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ISLANDS REGION

SEP 10 1929



Boy Scout Uniforms,
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OTTAWA, CANADA

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The Boy Scout



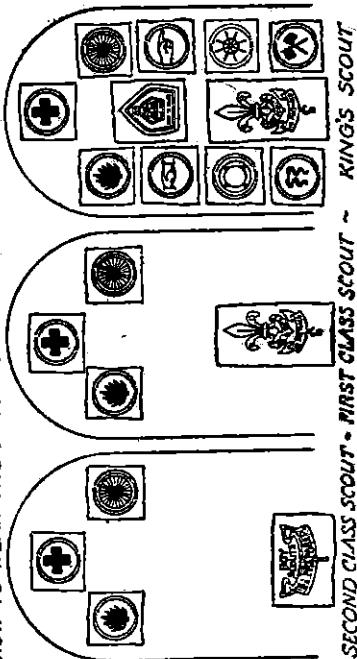
&
Wolf Cub
Proficiency
Badge
Reference Book

PRICE 10 CENTS

Dominion Headquarters

THE BOY SCOUTS' ASSOCIATION
OTTAWA 11 CANADA

HOW TO WEAR THE KING'S SCOUT PROFICIENCY BADGES



Scout Proficiency Badges

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, all of which are worn on the left arm, as and when they are acquired; and the King's Scout Badge, which is worn in the centre when it has been obtained (see opposite page).

The Ambulance Man Badge is worn at the top nearest the shoulder on the left arm only, not as heretofore on both arms.

Tenderfoot Scouts may not qualify for and wear Proficiency Badges.

Second Class Scouts may qualify for and wear not more than six Proficiency Badges.



AIRMAN BADGE



1. Explain how the various forces work to produce flight in (a) gliders, (b) kites, (c) aeroplanes, (d) dirigibles.
2. Describe the position and function of wings, elevator and rudder.
3. Name three well known distinct types of aircraft engines and describe difference briefly.
4. Identify at least ten aeroplanes and state whether service or civil, number of engines, mono-plane or biplane, and in the case of civil machines, exact lettering.
5. Describe how to be of practical help to a pilot by being able to:
 - a. Indicate wind direction for landing and assist in taxiing and tying down an aeroplane.
 - b. Use wheel chocks, remove them safely and improvise them. Understand the importance of keeping people away from an aeroplane when stationary or moving.
 - c. 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.
6. 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 BADGE

A King's Scout Badge

To be passed annually.



- In addition to passing First Class first aid tests (Sec. 65e) must—
1. Know the position of the main arteries, and how to stop bleeding from veins and arteries, internal or external.
 2. Know how to improvise splints and diagnose and bind a fractured limb.
 3. Know how to deal with choking, burning, poison, grit in the eye, sprains and bruises.
 4. 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.
 5. Know the Schafer method of artificial respiration.
- Demonstration must be given in each paragraph above.*
6. 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 BADGE



1. 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.

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

3. Make three artificial flies (either after three standard patterns, or in imitation of different natural flies). Make a neat single gut leader at least four feet long, or a twisted or braided leader at least three feet long. Splice the broken joint of a rod neatly.

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

ARCHER BADGE



1. Make a bow, string and arrow with which he will make an extreme flight of at least a hundred and thirty yards.

2. With any bow and arrows, make the following scores on a regulation 4 foot target, shooting thirty arrows at each distance.

At 40 yards a score of at least eighty.

At 60 yards a score of at least sixty.

At 60 yards a score of at least forty.

3. Give the meaning of York, American and Team rounds; wand; clout; flight, and butt shooting; and roving.

4. Know something of the history of archery and the records made by the principal archers of the past and the present.

ARTIST BADGE



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

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

(b) Decorative work; designing for wallpapers, 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.

