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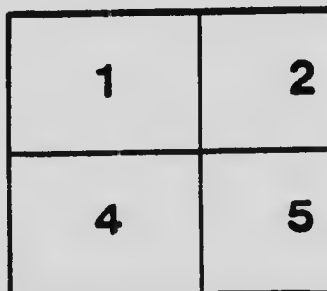
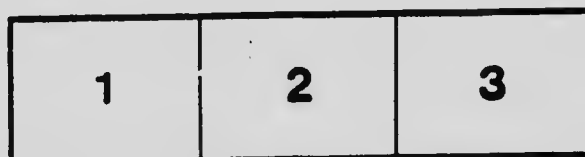
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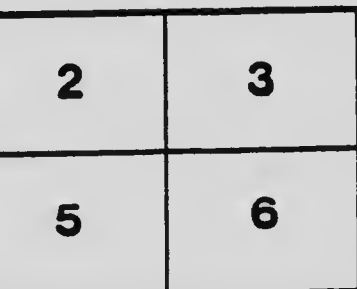
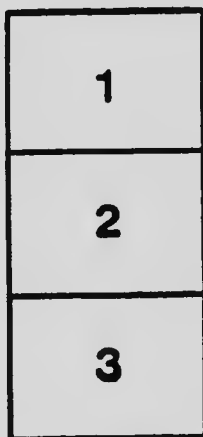
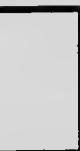
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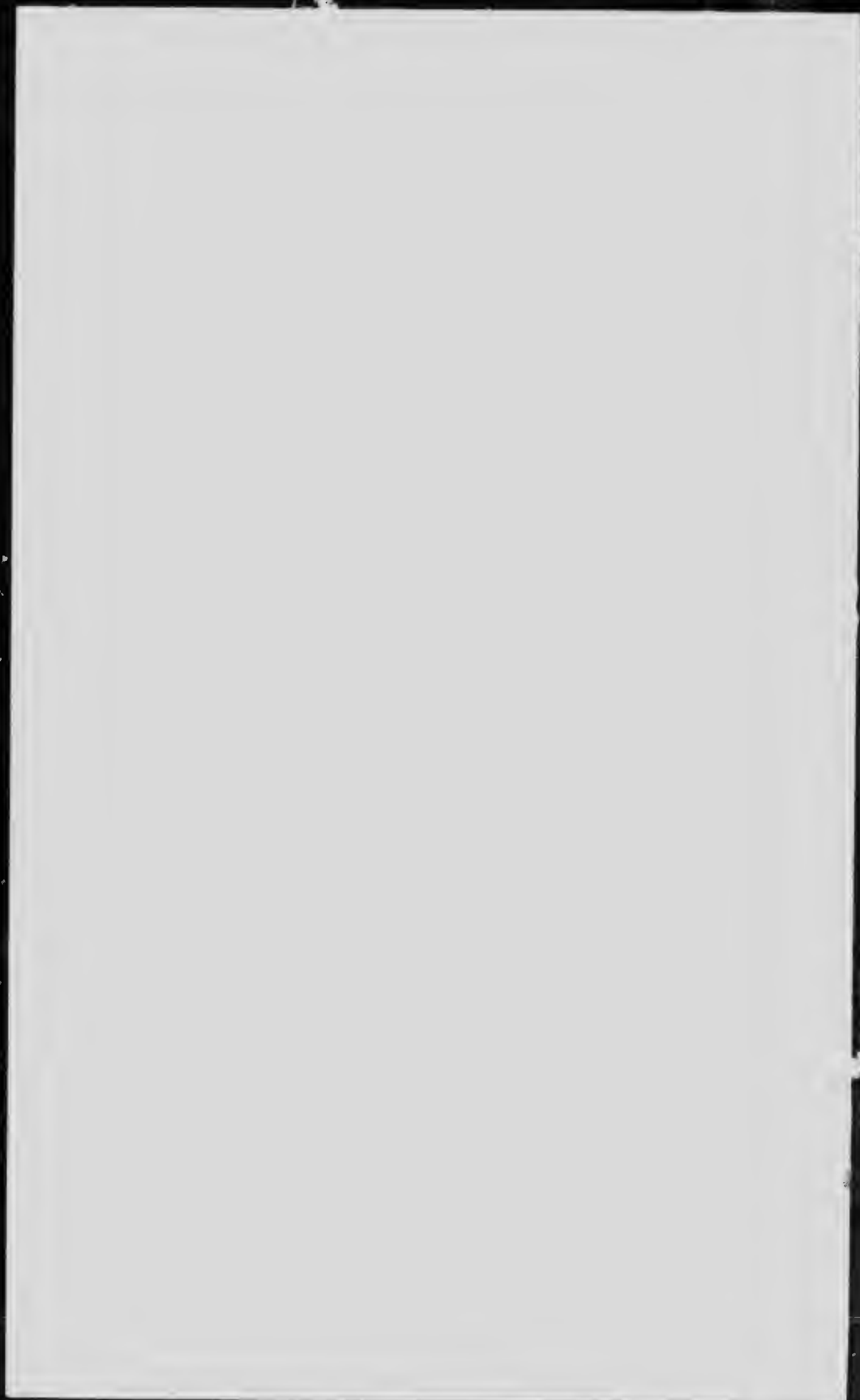
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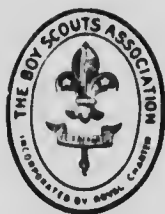
THE CANADIAN CENTRAL BOARD
OF THE RED CROSS SOCIETY



Policy,
Organization
and Rules
for Canada

1915





THE CANADIAN GENERAL COUNCIL
OF THE
BOY SCOUTS ASSOCIATION
(Incorporated by Act of Parliament).

RULES FOR CANADA

Issued by order of the Executive Committee of the Canadian General Council by virtue of the powers vested in them by the Act of Incorporation and the Bye-Laws.

- Part I.—GENERAL PRINCIPLES
- Part II.—ORGANIZATION
- Part III.—RANKS AND OFFICERS
- Part IV.—BADGES AND DECORATIONS
- Part V.—MISCELLANEOUS RULES

(In alphabetical order).

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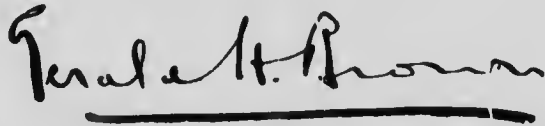
Introdu. 7

This booklet of the policy, plan of organization and rules to govern the work of the Boy Scouts Association in Canada is issued by order of the Executive Committee of the Canadian General Council of the Boy Scouts Association in virtue of powers vested in this Council by Act of Parliament and with the approval of the Committee of the Headquarters Council in the United Kingdom.

The booklet is similar both in form and substance to the corresponding publication of the Headquarters Council which has been heretofore in use in Canada. The general principles and the plan of organization remain unchanged. It has, however, been made quite clear to the Canadian General Council that certain changes were desirable in the badge qualifications and in some other features of the work in order to bring the same into conformity with Canadian conditions. A Committee was accordingly appointed by His Royal Highness, the Duke of Connaught, as Chief Scout for Canada, to report on the proposed amendments. The report of this Committee was in turn submitted for further consideration to a Conference of the Secretaries of the Canadian General Council and of the several Provincial Councils which assembled in Ottawa, March 6th to 10th, for this special purpose. The report of the conference was adopted by the Canadian General Council Executive on March 10th and confirmed by the Headquarters Council, London, on April 7th.

The desire of the Canadian General Council is that no time shall be lost in bringing the work of the Boy Scouts Association throughout Canada into conformity with the present rules. To this end the Rules heretofore in force are hereby withdrawn.

Or behalf of the Canadian General Council.



Honorary Dominion Secretary.

Ottawa, April 19, 1916.

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I.—GENERAL PRINCIPLES.

Rule 1. AIMS.

The Aim of the 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—promoting their moral and physical development, and hygiene.

Rule 2. MEMBERSHIP.

