












**BROWNIES**

	<b>World War I Era</b>		<b>World War II Era</b>
<p><b>Entrance/ Recruit Test</b></p>  	<p><b>Entrance (1915)</b> To know how to wash up the tea things, clean and fill salt cellars, or hem handkerchief or duster. Plait her own hair. Tie her own tie.</p> <p><b>Recruit (1918)</b> A Brownie must know: The Brownie Promise, The Salute, The Smile, The Good Turn, The Fairy Ring. And must be able to tie her own tie, plait her own hair, and wash up the tea things.</p>	<p><b>Recruit Test</b></p>   	<p>A Brownie must know:</p> <ul style="list-style-type: none"> <li>• The Brownie Promise</li> <li>• The Law</li> <li>• The Motto</li> <li>• The Salute</li> <li>• The Smile</li> <li>• The Good Turn</li> <li>• The Fairy Ring</li> </ul> <p>And be able to:</p> <ul style="list-style-type: none"> <li>• Fold and tie her own tie, and part her own hair.</li> <li>• Know how to plait.</li> <li>• Wash up the tea things.</li> </ul>
<p><b>Second Class</b></p>  	<p><b>Second Class (1915)</b> To know how the Union Jack is composed and what it means. Make her own necktie or cap. Do up a parcel neatly. Lay a table for dinner for four. Darn stockings. Bind up a cut finger or knee. Know and perform three of the physical exercises given in the Handbook.</p> <p><b>Second Class (1918)</b> Intelligence</p> <ul style="list-style-type: none"> <li>• Know the composition of the Union Jack and the right way to fly it.</li> <li>• Tie the following knots and know their uses: Reef knot, sheet bend, clove hitch, fisherman's knot.</li> <li>• Do up a parcel neatly</li> </ul> <p>Handcraft</p> <ul style="list-style-type: none"> <li>• Hem a handkerchief or duster.</li> <li>• Darn an article or do the darning stitch.</li> </ul> <p>Service</p>	<p><b>Golden Bar (Second Class)</b></p> 	<p>Intelligence</p> <ol style="list-style-type: none"> <li>1. Know the composition of the Union Jack and the right way to fly it.</li> <li>2. Tie the following knots and know their uses: Reef-knot, sheet-bend, round turn and two half-hitches.</li> <li>3. Have a practical knowledge of the rules of the road. Before she wins her Golden Bar, each Brownie must take Brown Owl or Tawny Owl for a "Stop, Look, Listen" walk.</li> <li>4. Observe and describe something belonging to the outside world, chosen by herself. This may be sky, sea, bird, tree, flower, animal, etc.</li> </ol> <p>Handicraft</p> <ol style="list-style-type: none"> <li>1. Make some useful article which must include a turned down hem sewn with a decorative tacking stitch. OR Darn an article or do the darning stitch.</li> <li>2. Show two methods of sewing on buttons and sew one button on an actual garment.</li> </ol> <p>Physical Health</p>