SCHEDULE

EVENTS	Class 1	Class 2	Class 3	Class 4	Class 5
Running High Jump	50 yards	75 yards	100 yards	100 yards	100 yards
Running Broad Jump	7 3/8 secs.	10 4-5 secs.	13 secs.	12 2-5 secs.	11 4-5 secs.
Standing Broad Jump	3 ft. 5 in.	3 ft. 7 1/2 in.	3 ft. 10 1/2 in.	4 ft. 1 1/2 in.	4 ft. 4 1/2 in.
Running Broad Jump	6 ft. 8 in.	6 ft. 10 in.	7 ft. 1 1/2 in.	7 ft. 6 1/2 in.	8 ft. 6 1/2 in.
Throwing Baseball	11 ft.	12 ft.	12 ft. 6 in.	13 ft. 6 in.	15 ft.
Chinning Bar	105 ft.	129 ft.	153 ft.	180 ft.	220 ft.
Push Up from Floor			8 times	10 times	12 times
Shot Put, wt. 8 lbs.			12 times	14 times	16 times
Scout Pace	1 mile	1 mile	26 ft. 6 in.	28 ft. 6 in.	30 ft. 6 in.
			2 miles	3 miles	4 miles

ATHLETE BADGE

To be passed annually



1. Demonstrate the proper method of sitting, standing and walking.
2. Demonstrate proper method of starting and running in a race.
3. Give proof of proper training and diet for Athletics and of taking regular bodily outdoor exercise.
4. Pass five of the six Athletic events given in schedule if in classes (1) and (2), or
Pass seven of nine events if in classes (3), (4) and (5).

BASKET WORKER BADGE



1. 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.
2. Know where the necessary raw material is obtained and how prepared for working.
3. Produce an article of practical use made entirely by himself.

BEE-KEEPER BADGE



- Have a knowledge of
1. The principal tools, equipment and supplies used in modern bee-keeping.
 2. The flowering season of the principal

pal nectar-yielding plants of the neighbourhood.

3. Apiary management throughout the season for both comb and extracted-honey production; as well as of hive-manipulation to prevent natural swarming.

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

5. At least one practical system of artificial increase.

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

7. The feeding and preparation of bees for winter, and a knowledge of both cellar and out-door wintering.

BIRD WARDEN BADGE

1. Know regarding local bird life:—

(a) The chief natural dangers (animal, bird, etc.) to which birds are exposed, and how to prevent their destruction.

(b) Any social customs, ideas or superstitions which threaten their existence.

(c) Any laws passed, or practical steps taken to prevent them.

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

3. Have fed birds in his district for at least one year by means of food houses, food tables or food sticks.

4. 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.

5. Have kept record of birds and 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. Height above ground. Date of leaving nest. Remarks.

BLACKSMITH BADGE

1. Make an open link $\frac{3}{8}$ inch stock.

2. Forge a chain hook out of $\frac{3}{4}$ x $\frac{1}{2}$ inch soft steel, or $\frac{3}{4}$ inch round iron.

3. Bend and weld three links to be fastened by a ring to the hook made as above, links and ring to be made of $\frac{3}{8}$ inch round iron.

4. Make a bolt of $\frac{1}{2}$ inch stock; make a straight lap weld of $\frac{1}{4}$ x 1 inch stock.

5. Make a cold chisel out of $\frac{1}{2}$ inch hexagonal tool steel.

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



BOAT BUILDER BADGE



1. 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.

2. Possess an elementary knowledge of woods suitable for small boats.

3. 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.

4. 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 BADGE



1. Hold Knotter's and Swimmer's Badges.

2. Demonstrate ability to manage a boat single handed both by rowing and sculling over the stern (in boats suitable for that purpose).

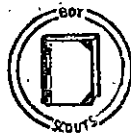
The requirements of this clause include also a knowledge of the distribution of the weight in the boat of one or more rowers, in calm and rough water, with, or against the wind; beaching a boat; and coming alongside a larger vessel either at anchor or under way.