The Association can only admit to Membership bodies which accept as a basis the threefold Promise of the Scout (See Rule 15), the system of instruction contained in the official handbook of the Boy Scouts Association in Canada and these Rules.

The Association is open to British subjects of every class and denomination. Churches, Sunday Schools, Day Schools and other Boys' Organizations may raise troops connected with such bodies.

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 is not permitted to extend membership or affiliation to foreign societies.

All Scouts registered by a Local Association are members of the Boy Scouts Association while so registered, as are all officers properly holding warrants from the Chief Scout for Canada, persons holding Honorary Rank, and members of the Canadian General Council, Provincial Scout Councils and Local Associations while serving as such. The membership of individuals in their respective provinces may be determined by resolution of the Executive Committee of the Provincial Council.

Rule 3. RELIGIOUS POLICY.

- (a) It is expected that every Scout shall belong to some religious denomination, and attend its services.
- (b) Where a Troop is composed of members of one particular form of religion, it is hoped that the Scoutmaster will arrange such denominational religious observances and instructions as he, in consultation with its Chaplain or other religious authority, may consider best.
- (c) Where a Troop consists of Scouts of various religions, they should be encouraged to attend the service of their own denomination, and Troop Church Parades should not be held. In camp any form of daily prayer and of weekly Divine Service should be of the simplest character, attendance being voluntary.
- (d) Combined Church Parades of Troops of different denominations are not allowed without the special permission of the Commissioner and under no circumstances should Scoutmasters insist upon Scouts attending places of worship other than those of their own denomination.

Rule 4. FINANCE.

The spirit of the Movement is that, on the part of the boys themselves, money should be earned and not solicited. Scouts are not allowed to solicit money either for their Troop fund or any other purpose except by special permission of the Provincial Council

(a) Headquarters Finance.

The Boy Scouts Association depends upon voluntary support for the expenses of its central offices and staff and organization throughout the Empire.

(b) Local Association Finance.

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

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

(c) Troop Finance.

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

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

Where outside subscriptions to Troops are received, such subscriptions should be administered by a Troop Committee appointed for the purpose, and not by any individual Scoutmaster.

A Troop must require a small subscription from its members.

Patrol and Troop Account Books are obtainable from Provincial Headquarters.

II.—ORGANIZATION.

Rule 5.

The scheme of organization is best explained in the form of a chart showing the system of decentralization to Local Associations, which are the bodies in direct touch on the one hand with the Provincial Councils and on the other hand with the Commissioner and Scoutmasters forming the effective unit of control.

The Boy Scouts Association exists throughout the British Empire.

ROYAL CHARTER OF INCORPORATION.

A Royal Charter, of incorporation was granted to the Boy Scouts Association by His Majesty King George The V. in 1912.

Incorporation was also granted The Canadian General Council of The Boy Scouts Association by act of Dominion Parliament in June 1915.—(4-5 *George V., Chap. 130.*)

Rule 6. HEADQUARTERS COUNCIL AND COMMITTEE.

(British Empire.)

HIS MAJESTY THE KING is Patron of the Association.

Under the Royal Charter granted in January, 1912, to "The Boy Scouts Association," a Council was appointed to govern the Association.

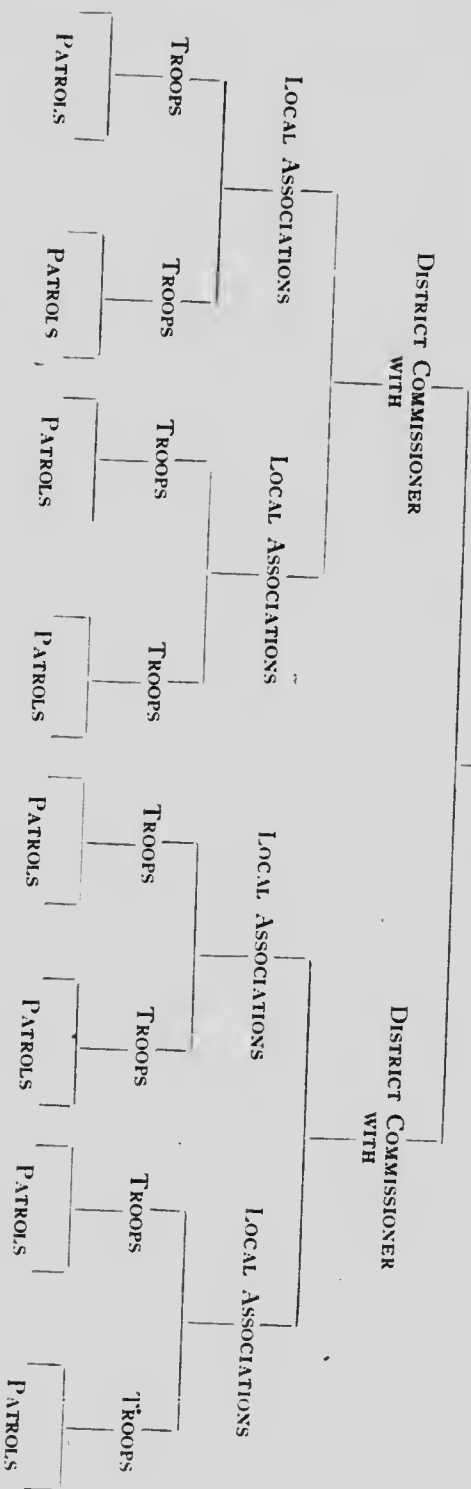
Lieut.-General Sir Robert Baden Powell, as **CHIEF SCOUT**, is Chairman both of the Council and the Committee.

HEADQUARTERS

(IN LONDON, ENGLAND)

CHIEF SCOUT FOR CANADA AND CANADIAN
GENERAL COUNCIL WITH
DOMINION COMMISSIONER

PROVINCIAL COMMISSIONERS
WITH
PROVINCIAL COUNCILS



Rule 7. CANADIAN GENERAL COUNCIL.

By Act of Parliament granted 12th June, 1914, to "the Canadian General Council of the Boy Scouts Association," a Council was appointed to govern the work of the Association in Canada.

The purposes and powers of the Corporation shall be to promote and carry out in Canada the objects of the said Association, namely:—

- (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.

His Royal Highness the Governor-General is CHIEF SCOUT FOR CANADA and is Chairman of the Council and the Executive Committee.

The other officers are the—

Dominion Commissioner,
Honorary Treasurer,
Honorary Dominion Secretary,
Honorary Counsel.

An Executive Committee is elected annually by the Canadian General Council.

Permanent Staff:—

Organizing Secretary at Headquarters of the Canadian General Council, Ottawa.

Rule 8. PROVINCIAL SCOUT COUNCILS.

A Provincial Council exists in each Province, consisting of a President and Commissioner appointed by Headquarters,

District Commissioners and representatives from each Local Association in the Province.

The duties of the Provincial Council are advisory and executive within its area. Its purpose is to promote the welfare of the Boy Scout Movement in the Province, but it is not its object to interfere with the initiative of the Local Associations and troops under them.

Rule 9. LOCAL ASSOCIATIONS EXIST FOR THE PURPOSES FOLLOWING.

- (a) To supervise and encourage the movement within its area with the least possible amount of interference consistent with efficiency and the independence and initiative of the Troops and Patrols.
- (b) To nominate suitable persons to act as Officers and recommend them to the Provincial Council for the Chief Scout's warrant.
- (c) To register, refuse to register, or suspend (pending enquiry by the Provincial Council), an Officer, Troop, Patrol or Scout within its area. No Officer, Troop, Patrol or Scout will be recognized unless registered. A Local Association may delegate the registration and suspension of Scouts to the Scoutmaster of the Troop to which they belong, but a Scout suspended by a Scoutmaster has the right to appeal to the Local Association.
- (d) To appoint Badge Committees of independent ladies and gentlemen, to examine candidates for the Proficiency Badges, and be responsible for the granting of all Scout badges and awards to Troops, Patrols and Scouts under its jurisdiction
- (e) To encourage the formation of Troop Committees for Finance, the Trusteeship for Troop Property, etc., etc.
- (f) Where Sea Scouts exist, or boating is part of the Scout Training of a Troop, to appoint a special Committee to frame By-laws for the proper supervision of the use and equipment of all vessels or boats and for the safety of the Scout using them.
- (g) To submit all By-laws for approval by Provincial Headquarters, supplying a duplicate copy for filing.