	<ul style="list-style-type: none"> <li>• Lay a table for two for dinner.</li> <li>• Bind up a cut finger or grazed knee.</li> </ul> <p>Physical Health</p> <ul style="list-style-type: none"> <li>• Perform the first two physical exercises of the Handbook and know their objects, or those given on the new Guide Chart of Physical Exercises, such as the Brownie may perform for herself.</li> <li>• Know how and why she should keep nails cut and clean, and teeth clean, and why breathe through the nose.</li> <li>• Bowl a hoop or hop round a figure-of-eight course.</li> <li>• Throw a ball ten yards with the right hand and then with the left.</li> <li>• Throw a ball so that a girl six yards away catches it four times out of six.</li> </ul>		<ol style="list-style-type: none"> <li>3. Know how and why she should keep nails cut and clean, and teeth clean, and why breathe through the nose.</li> <li>4. Balance a book on the head or hop round a figure-of-eight course.</li> <li>5. Skip twenty times without a break, turning the rope backwards.</li> <li>6. Throw a ball against a wall from a point ten feet away from it and catch it four times out of six.</li> </ol> <p>OR</p> <p>Catch a ball thrown from a distance of six yards and return it to the sender. Throwing and catching to be accurate four times out of six.</p> <p>Service</p> <ul style="list-style-type: none"> <li>• Lay a table for two for dinner.</li> </ul>
<p><b>First Class</b></p>  	<p><b>First Class (1915)</b> Clean knives, spoons, forks. Clean boots, and know how to dry them when wet. Make doll's clothes (clothes may be ready cut out) or make a Brownie overall. Fold clothes for mangling. Knit a pair of socks or wristlets. Know how to apply triangular bandage. Understand and carry out six physical exercises. Make a milk pudding. Carry a message of twelve words in her head and deliver it correctly.</p> <p><b>First Class (1918)</b> Intelligence</p> <ul style="list-style-type: none"> <li>• Know the alphabet in Morse or Semaphore, and be able to send and read three letters out of four correctly.</li> <li>• Know the first two verses of "God Save the King".</li> <li>• Know eight points of the compass.</li> </ul> <p>Handicraft</p> <ul style="list-style-type: none"> <li>• Clean knives, forks and spoons.</li> <li>• Knit a pair of wristlets or muffler.</li> <li>• Lay and light a fire; make tea and a milk pudding.</li> <li>• Fold clothes neatly.</li> </ul> <p>Service</p>	<p><b>Golden Hand (First Class)</b></p> 	<p><i>A Brownie must have won her Golden Bar (Second Class) before taking her Golden Hand (First Class) test.</i></p> <p>Intelligence</p> <ol style="list-style-type: none"> <li>1. Know the alphabet in semaphore, and be able to send and read three letters out of four correctly.</li> <li>2. Know first and last verses of "God Save the King."</li> <li>3. Know eight points of the compass.</li> <li>4. Have taken care of a plant, from seed or bulb, and be able to describe to the tester something about the way it has grown, and what has been done with it.</li> <li>5. Tie up and address a parcel for mailing, using any slipknot.</li> </ol> <p>Handicraft</p> <ol style="list-style-type: none"> <li>1. Knit a child's scarf or jumper or some other garment.</li> <li>2. Lay and light a fire.</li> </ol> <p>OR</p> <p>Do the following test:</p> <ol style="list-style-type: none"> <li>(a) Be able to introduce mother or a friend to the Brown Owl.</li> <li>(b) Know how to receive a guest (and practise doing this).</li> <li>(c) Know what to do when an older person enters the room.</li> </ol>

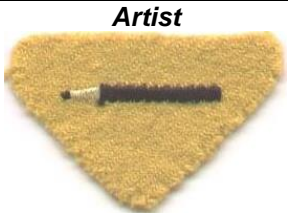

	<ul style="list-style-type: none"> <li>• Carry a message of twelve words in her head for over five minutes and deliver it correctly.</li> <li>• Apply a triangular bandage.</li> </ul> <p>Physical Health</p> <ul style="list-style-type: none"> <li>• Perform the whole five body movements in the Handbook, and know their objects, or equivalent exercises from the Board of Education Handbook (Physical Exercises for Public and Elementary Schools), such as the Brownie may perform by herself.</li> </ul>		<ul style="list-style-type: none"> <li>(d) Know how to address an older person, man or woman.</li> </ul> <ol style="list-style-type: none"> <li>3. Make a milk pudding, or prepare and stew fruit.</li> <li>4. Make tea.</li> <li>5. Fold clothes neatly.</li> </ol> <p>Physical Health</p> <ol style="list-style-type: none"> <li>1. Throw a ball overarm (right or left arm) to land over a line ten yards away, and within two side lines three yards apart.</li> <li>2. Skip thirty times without a break, turning the rope backwards, and skip two of the following steps: <ul style="list-style-type: none"> <li>(a) Feet crossing.</li> <li>(b) Pointing toes forward.</li> <li>(c) Turning rope quickly (“pepper”).</li> <li>(d) Hopping with knee raising.</li> </ul> </li> </ol> <p>Service</p> <ul style="list-style-type: none"> <li>• Carry a message of at least twelve words in her head for over five minutes and deliver it correctly.</li> <li>• Bind up a cut finger or grazed knee.</li> <li>• Know what to do if clothing catches fire.</li> <li>• Clean shoes.</li> </ul>
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**Pack Certificates**