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

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

5. Be able to cast a line.

BOOKBINDER BADGE



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, gluing up; rounding and backing, cutting and lacing in boards; covering with cloth or paper.

CAMP COOK BADGE

1. Make a camp kitchen with open fire and other necessaries, 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.

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

3. 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 BADGE



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

2. Know the minimum requisites in kit, utensils, and rations

required for seven boys for a week's camp in summer.

3. 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.

4. Know how to select and lay out a camp for (a) patrol, (b) troop of 32 boys, making necessary kitchen, rubbish pits or incinerators, latrines, etc.

5. Must have cooked 30 camp meals.

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

7. Demonstrate that he understands the use and care of an axe.

8. Build a shelter for three Scouts, using only natural materials.

9. Know the precautions to be taken against forest or prairie fires, or both.

10. Know the precautions to be taken to avoid the danger of contaminated drinking water.

CANOEMAN BADGE

1. Demonstrate ability to swim at least fifty yards in clothes.

2. 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.

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



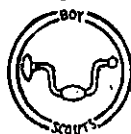
4. How to make minor repairs to a canoe.

5. How best to portage a canoe.

6. 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.

7. 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 BADGE



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

2. Explain how to dress up a piece of rough lumber to a finished size 2"x4"x18".

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

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

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

CITIZEN BADGE



1. Know the qualifications for voting at Dominion, Provincial and Municipal elections in the Province in which he lives.

2. How people become British subjects.

3. How Canada and the Province and the Municipality in which he lives are governed.

4. How the United Kingdom is governed and what control its government exercises over Canada.

5. The leading principles of the British North America Act.

6. The principal functions of a good municipal government.

7. What the principal courts of justice of the Dominion and his province are and the duties of the principal officers of such courts, and particularly of jurymen, how they are chosen, and their duties.

8. What a Scout can do to beautify and make healthy the place he lives in, and

9. What the principal duties are of a good citizen; stress to be laid upon general principles and not upon details which do not concern the ordinary citizen, the main object being to teach a Scout those duties which every good citizen should perform or may be called upon to perform.

10. Show that he has devoted at least 30 hours to the performance of some useful public service.

CLERK BADGE



Pass a test in:—

1. Handwriting, 2. Handprinting.

3. Typewriting, using proper fingering, 20 words per minute; or as an alternative, shorthand, 50 words a minute as a minimum.

4. Write a letter from memory on a subject given verbally 5 minutes previously.

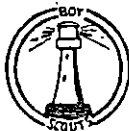
5. Know simple book-keeping and have a general knowledge of the

use of cheques, bank deposit slips, drafts, promissory notes and receipts.

COAST WATCHMAN BADGE

A King's Scout Badge

To be passed annually.



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

2. 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.

3. Know when the moon rises and sets and its quarter.

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

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

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

7. Know the routine followed in his own home waters in the event of serious accident along the shore. Such information to include life saving stations, coast guards, rocket apparatus, telephone and addresses of doctors and police and the mercantile code of signals.

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

9. If on tidal waters know:

- (a) The rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water.
- (b) Know the set of current at all stages of the tide in the home waters of the unit.

CYCLIST BADGE

A King's Scout Badge

To be passed annually.

1. 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.

2. 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.

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

4. Know the Highway Laws, traffic signals, understand the system of road numbering, and be able to read a road map.

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

6. 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 BADGE

1. 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.

2. Have a practical knowledge of the use and purpose of the Babcock test.



DEBATER BADGE

1. Propose at least two motions and oppose at least two others at properly conducted meetings.

2. 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.

3. Know the ordinary rules of debate and parliamentary procedure including the duties and powers of the chairman.



ELECTRICIAN BADGE

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

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



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

4. Explain how to make a simple electric motor and how it operates.

5. Explain what occurs in (a) an incandescent lamp, (b) an electric iron and, (c) a vacuum cleaner, when electric current is applied.

6. What precautions should be taken to avoid electric shock or burns, when working with or near electric appliances or wires.