Where it is desired to form a new Local Association, the Provincial Council should arrange for a meeting to be held at which some leading gentleman should be invited to take the chair. Representatives from Boys' Organizations working in the district should be invited to attend, as well as schoolmasters, clergy of the different denominations, and other gentlemen who are interested in work among boys, to elect the members of the Local Association.

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

A Person is a member of a Local Association:

- (i) If he (or she) is duly elected in accordance with the by-laws (if any) of the Local Association.
- (ii) If a Scoutmaster warranted and registered within the Local Association area.

The Local Association bears a similar relationship to the Boy Scout Troop or Troops that the School Board does to the School and should be composed of citizens who are interested in the welfare of the boy. **NO BOY SHOULD EVER BE PRESENT AT MEETINGS OF LOCAL ASSOCIATION.**

It is most important that an efficient Secretary be appointed.

Permission giving the Local Association authority over its area is issued or withdrawn by Provincial Headquarters.

When a Scoutmaster resigns or receives promotion or wishes to take up work in a different district his warrant **MUST** be sent by the Local Association to the Provincial Council for endorsement.

No warrant issued in the United Kingdom is valid for work in Canada, unless the signature of the Chief Scout for Canada is attached.

A Commissioner may be the Chairman of the Local Association but Scoutmasters cannot act in this capacity unless with the sanction of the Provincial Council.

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

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

The Executive Committee should consist of at least as many other members as Scoutmasters.

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

Rule 10. TROOPS.

Troops consist of two or more Patrols. Each must have a Scoutmaster with at least one Assistant Scoutmaster to ensure continuity. If the Troop consists of more than three Patrols, an additional Assistant Scoutmaster is advisable for each group of three or fraction thereof. No Troop can be registered unless registered by a Local Association.

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

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

Rule 11. PATROLS.

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

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

Rule 12. LONE SCOUTS AND PATROLS.

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

Individual boys who wish to be Scouts should apply to the Secretary at Provincial Headquarters, to be registered as Lone Scouts. The Secretary will then enrol the Patrol or Scout. The Provincial Council should not grant approval when it is possible for the boy to join any existing Patrol.

Rule 13. SEA SCOUTS.

The Sea Scouts are a branch of the Boy Scouts Association, and, for organization, come into the same scheme. (See rule 59)

III.—RANKS AND OFFICERS.

14. RANKS.

The following ranks are recognized as constituting membership of the Boy Scouts Association:—

Dominion Commissioner,
 Provincial Commissioner,
 Provincial President,
 Assistant Provincial Commissioner.
 District Commissioner,
 District Scoutmaster,
 Scoutmaster,
 Assistant Scoutmaster,
 Honorary Scoutmaster,
 Chaplain,
 Surgeon,
 Instructor,
 Lady Worker,
 Troop Leader,
 Patrol Leader,
 Second,
 King's Sea Scout,
 King's Scout,
 First Class Scout,
 Second Class Scout,
 Tenderfoot.

The use of other titles and terms denoting naval or military ranks is not authorized.

SCOUTS.

15. TENDERFOOT SCOUT.

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

He must satisfy his Scoutmaster that he knows the Scout Law, signs and salute; the composition of the Union Jack, the right way to fly it; and the following knots—reef, sheet bend, clove hitch, bowline, fisherman's, sheepshank.

He will then make the following promise:—

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 Law is

- (1) A Scout's honour is to be trusted.
- (2) A Scout is loyal to the King and his officers, and to his parents, his country and his employers.
- (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.

INVESTITURE OF SCOUTS.

Ceremonial for a Tenderfoot to be invested as a Scout.

The troop is drawn in horsehoe formation, with Scoutmaster and Assistant Scoutmaster in the gap as in the accompanying illustration. (See page 12.)

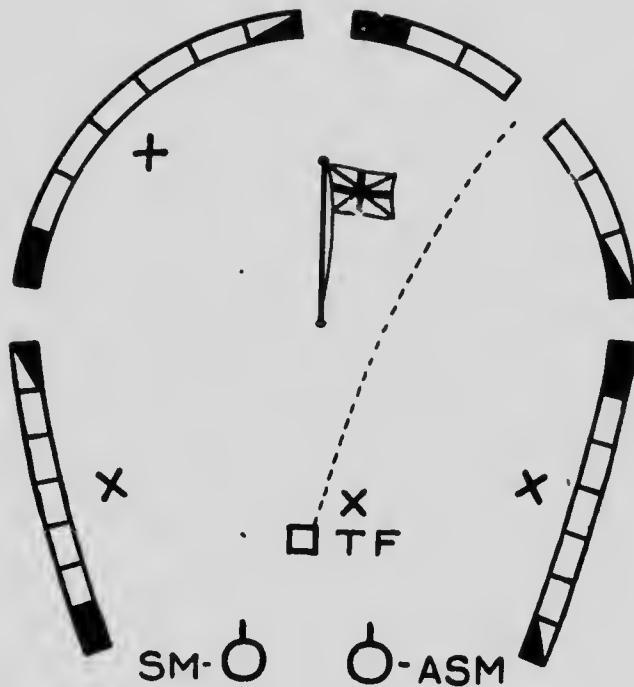
The Tenderfoot with his Patrol Leader stands just inside the circle, opposite to the Scoutmaster. The Assistant Scoutmaster holds the staff and hat of the Tenderfoot. When ordered to come forward by the Scoutmaster, the Patrol Leader brings the Tenderfoot to the centre. The Scoutmaster then asks: "Do you know what your honour is?"

The Tenderfoot replies: "Yes, it means that I can be trusted to be truthful and honest." (Or words to that effect.)

"Do you know the Scout Law?" — "Yes."

Can I trust you on, your honour,

1. To do your duty to God and the King?
2. To help other people at all times?
3. To obey the Scout Law?



Tenderfoot then makes the half salute, repeating:

"I promise, on my honour,

1. To do my duty to God and the King.
2. To help other people at all times.
3. To obey the Scout Law."

Scoutmaster: "I trust you, on your honour, to keep this promise. You are now one of the great brotherhood of Scouts." The Assistant Scoutmaster then puts on his hat and gives him his staff.

The Scoutmaster shakes hands with him with the left hand.

The new Scout faces about and salutes the troop.

The troop returns the salute, welcoming the new scout.

The Scoutmaster gives the command, "To your patrol. quick march."

The troop comes to the alert, and the new Scout and his Patrol Leader march back to their Patrol.

(Patrol Leaders marked x in the diagram above.)

When taking this promise the Scout will stand holding his right hand raised level with his shoulder, palm to the front, thumb resting on the nail of the little finger, and the other three fingers upright, pointing upwards.

That is the Scout's salute and secret sign.

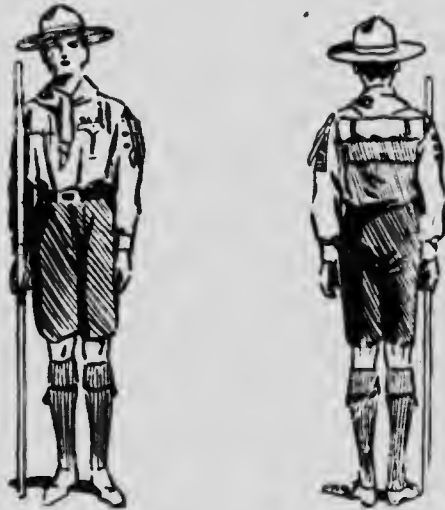
When the hand is raised shoulder high it is called "The half salute."