	World War I Era		World War II Era
		<p><b>Handwork</b></p>	<p><i>Not less than two-thirds of the pack should take part. A Pack Certificate will be awarded.</i></p> <p>Section (a) is compulsory, and one more section must be chosen.</p> <ol style="list-style-type: none"> <li>(a) A model, to include background if required, of one of the following: A scene at the seaside, a market stall, a garden, children’s playground, a farmyard, or one room for a doll’s house. The base of the model to be not more than 3 ft. by 2 ft. and not less than 2 ft. by 1 ft. Every part of the model must be made by the pack.</li> <li>(b) A co-operative picture, or frieze, made from cut-out pictures, and magazines, and so on, or free-hand cut-outs, illustrating the Brownie or a fairy story.</li> <li>(c) A knitted cot cover, size 3 ft. by 6 ft., made from 6-inch squares of knitting in various stitches.</li> </ol>






			(d) A loose-leaf Pack Log or Scrap Book, the cover to be made with hand-decorated papers in one of the following: paste paper decorations, potato or stick printing.
		<b>Player</b>	<p><i>Not less than two-thirds of the pack should take part. A Pack Certificate will be awarded.</i></p> <p>Act in dumb show, or mime to music, songs, poems, rhymes or stories to fill up at least ten minutes. (This will be judged for accuracy in timing, for design and expressiveness.)</p> <p>OR</p> <p>Play any two Singing Games from the following collections:</p> <p>(a) Singing Games, Sets I to V. (b) Traditional Singing Games for Brownies.</p> <p>AND</p> <p>One Singing Game to be chosen by the pack. (This will be judged for choice, intonation, rhythm and enjoyment.)</p> <p>Owls may advise, but may not take part.</p>






### Proficiency Badges





	World War I Era		World War II Era
	<ul style="list-style-type: none"> <li>Must copy a pen and ink or pencil a drawing of an animal or human being or still life.</li> <li>Draw with a brush, pen or crayon an illustration of any incident or character in a short simple story, or an incident or character in a short simple story, or an incident in battle, or in history (size not less than 7 in. by 5 in.)</li> </ul> <p>OR</p> <p>Draw, from nature, a landscape or still-life group.</p> <p>Alternative</p> <ul style="list-style-type: none"> <li>Model in clay, plasticene, or wax, etc., a human figure, an animal or bird, which the examiner can recognize (not less than 7 in. high). Also model in clay, plasticene, cardboard or sand a series of trenches with communication trenches, supports, dug-outs, etc.</li> </ul> <p>OR</p> <p>A farm or village;</p> <p>OR</p> <p>A man-of-war</p>		<p>Know the primary colours and how to mix them to make secondary, and enter for three out of the following four sections. (One of the three drawings to be done at the examination, the other two to be drawn without help at home. Drawings should be made on sheets of paper not less than 10 in. by 7 in., and should be of good size and well places on the paper.)</p> <ol style="list-style-type: none"> <li>Make in colours a pattern suitable for the decoration of a book cover, e.g. a Brownie Log Book.</li> <li>Draw in water-colour from memory or from sight: <ol style="list-style-type: none"> <li>A plant or flower and leaves; or</li> <li>A life animal.</li> </ol> </li> <li>Draw in water-colour, coloured pastels, crayon or pencil: <ol style="list-style-type: none"> <li>An original picture of people working or playing; or</li> <li>A picture from the Brownie's own imagination, illustrating one of the following: <ol style="list-style-type: none"> <li>A nursery rhyme.</li> </ol> </li> </ol> </li> </ol>