7. What First Aid methods should be applied to a person rendered unconscious by severe electric shock.

8. Explain the importance of electricity to every day life and to industry.

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

ENGINEER BADGE

(Auto Mechanic)



1. Take off and put on a pneumatic tire.

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

3. Demonstrate how to put out burning gasoline or oil.

4. Understand the dangers and treatment of carbon monoxide poisoning.

5. 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.

ENTERTAINER BADGE

1. 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.



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

EXPLORER BADGE



Must satisfactorily carry out one of the following projects:—

1. 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:

- (a) Trace all footpaths, bridle-paths and waterways shown on past and present maps, and report on their present condition.
- (b) 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.
- (c) 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.
- (d) Prepare a report on the trees, flowers, birds and animals common to the area.

FARMER BADGE



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

FIREMAN BADGE

A King's Scout Badge

To be passed annually.



2. Or 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.

1. 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.
2. 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 methods of fighting a fire resulting therefrom.
3. How to work in fumes and smoke.
4. Have a thorough knowledge of fire prevention in home and factory.

5. 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).

6. Have a knowledge of the different fireman's drags and lifts; First Aid for burns; artificial respiration and the methods of changing operators.

7. Know how to control panic, rescue animals and salvage property.

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

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

FORESTER BADGE

1. Identify fifteen principal native tree species in own locality, and explain their principal distinguishing characteristics.

2. Identify five kinds of native shrubs.

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

4. Explain the aim of forestry, and compare with unregulated lumbering.

5. Tell what are the effects of fires on soil, young forest growth and mature timber; the principal



cause of forest fires and how best to overcome them; three general classes of forest fires, and how to fight each.

6. Describe the Government Forestry activities carried on in the province.

7. Successfully plant or assist in planting at least twelve trees.

8. 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 sawmill, or pulp or paper mill or shingle mill.

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

FRIEND TO ANIMALS BADGE

1. 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.

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

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



4. 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 BADGE

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

2. Plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings.

3. Know the names of a dozen plants pointed out in an ordinary garden.

4. Understand what is meant by pruning, grafting and manuring.

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



HANDYMAN BADGE



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

1. Paint a door or similar object.

2. Whitewash or distemper a wall or ceiling.

3. Clean and adjust gas fittings and replace mantles.

4. Replace electric-light bulbs, lamp-shades and fuses.

5. Replace a tap-washer and adjust a ball-cock.

6. Hang pictures and fix curtain rods.

7. Repair and adjust window blinds.

8. Take up, beat and relay a carpet.

9. Repair furniture, upholstery or china.

10. Sharpen knives.

11. Glaze a window.

12. Repair a cane-bottomed chair.

13. Replace a sash-cord.

14. Replace a spring in a door lock.

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

16. Hang wall paper.

17. Attend to stopped gutters, waste pipes and frozen pipes.

HEALTHY MAN BADGE

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

2. Give general rule governing eating, drinking, breathing, sleeping, cleanliness, and exercising; give proof that he has kept fit by the observance of these rules for at least twelve months.

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

4. Know the dangers incurred in the use of tobacco, and alcohol, and the breaking of the Tenth Scout Law.



5. Know the danger of overtraining the body and the continual use of one form of exercise.

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

HORSEMAN BADGE

Alternative with Cyclist as a King's Scout Badge



1. 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

2. In the case of heavy draught horses demonstrate single and double harnessing.

And in either alternative:—

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

(b) Know how to clean and keep harness.

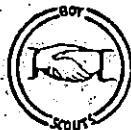
(c) Know the evil of bearing and hame reins and ill-fitting harness.

(d) 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 BADGE A King's Scout Badge

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 BADGE



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

2. 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 fête, garden party or rally.

3. Produce a clipping of a published article or report written by himself.

4. 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.