When raised to the forehead it is the "Full Salute." (See rule 57.)

He is then a Tenderfoot Scout and entitled to wear the Scout badge and the privileges of a Scout.

TENDERFOOT.

UNIFORM.



Hat. Khaki colour, flat brim, strap round crown and lace. (The lace should be worn at the back of the head and tied on the brim of the hat.) Under no circumstances shall a member of the Boy Scouts' Association wear his hat turned up at the side.

Neckerchief. Of the Troop colour, worn loosely knotted at the throat and ends.

Shirt. Blue, khaki or green with two patch pockets (buttoned) and shoulder straps.

Shorts. Blue or khaki (Scottish Scouts may wear the kilt and sporran in place of shorts.)

Belt. Brown leather or web.

Stockings. Blue, with khaki or green tops worn turned down below knee with green tabbed garter showing on outside.

Boots or Shoes. Brown or black.

Haversack. Worn as knapsack with eyelets or revers for coat straps.

Staff. Marked in feet and inches.

Shoulder Knot. Six inches long of Patrol colours on left shoulder.

Knife (optional). On belt or lanyard.

Shoulder Badge. Indicating the Troop may be worn on authorization by Provincial Council.

Provincial Emblem. If, and as authorized.

Lanyard (optional.) To carry whistle—cord, one fathom long.

Great Coats, Mackintosh, etc. (optional.) If carried, on top of haversack.

Nothing but the above may be worn visibly. All extras to be carried in haversack.

Districts should encourage uniformity, in colour, etc., within their area.

On account of climatic conditions in different Provinces of the Dominion, winter uniforms may be adopted by the Province.

SEA SCOUT'S UNIFORM.

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

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

The Scout Badge is granted by the Local Association on the recommendation of the Scoutmaster.

It is worn in button hole of coat, or left pocket buttonhole of uniform shirt.

The possession of this badge is important, as it indicates the wearer as a Scout. To enable the Local Association to remove it on the resignation or suspension of the Scout they should retain the ownership themselves.



16. SECOND CLASS SCOUT.

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

- (a) Have at least one month's service as a Tenderfoot Scout.
- (b) Have a knowledge of elementary first aid and bandaging, as in chart 16, which covers the following:—
 1. Fastening the bandage.
 2. The Triangular bandage.
 3. To make a large arm sling.
 4. Fractured arm bone.
 5. To carry a patient.
 6. Fracture of the forearm.
 7. Fractured jaw.
 8. Fractured collar-bone.
 9. Fracture of the leg.
 10. Arterial bleeding.
- (c) Know the Semaphore (or Morse) alphabet.
- (d) Follow a track half a mile in twenty-five minutes or, if in a town, describe satisfactorily the contents of one shop window out of four, observed for one minute each, or Kim's Game, to remember sixteen out of twenty-four well assorted small articles after one minute's observation.
- (e) Go a mile in twelve minutes at "Scout's Pace." This is not an athletic feat but a test in judging distance by time. Thirty second's leeway permitted.

- (f) Lay and light a wood fire in the open, using not more than two matches. No paper to be used.
- (g) Cook a quarter of a pound of meat and two potatoes without cooking utensils other than the regulation billy, in the open, over camp fire. **N.B. Or without any utensils.**
- (h) Know the sixteen principal points of the compass.

UNIFORM as for Tenderfoot.



The Badge is granted by the Local Association on the recommendation of the Scoutmaster.

It is worn on left arm, between shoulder and elbow.

17. FIRST CLASS SCOUT.

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

- (a) Swim fifty yards. If a Doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass for one of the following badges:—Ambulance, Fireman, Marksman, Pathfinder, Signaller, or Stalker.
- (b) Have one dollar at least in the savings bank.
- (c) Send and receive a message either in Semaphore, twenty letters per minute, or in Morse, sixteen letters per minute.
- (d) Go on foot, row a boat or paddle canoe alone or with another Scout to a point seven miles away and return again, or if conveyed by any vehicle (railway and automobiles not allowed) or animal, go a distance of fifteen miles and back. (Mileage in city not counted.) He must write a short report (not essay) of the journey showing observation, self reliance and initiative. He should take two days over the journey.
- (e) Describe the proper method of dealing with any of the following accidents (as may be allotted by the examiners): Fire, drowning, runaway carriage, sewer gas, ice breaking, electric shock, bandage an injured patient, or revive apparently drowned person, as in charts 10 and 16 as follows:—

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

First Aid to Injured.

1. Fastening the bandage.
 2. The triangular bandage.
 3. To make a large arm sling.
 4. Fractured arm bone.
 5. To carry a patient.
 6. Fracture of the forearm.
 7. Fractured jaw.
 8. Fractured collar bone.
 9. Fracture of the leg.
 10. Fracture of the thigh.
 11. Arterial bleeding and Hæmorrhage.
- (f) Cook satisfactorily (over camp fire in the open, if possible) two out of the following dishes (as may be directed):—porridge, bacon, hunter's stew; or skin and cook a rabbit; or pluck and cook a bird; clean and cook fish; also make a "damper" of half a pound of flour or a "Twist" baked on a thick stick.
- (g) Read the conventional signs of a map correctly and draw an intelligible rough sketch map. Point out a compass direction without the help of a compass.
- (h) Use an axe for felling or trimming light timber, or as alternative produce an article of carpentry or joinery or metal work, made by himself satisfactorily.
- (i) Judge distance, area, capacity, numbers, height and weight within 25 per cent error.

- (j) Bring a Tenderfoot trained by him. If in the points required for a Tenderfoot Badge. (This may be postponed if recruits are not immediately desired, but must be carried out within three months of its being required, or the badge given up.)



Uniform as for Tenderfoot Scout.

Badge worn on left arm between shoulder and elbow.

18. KING'S SCOUT.

Must be a First Class Scout, and duly qualified to wear four of the following proficiency badges (of which Pathfinder is compulsory):—Ambulance, Cyclist, Marksman, Pathfinder, Signaller, Fireman, Rescuer. Must submit to re-examination annually.



Uniform as for Tenderfoot Scout.

Badge worn on left arm, above First Class badge, the qualifying badges to surround First class badge.

19. KING'S SEA SCOUT.

Must be a First Class Scout and a Coastwarden and must have in addition a badge either as "Watchman," or "Pilot," or "Sea Fisherman."

The grade is equal with a King's Scout.

Uniform as for Tenderfoot.

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

20. SECOND.

A Second is recommended by his Patrol Leader to the Scoutmaster to take charge of patrol when Patrol Leader is away.

Uniform as for Tenderfoot with a single white braid, vertical stripe, 3 in. long, $\frac{1}{2}$ in. wide, worn on right side of pleat of left shirt pocket.

21. PATROL LEADER.

A Patrol Leader is appointed by the Scoutmaster or by vote of the Patrol to the command of a Patrol.

Patrol Leaders rank before all other Scouts.

Uniform as for Tenderfoot, with two white braid vertical bars, 3 in. long, $\frac{1}{2}$ in. wide, worn one on either side of pleat of left shirt pocket.

Badge, a white metal fleur-de-lis and scroll with motto in front of hat, and white metal button-hole badge in button-hole of coat.

22. TROOP LEADER.

One Troop Leader may be appointed by the Scoutmaster and ranks as senior leader. He must be 16 or over. He may act as troop quartermaster or Secretary at the discretion of the Scoutmaster.

Uniform as for Tenderfoot.

Badge as for Patrol Leader but worn on left side of hat. Shoulder knot troop colors. Three vertical stripes 3 x $\frac{1}{2}$ in. worn on left breast pocket—one on pleat and one on each side of same.

EXECUTIVE OFFICERS.**23. ASSISTANT SCOUTMASTER.**

The qualifications for Assistant Scoutmasters are the same as for Scoutmaster, with the exception that they need only be eighteen years of age, and Rule 24 (e) does not apply.

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

Warrants are issued as to Scoutmasters.