			<p>(ii) A fairy tale.          (iii) Part of a poem.          (A large margin should be left, 1 in. at the top and sides, and 1 ¼ in. at the bottom, where the title of the drawing should be written.)</p> <p>4. Model in clay or wax, one of the following:          (a) An apple and two leaves, on a short stem.          (b) A shell.          (c) A bird.          (d) An animal.          (This to be done at home without help.)</p>
<p><b>Athlete</b></p> 	<p>These tests are divided into two classes, "A" and "B".          Class "A" is for Brownies from 8-10 years of age.</p> <ul style="list-style-type: none"> <li>To sprint 100 yards in 25 seconds.</li> <li>To jump 2 ft. (high jump).</li> <li>To jump 5 ft. (long jump).</li> <li>To climb a rope or pole (7 ft.).</li> <li>To throw a cricket ball 20 yards.</li> <li>To catch a ball thrown from 12 yards.</li> </ul> <p><i>The average height of a Brownies in Class "A" is 3 ft. 10 in. If a Brownie in this class is unusually developed (not only in height) she shall be judged in Class "B".</i></p> <p>Class "B" is for Brownies from 10-12 years of age.</p> <ul style="list-style-type: none"> <li>To sprint 100 yards in 20 seconds.</li> <li>To jump 2 ft. 8 ins. (high jump).</li> <li>To jump 5 ft. 8 ins. (long jump).</li> <li>To climb a rope or pole (10 ft.).</li> <li>To throw a cricket ball 25 yards.</li> <li>To catch a ball thrown from 15 yards.</li> </ul>		<p>These tests are divided into two classes, "A" and "B".          Class "A" is for Brownies from 8-10 years of age.</p> <ol style="list-style-type: none"> <li>Sprint 100 yards in 25 seconds.</li> <li>Jump 2 feet (high jump).</li> <li>Skip 50 times without a break, turning the rope backwards, and skip three fancy steps.</li> <li>Climb a rope or pole (7 ft.) OR do two of the following:             <ol style="list-style-type: none"> <li>Aim a tennis ball at a target (i.e. a mark on wall 12 inches square and 4 to 5 feet high) from a distance of 12 feet.</li> <li>Roll a ball between two "nine pins" 6 inches apart. Brownie to stand 12 feet away.</li> <li>Throw a 7-inch ball, or a size 3 or 4 football through a 30-inch hoop. Brownie to stand 12 feet away.</li> <li>Shoot a netball, 10 tries to be given in each test, and there must be 7 accurate throws out of 10.</li> </ol> </li> <li>Throw a ball 15 yards.</li> <li>Catch a ball thrown from 12 yards.</li> </ol> <p><i>The average height of a Brownies in Class "A" is 3 ft. 10 in. If a Brownie in this class is unusually developed (not only in height) she shall be judged in Class "B".</i></p> <p>Class "B" is for Brownies from 10-12 years of age.</p> <ol style="list-style-type: none"> <li>Sprint 100 yards in 20 seconds.</li> <li>Jump 2 feet 8 inches (high jump).</li> <li>Skip 60 times without a break, turning the rope backwards, and skip three fancy steps.</li> <li>Climb a rope or pole (10 ft.) OR do two of the following:</li> </ol>