5. Know the names of six different type faces and six type sizes.

6. Understand the ordinary printers' correction signs.

KNOTTER BADGE



1. Know the meaning of:—bight, standing part and end.

2. Explain the use of the following:—knots, bends and/or hitches and give

practical demonstrations of the use of each:

- (a) Figure of eight, Overhand; Bowline, Bowline on a Bight.
- (b) Wall, Crown, Wall and Crown.
- (c) Reef, Fisherman's knot, Carrick, Bowline bend, Shroud.
- (d) Single Sheet bend, Double Sheet bend.
- (e) Clove hitch, Anchor or Fisherman's bend, Rolling hitch, Timber hitch, Round turn and two half hitches.
- (f) Marlinspike hitch, Blackwall hitch, Marling hitch, Sheepshank.

LAUNDRYMAN BADGE



1. Wash and iron garments of linen, cotton, silk and wool.

2. Sew a patch on a shirt, sew on shirt buttons and darn a pair of socks.

3. Identify linen, cotton, silk and wool fabrics, and remove stains from each.

LEATHER WORKER BADGE

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 BADGE

1. Know thoroughly the safety rules for (a) handling a supposedly empty rifle, (b) when cleaning a rifle, (c) when loading, (d) when unloading, (e) when carrying on the street or road, and in the woods, and (f) when climbing a fence.

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

3. Explain calibre, and those in general use.

4. Explain rifling and its purpose.

5. Describe the component parts of a cartridge.



6. Explain the sighting of the rifle for short and long distances.

7. Demonstrate the cleaning of a rifle.

8. 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.

9. Demonstrate the correct position for shooting: (a) in the prone position, (b) kneeling, and (c) off-hand standing.

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

MASON BADGE

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

2. Understand the making and use of cement and lime mortar and concrete.

3. Understand the use of a plumb-line and trowel.



MASTER-AT-ARMS BADGE



Attain proficiency in two out of the following subjects:—

Single-Stick, Quarter-Staff, Fencing, Boxing, Jujitsu, and Wrestling.

METAL WORKER BADGE



1. Execute some work in beaten brass, copper or sheet iron.

2. 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.

3. Explain the composition and properties of solders, fluxes and metals.

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

MINER BADGE

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

2. 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.

3. Explain a dyke; a fault; a vein; a room; an entry; an air course.

4. Explain "ore dressing" and give several examples.

5. Explain what precautions should be observed when handling powder or detonators.

6. 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.

7. Name one or more of the ores of copper, iron, lead, zinc and nickel.

MISSIONER BADGE



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

2. 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.

3. Have a general knowledge of the principles of personal hygiene and home sanitation.

MUSICIAN BADGE



tions.

2. Read at sight a short test piece.

3. Either:

(a) Play two pieces, selected by the Candidate, upon any recognized solo instrument.

(b) 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 BADGE



1. Explain:—

(a) The fertilization and development of a wild flower, or

(b) The development of a bird from an egg; or

(c) The life history of an insect or a fresh or salt water fish; or

(d) A month's observation of pond life.

2. 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:

(a) First appearance of 12 spring or autumn migrants;

(b) First flowering of 18 wild flowers, or description of appearance and habits of six sea-birds or water-fowl;

(c) First appearance of six butterflies or moths, or description of six animals;

(d) Make a carbon or other impression of leaves of 18 common trees.

In towns one of the following alternatives may be selected in place of 2 (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 BADGE

A King's Scout Badge

To be passed annually.



and churches.

(b) In Prairie Provinces, have knowledge of capacitiles and location of district elevators.

(c) 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.

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

(e) 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.

2. In (a) 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, motor garages, the principal food and provision merchants, cab and taxi stands and cycle repair shops.

(b) 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.

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

(d) Have a general knowledge of the country including routes of travel to places within a twenty-five mile radius, so as to be able to direct strangers to 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.