Uniform and Badge as for Scoutmaster, but shoulderknot and plume red.

24. SCOUTMASTER.

A Scoutmaster is a person who holds a Scoutmaster's warrant issued by the Chief Scout for Canada and who is in charge or in joint charge of a duly registered Troop in the area for which his warrant was granted.

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

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

The qualifications for Scoutmasters are as follows:—

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

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

LADY SCOUTMASTER.

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

SCOUTMASTERS UNIFORM, Ceremonial and Parade.

Hat. Khaki colour, similar to Scout's, of good quality and no chin strap. (The lace should be worn at the back of the head and tied in the front on the brim of the hat.)

Shirt. Khaki or white, collar to match.

Tie. Green.

Breeches. Khaki semi-riding breeches.

Coat. Khaki, similar to cut, belt same material as coat. No shoulder knot.

Puttees or Leggings.

Boots. Brown.

Gloves. Tan.

Walking Stick.

Whistle with lanyard.

Badge. Hat badge with green plume on left of hat.

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

Great Coat. Provincial regulations to govern.

N.B.—Hat Badges only to warrant officers.



SCOUTMASTER'S UNIFORM, Camp, Games, etc.

Shirt, Shorts, Neckerchief (green) or troop colors white Shoulderknot.

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

UNIFORM FOR SCOUTMASTERS IN CHARGE OF SEA SCOUT TROOPS.

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

25. DISTRICT SCOUTMASTER.

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

Uniform and Badge. As for Scoutmaster but white plume.

26. COMMISSIONERS.

A **Provincial Commissioner** is appointed by the Chief Scout for Canada to act in each Province.

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

District Commissioners are similarly appointed on the recommendation of the Provincial Council to act under it in particular districts.

DUTIES OF A COMMISSIONER:—

To encourage and further the interests of the Boy Scouts Association within the area under his jurisdiction.

To take charge of all rallies or parades arranged within the area under his jurisdiction or to depute this authority to another officer when he deems it expedient.

To countersign all recommendations for warrants to any officer within the area under his jurisdiction. The Commissioner has power to suspend any officer in his district pending enquiry by the Local Association. If the removal of any officer is recommended both by the Commissioner and the Local Association

the matter need only be reported to Provincial Headquarters who will call for the withdrawal of the warrant. If the Local Association and the District Commissioner differ the matter must be referred by the District Commissioner to the Provincial Council for decision.

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

Uniform. Flat brim Stetson hat, semi-riding breeches, khaki coat, green tie, tan gloves, tan leggings or puttees and boots.

Badge. A hat badge with purple plume worn on left side of hat and a Commissioner's pin.

OFFICERS HOLDING HONORARY RANK.

27. LADY WORKER.

A badge may be granted by the Provincial Council on the nomination of the Local Association to any lady who has carried out the organization and administration of a Troop of Boy Scouts and who has secured the services of a Scoutmaster for field work.

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

28. INSTRUCTOR.

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

- (a) Warrants are only issued by the Chief Scout on the nomination of the Local Association through Provincial Council.
- (b) The Local Association MUST satisfy itself that the Instructor has expert knowledge of his special subject or subjects and that he has already been instructing a Troop of Scouts in the district for a period of at least three months.
- (c) Warrants are returnable to the Chief Scout should the Instructor not be able to carry on the work.

Uniform as for Scoutmaster but without shoulder-knot.

Hat Badge with white plume is worn in front of hat.

29. SURGEON.

A warrant may be granted by the Chief Scout for Canada on the nomination of the Local Association and the recommendation of the Provincial Council to a Surgeon giving his services to a Troop or Troops of Scouts.

Uniform, if desired, as for Scoutmaster without shoulder-knot.

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

30. CHAPLAIN.

A Chaplain is a minister of religion attached to a troop upon invitation of the Scoutmaster, confirmed by the Local Association, and a warrant may be applied for through the Provincial Council.

Uniform, if desired, as for Scoutmaster without shoulder-knot.

Badge, a green fleur-de-lis enamelled pin with a cross superimposed, to be worn with ordinary clothes. When in field uniform a square khaki cloth badge with a black cross superimposed is to be worn on the left pocket of the Scout shirt.

31. HONORARY SCOUTMASTER.

The Chief Scout for Canada will consider applications for this rank for a retired Scoutmaster who wishes to remain attached to the troop of which he was a Scoutmaster.

An Honorary Scoutmaster has no executive power.

Uniform as for Scoutmaster.

32. PROVINCIAL PRESIDENTS.

Are appointed by Headquarters and rank as Commissioners.

Uniform and Badge (optional) as for Commissioner.

33. PRESIDENT OF LOCAL ASSOCIATIONS.

President of Local Associations may provide themselves with a uniform as for Scoutmaster if they so desire.

34. SECRETARIES.

Secretaries of Local Associations may wear a miniature red enamel and silver badge with "S" superimposed.

May wear Scoutmasters' uniform, but **HAS NO EXECUTIVE AUTHORITY** on parade.

IV.—BADGES AND DECORATIONS.

35. COPYRIGHT.

The badges and decorations described in these regulations are the Registered Designs of the Association. They are intended for use by members only, unless otherwise specified, and can be obtained only through Provincial Headquarters.

36. BADGES ALLOWED.

No badge, cord, chevron or other decoration may be worn on Scout uniform except:—

Those described in these regulations;

King's medals, war medals, decorations and orders;

St. John and St. Andrew's Ambulance medals, Royal Humane Society's Medals.

Officers possessing war medals and decorations should wear the miniatures of ribbons on inspection and ceremonial parades.

37. PROFICIENCY BADGES.

Applications for these must be made by Secretaries of the Local Associations to Provincial Headquarters.

Candidates should be first class scouts, but second class Scouts may qualify for and wear not more than six proficiency badges.

TESTS MUST BE PASSED BEFORE AT LEAST ONE INDEPENDENT AND QUALIFIED EXAMINER APPROVED BY THE LOCAL ASSOCIATION. Those marked must be passed annually or the badge removed.

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

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



QUALIFICATIONS FOR PROFICIENCY BADGES.

AMBULANCE. (To be passed annually.)

Must know:—



The fireman's lift; how to drag an insensible man with ropes; how to improvise a stretcher; how to fling a life-line; the position of main arteries; how to stop bleeding from vein, artery, internal or external; how to improvise splints and to diagnose and bind fractured limb; the Schafer method of artificial respiration;

how to deal with choking, burning, poison, grit in eye, sprains and bruises, how to diagnose and treat fits, fainting and insensibility, as the examiners may require.

AIRMAN.



Must make a working model of an aeroplane or dirigible that will fly at least 25 yards, and have a knowledge of the theory of aeroplanes and dirigibles and their engines, and balloons.

BASKET WORKER.



Must have a general knowledge of the raw material used in one or tother of the branches covered by the Badge. He must plan and weave a large reed or raffia basket or tray and weave a cane seat for a stool, or a rush seat for a chair, or cane a chair.

BEE-FARMER.



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

BLACKSMITH.

Must make an open link $\frac{3}{8}$ inch stock; forge a chain hook out of $\frac{3}{4}$ x $\frac{1}{8}$ inch soft steel, or $\frac{3}{4}$ inch round iron; 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; make a bolt of $\frac{1}{2}$ inch stock; make a straight lap weld of $\frac{1}{4}$ x 1 inch stock; make a cold chisel out of $\frac{5}{8}$ inch hexagonal tool steel; temper a rock drill and explain how to harden and temper a cold chisel.

BOATMAN

Must be a good swimmer and be able to manage a boat single-handed, rowing and sculling over the stern; to steer a boat under oars and bring her along side a vessel or landing stage. He must be able to box the compass; he must know how to tow or be towed. He must be able to distinguish various classes of vessels by their rig. He must be able to make the various bends and hitches, knots and splices, and be able to throw a line. He must understand the nature of small rowing and sailing crafts and the terminology applied to their parts.

ALTERNATIVE.