			<p>(e) Aim a tennis ball at a target (i.e. a mark on wall 12 inches square and 4 to 5 feet high) from a distance of 12 feet.</p> <p>(f) Roll a ball between two “nine pins” 6 inches apart. Brownie to stand 12 feet away.</p> <p>(g) Throw a 7-inch ball, or a size 3 or 4 football through a 30-inch hoop. Brownie to stand 12 feet away.</p> <p>(h) Shoot a netball, 10 tries to be given in each test, and there must be 7 accurate throws out of 10.</p> <p>5. Throw a ball 20 yards.</p> <p>6. Catch a ball thrown from 15 yards.</p>
		<p><b>Book Lover</b></p> 	<p>From the following lists read six books, and be able to tell the Tester about them: Any book written or edited by Ethel Nesbitt, Lewis Carroll, Charlotte Yonge, A.A. Milne, Arthur Ransome, Frances Pitt (Animal Friendship Series); OR <i>The Story of the Red Deer</i> (Fortescue), <i>Heidi</i> (Johanna Spyri), <i>The Secret Garden</i> (F.H. Burnett), <i>Young Fu</i> (Elizabeth F. Lewis), <i>Children of the New Forest</i> (Marryat), <i>Poems for Children</i> (Walter de la Mare), <i>Sajo and Her Beaver People</i> (Grey Owl), <i>Peter and Wendy</i> (J.M. Barrie), <i>The Jungle Book</i> (Kipling).</p>
<p><b>Collector</b></p> 	<p>Must make a collection of stamps, botanical or geological specimens, medal ribbons, post cards, crests or postmarks, etc. The test being a systematic and neat arrangement, and intelligent labelling.</p> <p>Alternative</p> <ul style="list-style-type: none"> <li>• The keeping of a scrap book diary.</li> </ul>	<p><b>Collector</b></p> 	<p>Collet neatly, and systematically arrange and know something about: Fifty different specimens of stamps, postmarks, picture postcards, cigarette cards, crests, or outdoor treasures. OR Keep a scrapbook diary.</p>
<p><b>First Aider</b></p> 	<ul style="list-style-type: none"> <li>• Must be able to bandage a hand in such a way as to stop bleeding, and be as aseptic as possible; and know how to “clean-up” and treat a graze.</li> <li>• Know treatment for sprains; and how to apply the wide bandage to a sprained ankle. Know how to put on the “large arm” sling and the head bandage.</li> <li>• Know the treatment for stopping bleeding from the nose.</li> <li>• Know how to extinguish clothes that have caught on fire; and how to treat minor burns</li> </ul>	<p><b>First Aider</b></p> 	<ol style="list-style-type: none"> <li>1. “Clean-up” and treat a graze.</li> <li>2. Know treatment for sprains; and apply the triangular bandage to a sprained ankle. Out on the “large arm” sling.</li> <li>3. Know the treatment for stopping, bleeding from the nose.</li> <li>4. Treat minor burns and scalds, insect stings and bites, and bruises.</li> <li>5. Know how to take out small splinters.</li> </ol>