3. In cities over 50,000 in population, same as 2, but with an area having a half mile radius in (a).

PHOTOGRAPHER BADGE



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

2. Have a knowledge of the principal uses of photography.

3. Recognize by examination an under-exposed, over-exposed and correctly exposed negative.

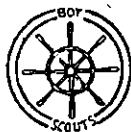
4. Make six correctly exposed negatives of each of the following subjects:—Landscapes; persons or animals; interiors; buildings.

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

PILOT BADGE

A King's Scout Badge

To be passed annually.



1. 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.

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

3. Know:—The rule of the road at sea, as adopted either for deep sea 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.

4. Know the lead and its markings; understand arming of the lead.

5. Know Canadian Government system of buoys and buoyage.

PIONEER BADGE

Show extra efficiency in the following:—

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

2. Tie the following knots and thoroughly understand their uses; The Tenderfoot 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.

3. 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.

4. Build a model bridge or derrick.

5. Make a camp kitchen.

6. Build a camp shelter or hut suitable for three occupants.

PIPER BADGE

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



PLUMBER BADGE



1. 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.

2. Know how to hammer up a burst

pipe.

3. 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.

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

POULTRYMAN BADGE

Know how to construct an all-year type of sanitary poultry house to accommodate at least 8 hens and a male bird.



Know how to care for a flock of at least 8 hens.

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.

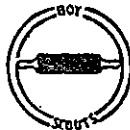
Have a practical knowledge of feeding, killing and preparing birds for market.

Know how to grade and pack eggs for market.

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

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 BADGE



1. Set and print a handbill.

2. Know the names of six different type faces and six type sizes.

3. Be able to compose by hand or machine.

4. Understand the use of hand or power printing machines.

5. Read and mark ordinary proof correctly.

PROSPECTOR BADGE

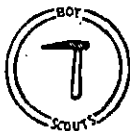
1. Have a general knowledge of the origin and characteristics of Igneous, Aqueous, and Metamorphic rocks.

2. Have a detailed knowledge of the geological history and formations of his own district.

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

4. Identify 7 out of 12 common minerals submitted, and 3 out of 5 common rocks, and give their uses, if any.

5. If fossils occur locally, submit a group, properly labelled.



PUBLIC HEALTH MAN BADGE

A King's Scout Badge

To be passed annually.



1. Know the modes of transmission of the following diseases:—Scarlet fever, diphtheria, tuberculosis, measles, mumps, whooping cough, chicken-pox, typhoid

fever, dysentery, summer diarrhoea, smallpox, 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.

2. 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.

3. 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.

4. Explain how the house-fly carries disease.

5. Describe methods for assuring supplies of pure water, milk, meat and exposed foods.

6. Describe ways in which Scouts may aid the local health authorities in promoting good health in the community.

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

RADIO MAN BADGE



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

2. Know the Government regulations respecting Amateur Wireless Stations and Operators.

3. Know the traffic and caution signals.

4. Know the correct procedure for sending a message.

5. 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.

6. Show at least two pieces of wireless apparatus made by himself and explain their use.

7. If the owner of a wireless station show a Government Permit for its operation.

READER BADGE

1. 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.

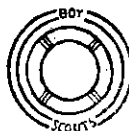
Five books of special interest to the individual.

2. Have a knowledge of the proper care of books.



RESCUER BADGE A King's Scout Badge

To be passed annually.



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

2. Dive from the surface to the depth of at least five feet and bring up a stone brick or iron weight object of not less than five pounds.

3. Demonstrate the Schaffer method of resuscitation and the promotion of warmth and circulation.

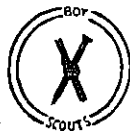
4. Swim 50 yards and then undress before touching ground.

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

RIGGER BADGE

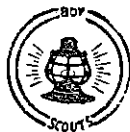
1. Know the different kinds of canvasses, be able to use a palm and needle and make a cringle, and sew a round and flat seam and herringbone, and make small repairs to sails.

2. Be able to splice hemp and wire and make fenders, mats, and lead and log lines.



3. 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 BADGE



1. Produce evidence that he has done one of the following:—

(a) 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; or

(b) 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.