Must demonstrate ability to swim at least (50) fifty yards and paddle a canoe with single and double blade. Ability to handle a canoe in rough water and know the parts of a canoe and the terminology of the same; know the different styles of canoes and their uses and the elements of portaging; know the proper method of loading a canoe and packing dunnage.

BUGLER.

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

CARPENTER.

To obtain the Carpenter's badge a Scout must:

1. Know the proper way to drive, set and clinch a nail, draw a spike with a claw-hammer and drive a screw nail.

2. Know the divisions on the rule and understand the use of the level, square, plumb line and bevel.

3. Be able to grind and set a chisel and plane iron.

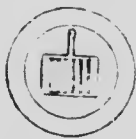
4. Lay out a rectangle by the use of 3, 4, 5, and prove it by its diagonals.

5. Be able to pick out at least three kinds of wood and describe their characteristics and uses.

6. Make an article of furniture for practical use in his home, finished in a workmanlike manner, all work to be done without assistance.

CLERK.

Must pass test in handwriting, hand-printing, typewriting (or as an alternative, short-hand 20 words a minute as a minimum), writing a letter from memory on a subject given verbally five minutes previously, simple book-keeping. Elementary knowledge of banking.

COOK.

Must be able to lay and light a fire and make a cooking place with a few bricks, stone, or logs; cook the following dishes:—Porridge, Irish Stew, Vegetables, Plain Egg Omelet, Boil, Fry, Scramble and Poached eggs, make Tea, Coffee or Cocoa, Rice Puddings, Batter Pudding and Pan Cakes, also clean and cook fish. Mix dough and bake

bread in an oven or make a damper or twist (round stake) at a camp fire. Must have a knowledge of the methods used in cooking meats and explain the uses of baking powder and baking soda.

CYCLIST. (To be passed annually.)

Must sign a certificate that he owns a bicycle in good working order, which he is willing to use in the King's service if called upon at any time in case of emergency. He must be able to ride his bicycle satisfactorily and repair punctures, etc. He must be able to read a road map, and repeat correctly a verbal message. Must have a knowledge of local by-laws governing street or road traffic. On ceasing to own a bicycle he must hand back his badge.

DAIRYMAN.

Must have a knowledge gained by practice of management of dairy cattle, milking, making butter and cheese, sterilisation of milk, care of dairy utensils and appliances, and have a practical knowledge of the use and purpose of the Babcock test.

ELECTRICIAN.

Must make simple electro magnet, repair blown fuses and broken electrical connections; have a knowledge of the method of rescue and resuscitation of persons suffering from shock; elementary knowledge of the action of simple battery cells and the working of electric bells and telephones.

ENGINEER.

Must have a general idea of the working of motor cars and steam locomotives, marine, internal combustion engines and electric motors; he must also know the names of the principal parts and their functions of any one of them chosen by himself, and how to start, drive, feed, stop and lubricate it.

ENTERTAINER.

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

FARMER.

Must have a knowledge gained by practice of ploughing, cultivation, drilling, hedging, fencing and draining; also 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; also knowledge of how to lay down fire guards.

FIREMAN. (To be passed annually.)

Must have a knowledge and use of chutes, ropes, jumping sheets, fire extinguishers; pass tests in fireman's lift, dragging patients, and passing buckets; and have knowledge of how to turn in an alarm, how to enter burning buildings and work in fumes, how to prevent spread of fire, how to prevent bush fires, how to rescue animals and salvage property, and the use of "serum" to keep back crowd, and how to improvise ropes and jumping sheets. Also a knowledge of fire preventive methods; specially bush and prairie.

FORESTRY. (In lieu of woodman.)

Must.

1. Identify the principal native tree species in own locality, and explain their principal distinguishing characteristics.
2. Identify five kinds of shrubs.
3. Describe the principal uses of ten species of Canadian woods. Visit a wood-using factory, if practicable.
4. Explain the aim of forestry, and compare with agriculture and unregulated lumbering.

5. Tell what are the effects of fires on soil, young forest growth and mature timber; principal causes of forest fires and how best to overcome them; three general classes of forest fires, and how to fight each.

6. Describe how the forest lands are protected and administered in your province.

7. Describe the general features of a lumbering or pulp-wood operation; how the cutting is done in the woods; method of transportation to the mill, and of manufacture there. Visit some portion of woods operation, or saw-mill, or pulp or paper mill, if practicable.

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

FRIEND TO ANIMALS.



Must have a general knowledge of the anatomy of domestic and farm animals, and be able to describe treatment and symptoms of wounds, fractures and sprains, exhaustion, choking, lameness; understand shoeing and shoes, and be able to give a drench for colic.

Must know telephone number and other particulars about the local Society for the Prevention of Cruelty to Animals (if any).

Know the treatment for milk fever, and how to feed and water animals, particularly horses and cattle.

GARDENER.



Must dig a piece of ground not less than 12 feet square; plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings. Know the names of a dozen plants pointed out in an ordinary garden, and understand what is meant by pruning, grafting and manuring.

HANDYMAN.

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

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

HORSEMAN.

Must ride at various paces, saddle and bridle a horse correctly; harness correctly in single or double harness, and be able to drive.

Know how to water and feed, and groom his horse properly; the evil of check reins and ill-fitting saddlery or harness; the principal causes and remedies of lameness.

INTERPRETER.

Must be able to carry on a simple conversation, write a simple letter on subject given by examiner, read and translate a passage from a book or newspaper, in any language that is not that of his own country.

LAUNDRYMAN.

Must wash and finish garments of linen, cotton, wool and flannel, including dressing a shirt and a theoretical test as examiner may require.

LEATHER WORKER.

Must either (a) be able to sole and heel a pair of boots, sewn or nailed, and generally repair boots and shoes; or (b) be able to dress a saddle, repair traces, stirrup leathers, etc., and know the various parts of harness.

MARKSMAN. (To be passed annually.)

On a full range:—

Must score, with 20 rounds, 60 points out of a possible 100 points at either 200 yards, 500 yards or 600 yards (National Rifle Association Targets—Bull or Figure). Or,

On a Miniature range:—

With 20 rounds, 65 points out of a possible 100 points at either 200 yards, 500 yards or 600 yards National Rifle Association Targets reduced to 15 yards, 20 yards, or 25 yards. Or,

With 10 rounds 65 points out of a possible 100 points at either a 15-yards, 20-yards, or 25-yards N. R. A. or S. M. R. C. decimal target.

If qualifying on a Miniature Range the rifle used may be any single loading rifle taking ammunition not larger than .22 cal.

If a miniature is used, the position of the centre of the shot hole will determine the value of the shot.

In all cases "any" position is allowed.

Slings may be used.

Must have a knowledge of rifles and the cleaning of arms.

MASTER-AT-ARMS.

Must attain proficiency in two out of the following subjects:—

Single-Stick, Quarter-Staff, Fencing, Boxing, Ju-jitsu, and Wrestling.

MASON.

Must lay at least four courses of a straight wall with a corner in addition to the foundation; must understand making and use of cement and concrete mortar and understand the use of a plumb-line and trowel.

METAL WORKER.

Must—

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

MINER.

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

MISSIONER.

Must have a general elementary knowledge of sick-nursing; invalid cookery, sick room attendance, bed-making, and ventilation. Ability to help aged and infirm.

Have general knowledge of health and sanitation.

MUSICIAN.

Must play correctly some recognized instrument and read simple music written for such instrument; the recognized instruments being piano, organ, and all instruments employed in Military or Orchestral Bands excluding bugles, trumpets and drums and instruments of percussion or toy instruments.

NATURALIST.

Must make a collection of the leaves of thirty different trees—or of sixty different species of wild flowers weeds, ferns and grasses—dried and mounted in a book and be able to name and recognize them correctly.

Or alternatively—

Must make coloured drawings of twenty flowers, ferns weeds or grasses from life, or twelve sketches from life of animals and birds.