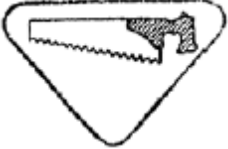


	and scalds; grit in the eye; choking and sunstroke.		
		<p><b>Gardener</b></p> 	<ol style="list-style-type: none"> <li>1. Know the names and uses of six gardening tools.</li> <li>2. Have grown successfully a pot of flowers (from seeds or bulbs).</li> <li>3. Grow garden cress successfully.</li> <li>4. Know how to pick flowers and how to care for them. Arrange flowers in a vase.</li> <li>5. Pick out and transplant seedlings.</li> <li>6. Name six trees or shrubs and eight flowers or vegetables from growing specimens.</li> </ol>
<p><b>Guide</b></p> 	<ul style="list-style-type: none"> <li>• Must know which road leads to nearest big city, and how many miles away it lies; and the direction and distance away of three neighbouring towns or large villages. (The Brownie Pack Headquarters should be taken as the centre from which distances are measured in the above test and those which follow.)</li> <li>• 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.</li> <li>• Be able to deliver a short verbal message correctly.</li> <li>• Know the whereabouts and distance away of the nearest police-station, fire-station, doctor's house, chemist's shop, hospital, clergyman's house, blacksmith's forge, motor garage and hotel. Also the names and whereabouts of the best shops for various classes of goods.</li> <li>• Have a knowledge of all short cuts for an area of a quarter of a mile round the Headquarters.</li> <li>• Be able to judge distance roughly (viz. for directing people).</li> <li>• Know the history of the parish, or of any historical place in the neighbourhood (Church, Castle, Abbey, battlefield, etc.).</li> </ul>	<p><b>Pathfinder</b></p> 	<ol style="list-style-type: none"> <li>1. Know which road leads to nearest big town, and how many miles away it lies; and the direction and distance away of three neighbouring towns or large villages. For town Brownies, know directions and distance away of nearest town hall. (The Brownie Pack headquarters, or the Brownie's own home should be taken as the centre from which distances are measured in the above test and those which follow.)</li> <li>2. Give clear directions (well expressed and distinctly spoken) to a stranger asking his way, and be capable of doing so politely and promptly.</li> <li>3. Deliver a short verbal message correctly.</li> <li>4. Know the whereabouts and distance away of the nearest police station, fire station, drug store, hospital, office hours of local doctor, and where prescriptions can be made up; nearest telephone and local post office, and times last mail goes out on week-days and Sundays; nearest garage or service station or gasoline pump.</li> <li>5. Know the history of any historical place in the neighbourhood, such as a church, fort, historic building or battlefield.</li> </ol>
<p><b>House Orderly</b></p> 	<ul style="list-style-type: none"> <li>• Be able to clean a grate, lay a fire and light it with not more than two matches.</li> <li>• Make a good cup of tea, and fry or poach an egg.</li> <li>• Peel potatoes and boil them, and know how to cook greens.</li> <li>• Clean a pair of boots.</li> </ul>	<p><b>House Orderly</b></p> 	<ol style="list-style-type: none"> <li>1. Clean a grate, lay a fire and light it with not more than two matches, or dust and tidy a room.</li> <li>2. Make a good cup of tea, and fry or poach an egg and fry a slice of bacon.</li> <li>3. Peel potatoes and boil them, and cook plain vegetables.</li> </ol>

	<ul style="list-style-type: none"> <li>• Make a bed; wash up crockery, utensils, etc.</li> <li>• Clean windows, knives and brasswork.</li> </ul>		<ol style="list-style-type: none"> <li>4. Wash a pair of socks.</li> <li>5. Make a bed; wash up crockery, utensils, and other articles used in the test.</li> <li>6. Clean windows, forks and spoons and brasswork.</li> </ol>
<p><b>Jester</b></p> 	<ul style="list-style-type: none"> <li>• Play a simple piece of music correctly on a proper musical instrument, and be able to play the Brownie "Cry".</li> <li>• Be able to dance a country dance, skip two fancy steps, and make up a fairy dance to music played at examination.</li> <li>• Be able to recite a child's poem; dress up and act part of a well-known story or historical event.</li> <li>• Sing the Brownie Song and a child's action song to accompaniment; and "God Save the King" without accompaniment.</li> <li>• Sing a made-up tune to any poem chosen by herself.</li> </ul>		<p>Do three of the following:</p> <ol style="list-style-type: none"> <li>1. Play a simple piece of music correctly on a proper musical instrument.</li> <li>2. Skip two fancy steps, and make up a dance to music played at test.</li> <li>3. Recite a child's poem; dress up and act part of a well-known story or historical event.</li> <li>4. Sing the Brownie Song and a nursery rhyme or folk song, with actions, to accompaniment, and <i>God Save the King</i> without accompaniment.</li> </ol>
		<p><b>Knitter</b></p> 	<ol style="list-style-type: none"> <li>1. Knit a child's cap, or bonnet, or a Brownie cap.</li> <li>2. Knit a garment introducing a fancy stitch, or knit a pair of socks.</li> </ol>
		<p><b>Minstrel</b></p> 	<ol style="list-style-type: none"> <li>1. Play (instrument of own choice) or sing <i>God Save the King</i> (one verse).</li> <li>2. Sing one of the following: <i>The Frog and the Mouse</i> (folk song). <i>The Owl</i> (Parry). <i>The Little Sandman</i> (Brahms) And one of her own choice. OR Play (instrument of own choice): (a) A piece, own choice (marks to be given for choice). (b) A major scale, one octave.</li> <li>3. Tape a rhythm played by the tester.</li> <li>4. Recognize from pictures: violin, trombone, flute and trumpet.</li> </ol>
		<p><b>Needleworker</b></p>	<ol style="list-style-type: none"> <li>1. Know three of the following stitches: Chain, herringbone, feather-stitch, blanket-stitch, darning, stem, cross-stitch. (Some of this may be done as a sampler, and all should be done large.)</li> </ol>