2. In connection with street or highway safety:—

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

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

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

3. Know how to organize a School Safety Patrol or Fire Exit Drill.

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

5. Know how to assume leadership in case of (a) Fire, (b) Panic, (c) Ice Accident, (d) Traffic Accident.

6. Submit and comment on newspaper accounts which he has gath-

ered within a period of the past six months describing at least three different kinds of accident due to any of the following causes:

—(a) Stealing rides on automobiles, street cars or trains; (b) Hitch-hiking; (c) Crossing the street or highway; (d). Reckless driving; (e) Failure to observe a traffic law; (f) Children playing with fire.

7. Explain in discussion with the examiner the proper way to deal with (a) Escaping gas; (b) Wire dangling from electric line; (c) Use of gasoline in cleaning clothes; (d) Running engine in closed garage; (e) Children playing around freight cars; (f) Children walking on railroad tracks.

SIGNALLER BADGE

A King's Scout Badge

To be passed annually.

1. Send and receive by Semaphore flag at the rate of 7 words (35 letters) a minute, and in Morse at the rate of 5 words (25 letters) a minute.—90 per cent. accuracy, receiving; 100 per cent. accuracy in sending.

2. Send and receive at the rate of 6 words (30) letters a minute on buzzer or sounder.—90 per cent. accuracy.

3. Send and receive at the rate of 5 words (25 letters) a minute by lamp, helio, or other flash system.—90 per cent. accuracy.

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



5. Know the names given similar-sounding letters when calling-off or phoning.—100 per cent. accuracy.

6. Know the bird or other troop calls, staff and hand signals used in his troop.—90 per cent. accuracy.

STALKER BADGE



1. 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.

2. Give proof of having stalked and studied at least six wild birds or other animals in their natural state in the open, by producing photographs or sketches which he himself has taken, and by describing the results of his observations.

STARMAN BADGE



1. Have a knowledge of the Solar System, including general information concerning the Sun, Moon, Planets, Meteors, and Comets.

2. Describe the causes of Tides and

Eclipses.

3. Have a general knowledge of the heavenly bodies beyond the solar system; their composition, size, distances, and movements.

4. Be able to name and point out at least 6 constellations, and know their principal stars.

5. Be able to find direction and tell time by the stars.

STOCKMAN BADGE



1. Know the value and meaning of pedigrees and the principles of selection through the choice of pure bred sires of proper conformation.

2. Have a practical knowledge of the care of beef cattle and sheep.

3. Know the three best breeds of beef cattle and characteristics of each breed.

4. Know the breeds of sheep recommended for his district with the reason for selection.

5. 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 BADGE



1. 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.

2. Understand the use of the plane table.

3. Lay out the building plan on the ground for a house or barn.

4. Measure the width of a river, also the height of a tree, church steeple or telegraph pole.

5. Know at least three ways of finding the North without the use of surveying instruments.

SWIMMER BADGE

1. Swim 50 yards with clothes on (shirt, trousers and socks as a minimum)

2. Undress in water beyond his depth.

3. Swim (without clothes) 100 yards using the breast stroke, and fifty yards on the back with the hands either clasped on the arms or the arms folded in front of the body.

4. 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 BADGE

1. Cut out and sew, either by hand or machine, a Scout's shirt and shorts or equivalent garments to fit himself.

2. Insert a patch, and darn a small hole, in a neat workmanlike manner, in any garment.

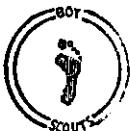


TRACKER BADGE

1. (a) In Kim's game remember 25 out of 30 well assorted articles after one minute's observation three times running; each article being described.

(b) By smell alone recognize 8 out of 10 assorted liquids or solids in common use.

(c) By hearing alone recognize 8 out of 10 different sounds.



(d) By touch alone recognize 12 out of 15 assorted articles (including such things as dry tea leaves, flour, sugar, etc.)