Or, alternatively—

Must be able to name sixty different kinds of animals, insects, reptiles, or birds in a Museum or Zoological Garden, or from unnamed coloured plates, and give particulars of the lives, habits, appearance and markings of twenty of them, chosen by himself.

Or, alternatively—

Must describe the habits and recognize by their songs calls or voices thirty different kinds of birds or animals.

PATHFINDER. (To be passed annually.)

(a) Must have an intimate knowledge of the locality round his troop headquarters including fire-alarm boxes, fire and police stations, general hospitals, post and telegraph offices and telephone exchanges, railway stations, street car routes and six-doctors, three nearest home and three nearest troop headquarters, factories, livery stables, motor garages, cycle repairers, and in the country only, estates and farms with their approximate acreage and nature, blacksmiths and garages, or in town only, the principal food and provision merchants and the cab and taxi stands.

(b) Present a large scale map showing as much as possible of the information required in above.



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

- (c) have a general knowledge of the district so as to be able to guide strangers by day or night within a five mile radius, and give them general directions how to get to the principal suburbs, districts or towns within a 25-mile radius;
- (d) have some knowledge of the history of the community and places of historical interest.
- (e) In prairie provinces must have knowledge of District elevators.

PHOTOGRAPHER.



Must take, develop and print twelve separate subjects, three interiors, three portraits, three landscapes and three instantaneous "action" photos; and have a knowledge of the theory and use of lenses, the construction of cameras, and action of developers.

PILOT.



Must be able to sail a boat, tack, wear, reef, make and shorten sail. He must have a full knowledge of the Admiralty chart for the nearest port and the coast on each side of it. He must know the buoys, beacons, landmarks and leading marks into and out of the harbour and be able to heave the lead.

He must know the Rule of the Road at sea, the lights carried by all classes of vessels, the danger and storm signals and the mercantile code of signals. He must be able to fix positions by means of cross bearings, both from land and sea, and must keep a log for at least a month, registering the wind, weather, barometer and thermometer, as generally carried out at sea.

PIONEER.

Must show extra efficiency in the following:—
 Fell a 6 inch tree or scaffolding pole neatly and quickly. Tie eight kinds of knots quickly in the dark or blindfolded. Lash spars properly together for scaffolding. Build model bridge or derrick. Make a camp kitchen. Build a hut of boughs, sods, grasses or similar material. or weave a satisfactory mattress of straw, hay or boughs with camp loom.

PIPER.

Must be able to play a March, Strathspey and Reel.

PLUMBER.

Must be able to use a soldering iron to repair a copper ball or similar job, to be able to repair leaky taps and stopcocks and ball cocks. Know how to hammer up a burst pipe and know the address of his local turnkey. Understand the ordinary hot and cold water system of a house; how to thaw out a frozen pipe and to protect pipes from frost.

Must understand use of stock and dies and able to cut a thread upon 1" pipe.

POULTRY FARMER.

Must have a knowledge gained by practice of incubators, foster-mothers, sanitary fowl houses and coops and runs; also of rearing, feeding, killing, and dressing birds for market; and must be able to pack birds and eggs for market.

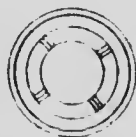
PRINTER.

Must print a handbill set up by himself, and must know the names of different types and paper sizes; be able to compose by hand, understand the use of hand or power printing machines.

PROSPECTOR.

- (1) Show that he had a general acquaintance with the origin of rocks.
- (2) Show that he had a general knowledge of the principal rock structure-stratification; dip, including synclines and anticlines; dike; stock; laccolith.
- (3) Name one or more of the principal ores of copper, iron, lead, zinc, nickel.
- (4) Identify 7 out of 12 common minerals submitted and give uses, if any.
- (5) Identify 3 out of 5 common rocks submitted and give uses, if any.

(6) Give a short account of the geological formation of his own district. Or collect from his own district, if fossils occur in it, fossils representing not less than four of the following groups or classes:—corals, graptolites, crinoids, brachiopods, pelecypods, gasteropods, cephalopods. Each specimen to be accompanied by a label showing the group to which it belongs and the locality where it was found.

RESCUER. (To be passed annually.)

Must perform four methods of rescue and three of release in the water, the drowning subject in the rescue methods being carried at least ten yards. He must be able to demonstrate the Schafer method of resuscitation and the promotion of warmth and circulation, and if a Sea Scout must be able to work the rocket apparatus.

SEA FISHERMAN.

Must have a practical knowledge of the various methods of catching sea fish for the market by means of trawls, nets and lines, and of catching shell fish. He must have had experience of at least three of these methods one of which shall be by the trawl, and must know the mercantile code of signals.

SIGNALLER. (To be passed annually.)

Must pass tests in both sending and receiving in Semaphore and Morse signalling by flag. Minimum rate thirty-six letters per minute for Semaphore and twenty-four letters for Morse. Send and receive signals by sound.

Show the proper method of signalling with the staff as in the official handbook.

STALKER.

Must take a series of twenty photographs of wild animals or birds from life, and develop and print them himself, and must be able to give particulars of their lives, habits and markings.

STARMAN.

Must have a knowledge of the nature and movements of the stars. Be able to point out and name six principal constellations of his own choice; find the north by means of other stars than the Pole Star in case of that star being obscured by clouds, etc.

Must have a general knowledge of the relative positions and movements of the earth, sun and moon, and of tides, eclipses, meteors, comets, sun spots and planets.

SWIMMER.

Must swim 50 yards with clothes on (shirt, trousers and socks as a minimum), and be able to undress in the water. He must swim (without clothes) 100 yards on the breast stroke, and 50 yards on the back with the hands either clasped on the arms or folded in front of the body.

He must be able to dive from surface in water at least 6 feet in depth and pick up small objects from the bottom.

SURVEYOR.

(1) Map correctly from the country itself the main features of half a mile of road, with 40 yards each side to a scale of two feet to the mile and afterward draw the same map from memory.

(2) Understand the use of the Plane Table.

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

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

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

TAILOR.

Must cut out and sew, either by hand or machine, a Scout's shirt and shorts to fit himself.

Must also insert a patch, and darn a small hole, in a neat workmanlike manner, in either of the same two garments.

TELEGRAPHIST.

Must understand simple electric circuits; be able to send out and receive by Morse Key and Sounder, a message at the rate of 30 letters a minute; be able to explain construction of, and do simple repairs, to an instrument and understand the elementary principles of a wireless telegraph installation.

TEXTILE WORKER.

Must have a general knowledge of the names and natures of the raw materials used in weaving and spinning; where they are grown and obtained; and the names and natures of the finished products made from the raw materials.

He must understand and describe the different processes by which the raw material becomes finished product, and must have a detailed practical knowledge of at least one particular branch of textile industry, such as spinning, weaving or finishing.

WATCHMAN.

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

WOODMAN (See Forestry).

38. SERVICE BADGE.

Scouts and Scoutmasters may wear a six-point white metal badge above left pocket of *shirt only* for each year's service. In case of officers, this to date from date of warrant.

A "Five Year Star" representing five years' service, may be substituted for five of the above.

39. SUPPORTER'S BADGE.

Members of Provincial Councils and Local Associations and supporters of the movement may wear a miniature gold or enamel pin badge.

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

40. OLD SCOUT'S BADGE.

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

41. THANKS BADGE.

Made up of the Swastika with fleur-de-lis superimposed. It is the privilege of any scout of whatever rank to recommend that this Badge of Thanks be presented to anyone who does a Scout or the Scout movement a good turn. It entitles the wearer to make use of the services of any Scout at any time, but does not constitute membership.

42. DECORATIONS.

War Service Badge.

Is awarded to any rank for voluntary service as a Scout in connection with the war. The conditions may be obtained on application to the Provincial Council. It is worn on right breast above pocket.

Scouts are eligible for the following decorations:—

1. Bronze Cross.
2. Silver Cross.
3. Medal of Merit.
4. Silver Wolf.

The recommendations must be made by a Resolution of the Local Association and be supported by the Commissioner.