			<ol style="list-style-type: none"> <li>2. Make a garment, showing hemming stitch, for a child or doll, and ornament it with one of the above stitches. (This should be made without help, except for cutting out.)</li> </ol>
<p><b>Observer</b></p> 	<ul style="list-style-type: none"> <li>• Must know something of the history and habits of five British animals (wild); OR Birds; OR Know the names and appearance of 20 British flowers or trees; and what common plants (berries, etc.) are poisonous to animals and human beings.</li> <li>• Must be able to distinguish mushrooms from poisonous toadstools, and know the danger of eating the latter. (Alternative to mushroom test, for town girls only: Know the seasons at which different kinds of fruit and vegetables can be obtained in the greengrocers' shops, and their approximate prices.)</li> <li>• Must be able to track (by landmarks, compass, direction or ground signs).</li> <li>• Must be able to play Kim's Game, "shop window", or "advertisement hoarding".</li> </ul>	<p><b>Observer</b></p> 	<ol style="list-style-type: none"> <li>1. Have observed the appearance and know something of the habits of either:       <ol style="list-style-type: none"> <li>(a) Five animals, OR</li> <li>(b) Five birds, OR</li> </ol>       Know the names and appearance of:       <ol style="list-style-type: none"> <li>(c) Six spring, six summer and six autumn flowers or vegetables, OR</li> <li>(d) Twelve trees or shrubs.</li> </ol> </li> <li>2. Find her way to an unknown spot, not more than 300 yards away, by following directions given her by the tester (either compass directions, or signs made on the ground, or landmarks, or a combination of these).</li> <li>3. Play Kim's Game, "Shop Window" or "Advertisements" with only 20 per cent error.</li> </ol>
<p><b>Signaller</b></p> 	<ul style="list-style-type: none"> <li>• Must have knowledge of the alphabet in either Morse or Semaphore.</li> <li>• A knowledge of the commoner special signs (general answer, alphabetical sign, IMI, etc.)</li> <li>• Read and send simple words in Morse or Semaphore, slowly but correctly. Have a practical knowledge of field signalling, viz., smoke signals, sound signals (whistle), movement signals (hand or staff), and Scout signs.</li> </ul>	<p><b>Signaller</b></p> 	<ol style="list-style-type: none"> <li>1. Have a knowledge of the alphabet in semaphore.</li> <li>2. A knowledge of the commoner special signs (general).</li> <li>3. Read and send simple sentences in semaphore, slowly but correctly. Have a practical knowledge of field signalling, viz. sound signals (whistle) and movement signals (hand).</li> </ol>
<p><b>Swimmer</b></p> 	<ul style="list-style-type: none"> <li>• Must be able to swim 25 yards (any stroke).</li> <li>• Be able to float on back for 60 seconds.</li> <li>• Be able to take off pair of socks in the water. OR (as alternative) Swim on back, with arms folded on chest, for 15 yards.</li> <li>• Be able to "ducks dive" (i.e. dive while standing in the water or swimming). OR (as alternative)</li> </ul>	<p><b>Swimmer</b></p> 	<ol style="list-style-type: none"> <li>1. Swim 25 yards, breast stroke or crawl.</li> <li>2. Take off a pair of canvas shoes (laced and tied) in the water OR Swim 15 yards on her back, with hands on hips.</li> <li>3. Do a standing dive OR perform honey-pot (i.e. jump with arms clasped round knees) from board, bank or boat.</li> </ol>

