	Yellow and brown
Wild Goose.....	Mauve and white
White-throated Sparrow.....	Green and brown
Wolf.....	Yellow and black
Woodpecker.....	Grey and violet
Wood-pigeon.....	Blue and grey

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SUGGESTED BOOKS

For Cub Leaders

- THE WOLF CUB HANDBOOK**—The official handbook for the training of Wolf Cubs—by Lord Baden-Powell.....
- WOLF CUBS by Gilcraft**—The latest publication on Cubbing from Gilwell Park.....
- THE BOOK OF CUB GAMES** by V. C. Barclay.....
- WINTERCRAFTS FOR WOLF CUBS** by Hilda M. Cox and F. Gidney—Illustrated.....
- JUNGLE BOOKS (two)** by Rudyard Kipling.....

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