The Secretary of the Local Association will send in a full account of the case on special forms supplied by the Provincial Council, with the written evidence of eye-witnesses where pos-

sible, to the Provincial Council. All applications will be judged on their merits by the Chief Scout and Committee of the Canadian General Council. The first three are worn on the right breast. The Silver Wolf round the neck.

BRONZE CROSS. Red Ribbon.



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

SILVER CROSS. Blue Ribbon.

For gallantry with considerable risk.

GILT MEDAL OF MERIT. White Ribbon.



For those who do duty exceptionally well in cases of emergency though without risk to themselves; or for specially good work on behalf of the Boy Scout movement. Full records must be kept by the Scoutmaster to accompany the claim.

SILVER WOLF.



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

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

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

43. CERTIFICATE OF MERIT.

Certificates and letters of commendation are granted in other meritorious cases.

44. ALL-ROUND CORDS.

Any Scout with the following qualifications is entitled to wear All-round Cord on right shoulder.

There are three grades:

1st. For Holder of six Proficiency Badges. Open to First Class Scouts only.

2nd. For holder of twelve Proficiency Badges. Open to King's Scouts only.

3rd For Holder of eighteen Proficiency Badges. Open to King's Scouts only.

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

No two cords shall be worn simultaneously.

45. WATERMAN.

Any Sea Scout who has obtained the badges for "Boatman" and "Swimmer" is entitled to wear an 8-p' knife-lanyard which he must make himself.

46. COASTWARDEN.

Is a waterman who has obtained badges for "Signaller" and "Rescuer". He is entitled to wear an anchor on his cap-ribbon between the words "Sea" and "Scout". A Coastwarden must be a Sea Scout.

V.—MISCELLANEOUS RULES.

47. AGE LIMIT.

The limits of age for enrolment of boys are 12 to 18. This regulation does not imply that a Scout, when he reaches the age of 18, must leave a Troop.

48. BANDS.

Scouts bands should not play when passing Churches, (during service), Hospitals, or any house where there is known to be illness.

49. BOATING AND BATHING.

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

Bathing must only be permitted under strict supervision.

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

50. CAMPS.

Camp raiding is strictly prohibited.

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

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

51. CENSUS RETURNS.

An annual Census is taken on June 30th in each year. Simple forms of return are forwarded by the Provincial Councils for this purpose not later than June 15th and must be returned to the Provincial Office on or before July 15th.

52. COMPETITIONS.

The only general competition in Canada is

The King's Challenge Flag. Further particulars will be obtained on application to the Provincial Council.

The greatest care should be exercised in the promotion of competitions as there is a danger that such interfere with the more legitimate activities of the Movement, and with the objects for which it was primarily instituted.

53. PROVINCIAL EMBLEMS.

Provincial Emblems are authorized and if issued are procured through Provincial Headquarters and are worn as directed by the issuing Provincial Council.

54. MOURNING.

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

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

For details of resting on staves at funerals see official handbook.

55. POLITICS.

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

56. REGISTRATION.

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

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

CHANGES.

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

57. SALUTES.

There are two salutes with the staff, one when marching, one at the "alert" (as shown in the illustration.)

When not carrying a staff, the Scout salutes with the hand furthest from the person saluted, either at the half, or the full salute.

Officers and Scouts only salute when wearing hats. Officers salute with the right hand.

The Union Jack, when carried by an organized body, should always be saluted.

At the playing of the National Anthem all Scouts should stand at the "alert."

All salutes received must, of course, be returned.

The half salute is proper between Scouts.

Scouts always salute a funeral.

58. SCOUT PROMISE AND LAW.

FOR SCOUTS, see Rule 15.

All Officers on appointment are expected to promise on their honour to—

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

59. SEA SCOUTS.

(A) Scoutmaster desiring that troops or patrols should be registered as "Sea Scouts" must obtain the consent of their Commissioner and must satisfy him that the requisite training will be provided. On receiving the Commissioner's authorization to their formation, such troops or patrols are to wear hat or cap ribbons with the words "Sea Scout" on them.

(B) [a] No boat shall be taken over for use by Sea Scouts until it has been approved by a Committee appointed for the purpose, or, where there is no Committee, by a Commissioner.

(b) No boat shall be used by Sea Scouts unless in charge of a competent person, and properly manned.

(c) No Sea Scout shall form part of the crew of any rowing boat until he has passed for the "Swimmer's" badge, or form part of the crew of a sailing boat until he has become a "Waterman."

(C) Sea Scout Committees frame By-Laws:—

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

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

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

(d) For the proper care and maintenance of any vessels or boats allotted them by Headquarters, and for observing the conditions attached to such allotment.

A copy of all rules framed by Sea Scout Committees shall be forwarded to Headquarters for approval.

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

60. THEATRES.

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

61. UNIFORM AND EQUIPMENT.

Information regarding Scout uniforms and equipment will be forwarded upon application, by the Provincial Council.

62. WARRANTS.

Warrants signed by the Chief Scout for Canada are issued through the Provincial Councils to:

- Provincial Presidents.
- Provincial Commissioners.
- Assistant Provincial Commissioners.
- District Commissioners.

Warrants for Scoutmasters, Assistant Scoutmaster, Chaplains, Surgeons, Instructors, are issued through the Provincial Council on the recommendation of the Local Association.

Warrants for Scoutmasters, Assistant Scoutmasters and Instructors must be applied for on a nomination form obtainable through the Secretary at the office of the Provincial Council.

All warrants remain the property of the Boy Scouts Association and must be returned to the Provincial Commissioner on demand without his being called upon to state any reason.

63. WOLF CUBS.

Special pamphlet obtainable through Provincial Councils

PROVINCIAL OFFICERS.

Nova Scotia—

Patron—His Honour David Mackeen, Halifax.
Provincial Commissioner—Col. F. H. Oxley, Halifax.
Provincial Secretary—E. H. Blois, Halifax.

Prince Edward Island—

Patron—His Honour Augustine C. Macdonald, Charlottetown.
Provincial President—D. A. Mackimmon, K.C., Charlottetown.
Provincial Secretary (Acting)—J. Morrison Clark, Charlottetown.

New Brunswick—

Patron—His Honour Josiah Wood, D.C.L., LL.D., Fredericton.
Provincial President—J. A. Stiles, B.A.Sc., Fredericton.
Provincial Secretary—C. Andrew McVey, Fredericton.

Quebec—

Patron—His Honour P. E. LeBlanc, Quebec.
Provincial Commissioner—Lieut.-Col. G. R. Starke, Montreal.
Provincial Secretary—H. A. Lordly, 53 Union Ave., Montreal.

Ontario—

Patron—His Honour Lieut.-Col. Sir John Hendrie, C.V.O., Toronto.
Provincial Commissioner—W. K. George, Toronto.
Provincial Secretary—H. G. Hammond, Dominion Bank Chambers,
Bloor and Sherbourne Sts., Toronto.

Manitoba—

Patron—His Honour Sir Douglas C. Cameron, Winnipeg.
Provincial Commissioner—C. W. Rowley, Winnipeg.
Provincial Secretary—A. T. Macintosh, Industrial Bureau Bldg., Win-
nipeg, Man.

Saskatchewan—

Patron—His Honour Richard S. Lake, Regina.
Provincial Commissioner—A. H. Ball, B.A., LL.B., Regina.
Provincial Secretary—Frank C. Irwin, Saskatoon, Sask.

Alberta—

Patron—His Honour Robert G. Brett, Edmonton.
Provincial Commissioner—His Honour Mr. Justice W. L. Walsh, Calgary.
Provincial Secretary—J. E. Baxtarr, Loughheed Bldg., Calgary.

British Columbia—

Patron—His Honour Frank Barnard, Victoria.
Provincial Commissioner—Lieut.-Col. J. A. Hall, Victoria (On service).
Provincial Secretary and Acting Commissioner—The Rev. and Hon. T.
R. Heneage, 8 Mount Douglas, Oak Bay Jet., Victoria.

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