	Perform a “honey-pot” (i.e. jump with arms clasped round knees) from a board, bank or boat.		
<p><b>Team Player</b></p> 	<ul style="list-style-type: none"> <li>To qualify for this badge a Brownie must have been a member of a hockey, basket ball or other team for three months. She should have played quite regularly in matches (only missing if able to furnish a sound reason for so doing). Her play should be up to the mark and scrupulously fair. She should not once have been ordered off the field for fouling or arguing. A strict obedience to the rules of the game; a good temper, pluck, and honest, unselfish play shall count as much as skill in playing.</li> <li>The Brownie should be habituated to applaud the winners, even though she is on the losing side.</li> </ul>		
	<ul style="list-style-type: none"> <li></li> </ul>	<p><b>Thrift</b></p> 	<ol style="list-style-type: none"> <li>Have deposited during the year the sum of at least \$1.25 in a savings bank or approved security; this badge cannot be held over one year unless she adds at least \$0.50 a year to the original sum deposited.</li> <li>Show a record from her Brown Owl that she has kept her Brownie uniform neat and tidy.</li> </ol>
		<p><b>Toymaker</b></p> 	<p>Make three of the following:</p> <ol style="list-style-type: none"> <li>A toy made out of a stocking.</li> <li>A toy suitable for a small child or baby, or a scrapbook well arranged.</li> <li>A set of doll’s furniture (not paper).</li> <li>Any other toy chosen by herself.</li> </ol>
<p><b>Weaver</b></p> 	<p>A Brownie may qualify for the Weaver’s Badge by passing any three of the following tests:</p> <ul style="list-style-type: none"> <li>Knits a woollen scarf.</li> <li>Net a string bag or piece of netting for putting over seeds, etc.</li> <li>Make a kettle-holder in cross-stitch work on canvas.</li> <li>Make a rug on canvas with wool or pieces of cloth.</li> <li>Make a small patch-work quilt or patch-work table cloth.</li> <li>Weave a useful article in raffia.</li> <li>Make a basket.</li> </ul>	<p><b>Weaver</b></p> 	<p>Have passed any three of the following tests:</p> <ol style="list-style-type: none"> <li>Knit a woollen scarf.</li> <li>Net a string bag or piece of netting for putting over seeds, and so on.</li> <li>Make a pot-holder in cross-stitch work on canvas.</li> <li>Make a rug on canvas with wool or pieces of cloth.</li> <li>Weave a useful article in wool, using either a heddle, circular cardboard loom, or a straight loom. (Not less than 10 in. by 7 in.)</li> <li>Make a useful article in raffia.</li> <li>Make a basket.</li> </ol>
<b>Woodworker</b>	Chip Carving	<b>Woodworker</b>	Chip Carving

	<ul style="list-style-type: none"> <li>• Must carve two out of the following articles: Box, teapot stand, stool, card stand, tea tray, and also one according to her own choice.</li> <li>• Must understand the care of tools and how to sharpen them.</li> <li>• Must understand the theory of designing, and be able to draw simple designs and transfer them to the wood.</li> </ul> <p>Fretwork (Alternative)</p> <ul style="list-style-type: none"> <li>• Must make four out of the following articles: A pipe rack, a knife box, a handmirror, a paper knife, a watch stand, a bracket, or completely make a jig-saw puzzle; and one article according to her own choice.</li> </ul> <p>Carpentry (Alternative)</p>		<ol style="list-style-type: none"> <li>1. Carve two out of the following articles: Box, teapot stand, stool, card stand, tea tray; and also one according to her own choice.</li> <li>2. Understand the care of tools and how to sharpen them.</li> <li>3. Understand the theory of designing, and be able to draw simple designs and transfer them to the wood.</li> </ol> <p>Fretwork (Alternative)</p> <p>Make three of the following articles: A pipe rack, a knife box, a hand mirror, a paper knife, a watch stand, a bracket, or completely make a jig-saw puzzle; and one article according to her own choice.</p>
		<p><b>Writer</b></p> 	<ol style="list-style-type: none"> <li>1. Write an original story.</li> <li>2. Write a poem or playlet, or a description of a Brownie event.</li> </ol>