2. (a) Recognize and explain 2 different characteristics in each of 5 different types of simple human tracks.

(b) Solve, within 25 per cent. error, 3 simple tracking stories set in sand, snow or other suitable media.

3. Produce 6 casts of animal or bird tracks, all casts taken unaided by himself, 2 at least of the casts to be those of wild animals.

4. 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 BADGE

1. 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.

2. Must read a mercury and aneroid barometer and understand the action of the barograph.

3. Be able to apply Buys Ballot's Law and read the maps in the daily report of the Meteorological Office.

4. 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.

5. Know the meaning of gale warnings, and (if living on the Coast) where and during what hours displayed.

WINTER SPORTS BADGE

FOR SKIING.



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

(b) Know how to store and preserve skis.

(c) Know the proper use of wax.

(d) Explain the proper use of skii poles.

(e) Perform the following:—Herringbone, sideway climb, kick turn when climbing, "Telemark" and "Christiania" to left and right; stem turn, revolving four consecutive turns.

(f) Make a cross country run involving fair climbs and descents over a distance of 5 to 7 miles in a specific time to be decided by the examiner according to the country and snow conditions at the time; the Scout to carry a rucksack with repair kit and light outfit of clothes.

(g) Jump the following distances each three times:—

25 ft. for 12 to 14 years;

40 ft. for 14 to 16 years;

50 ft. for over 16 years;
and remain standing twice.

Or alternatively FOR SKATING.

(a) For Figure Skating: Forward outside 8, Forward inside 8, Outside back 8, Threes to a centre.

Figures not less in diameter than twice the height of entrant. Demonstration of training in poise, grace and position essential.

Or (b) FOR SPEED SKATING.

Scouts 12-13 years (Juvenile): 220 yds. in 24 seconds; 440 yds. in 47½ seconds.

Scouts 14-15 years (Juniors): 220 yds. in 22 secs.; 440 yds. in 42½ secs.; 880 yds. in 1.32.

Scouts 16-17 years (Intermed.): 220 yds. in 21½ secs.; 440 yds. in 41 secs.; 880 yds. in 1.28.

The rules of the Speed Skating Association should apply in running off the tests, and if available officials of that body should be asked to supervise them.

The Scout will show he knows how to train, how to take care of himself and his skates while racing.

Or alternatively, FOR SNOWSHOEING

(a) Walk three miles in an hour without having to adjust snowshoes more than once.

(b) Cover 440 yds. in 4 minutes over virgin snow without having trouble with snowshoes.

(c) Hike 6 miles over an unbroken trail, and cook meal in open.

(d) Know how to attach and to keep on his snowshoes with a minimum of adjustment.

(e) Know how to take care of his snowshoes.

WORLD FRIENDSHIP BADGE

1. Have an elementary knowledge of the geography and history of at least three foreign countries and of the British Empire as a whole.



2. (a) Have corresponded with Overseas or foreign Scout for not less than a year, writing and receiving replies to at least eight letters; or, .

(b) 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.

3. Have some knowledge of the widespread Boy Scout and Girl Guide International organizations.

4. Have some knowledge of the League of Nations and the way it works.

Wolf Cub Proficiency Badges

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.

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.

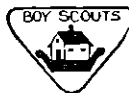
(e) Darn a hole in jersey or stocking.

(f) Weave a useful article in raffa.

(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, 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



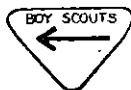
(a) Must be able to dress and bandage a hand in as aseptic a manner as possible; and know how to "clean up" and treat a graze.

(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.



BE PREPARED.

IMPORTANT!

The badge tests contained in this book were the latest official requirements (Policy, Organization and Rules for Canada, March, 1954) at date of publication. Changes in requirements are made from time to time, and when a new edition of rules is issued, Scouts should check up with their Scoutmaster regarding alterations, and note these on the blank pages left for that purpose.

