


















Wartime Guide Badges – Program GUIDES

	World War I Era		World War II Era
<p>Tenderfoot</p> 	<ul style="list-style-type: none"> • Must know the Guide Law, Promise and Salute. • Must understand the composition of the Union Jack, and the right way to fly it. • Must be able to tie four of the following knots: Reef, sheet-bend, clove-hitch, bowline, fisherman's and sheepshank. • Elementary Guide drill. • Must have one month's attendance. 	<p>Tenderfoot</p>   	<ol style="list-style-type: none"> 1. Know: The Guide Law. The threefold promise. The woodcraft signs, whistle and hand signals and salute. 2. Understand the composition of the Union Jack and the right way to fly it. 3. Tie four of the following knots and know their uses: reef, sheet-bend, clove-hitch, double overhand, fisherman's and sheepshank. 4. Have one month's attendance.
<p>Second Class</p> 	<p>Intelligence:</p> <ul style="list-style-type: none"> • Must have passed Tenderfoot tests. • Have a further knowledge of the Guide Law. • Must have knowledge of the legends of the crosses of the Union Jack. • Signal the alphabet in Morse (both reading and sending). • Know six different kinds of birds, plants or animals and their life history. • Know how to stalk and track, or (for town girls only) street observation of shops, people, or routes of buses. <p>Handcraft:</p> <ul style="list-style-type: none"> • Tie seven knots; lay and light a fire (when possible in the open), using not more than two matches. • Strip and make a bed properly. <p>Service</p> <ul style="list-style-type: none"> • Know how to treat simple cuts, and how to stop bleeding (with pad and bandage on the wound only) and choking; remove grit in the eye, and bandage a sprained ankle. • Make a Morse signalling flag (24 in. by 24 in.), or alternately make some other article useful to the Company. <p>Health</p> <ul style="list-style-type: none"> • Know the rules of health. 	<p>Second Class</p> 	<ol style="list-style-type: none"> I. Intelligence: <ol style="list-style-type: none"> 1. Have passed the Tenderfoot Test. 2. Have shown by practical example that she has done her best to keep the Guide Law. 3. Signal the alphabet in Morse (both reading and sending), using buzzer, light, Morse flag or International. 4. Recognize 12 living things in their natural surroundings, to include any of the following: animals, birds, fish, insects, reptiles, trees, plants or constellations. Discover by observation something of interest about each. 5. Know how to stalk and track, or (for town girls only) street observation of shops, people, or routes of buses. II. Handicraft. <ol style="list-style-type: none"> 1. Use seven of the following knots: Reef, sheet-bend, clove-hitch, timber-hitch, bowline, sheepshank, fisherman's, round turn and two half-hitches, packer's knot, and square lashing. 2. Make a fire out-of-doors, using not more than two matches, and cook on it. III. Health <ol style="list-style-type: none"> 1. Through her knowledge of the Health Rules, shall have learned to: carry herself well, look neat, and prove that she has done her best to maintain a high standard of fitness.

	<ul style="list-style-type: none"> • Know the five physical exercises and their objects as given in the Handbook, or those given on the new Guide Chart of Physical Exercises, such as a Guide may practice for herself. • Run a 100 yards in 20 seconds, or skip 100 times without a break. 		<ol style="list-style-type: none"> 2. Cover a mile (Scout's pace) in 12 minutes, 30 seconds' error allowed either way; OR Have done four walks of at least three miles. <p>IV. Service</p> <ol style="list-style-type: none"> 1. Treat simple cuts, burns and fainting, and stop bleeding (with pad and bandage on the wound only) and choking; apply large arm sling and bandage a sprained ankle. 2. Make some article useful to others. 3. Strip and make a bed properly.
<p>First Class</p> 	<p>Intelligence</p> <ul style="list-style-type: none"> • State briefly the history and aims of the Girl Guide Movement. • Judge height, weight, distance, numbers, and compass directions up to eight points. • Have one shilling in the Savings Bank. • Train a recruit to pass her Tenderfoot test. <p>Handcraft</p> <ul style="list-style-type: none"> • Hold the Cook, Needlewoman, and Child Nurse Badges. <p>Health</p> <ul style="list-style-type: none"> • Perform physical exercises in Second Class Test and instruct Tenderfoot in the same and in the health rules. • Must be able to swim fifty yards, or, in <i>very</i> exceptional cases, hold the Domestic Service Badge, and have a knowledge of <i>Swimming Self-Taught</i>. <p>Service</p> <ul style="list-style-type: none"> • Hold the Ambulance or Sick Nurse Badge renewed every other year. • Have an intimate knowledge of the neighbourhood within a radius of half a mile from her Guide Headquarters (for country Guides one mile) and draw at the examination a rough sketch map which would enable a stranger to find his way from any one given point to another, and be able to direct a stranger to the nearest doctor, fire, ambulance, telephone, police or railway station, or post or telegraph office, pillar box, etc., from any point within that district. 	<p>First Class</p> 	<p>Be a 2nd Class Guide, and have a good influence in her company. Read <i>Scouting for Boys</i> and state briefly the origin of the Guide Movement, and its development, Canada included.</p> <p>I. Intelligence.</p> <ol style="list-style-type: none"> 1. Estimate three of the following: Height, weight, distance, number, time. The percentage of error my not exceed 25 per cent. 2. Use a compass and find the 16 points by the sun and the stars. 3. Understand the meaning of thrift and show that she has endeavoured to prevent waste in six practical ways – three with regard to her own property and three with regard to that of other people. 4. Train a recruit to pass her Tenderfoot test. <p>II. Handicraft Hold Cook, Needlewoman and Child Nurse badges.</p> <p>III. Health</p> <ol style="list-style-type: none"> 1. Walk two miles in 30 minutes (Scout's pace if necessary) and arrive in good condition. 2. Teach a Tenderfoot the health rules. 3. Swim 50 yards and throw a life line to reach a person <i>15 yards away with regularity</i>. <p>IV. Service</p> <ol style="list-style-type: none"> 1. Have an intimate knowledge of the neighbourhood within a radius of half a mile from her home or Guide headquarters (for country Guides one mile), and direct a stranger to the nearest doctor, fire, ambulance, telephone, police or railway station, or post or telegraph office, mail box, garage, and nearest service station, from any point within that district. Read a map and know to which places the main roads lead.

			<ol style="list-style-type: none"> 2. Draw at the test a rough sketch map which would enable a stranger to find his way from any given point to another. 3. Take two other guides (not 1st Class) for a half-day's hike, when possible following a map. The examiner, who may accompany or join them at any point, should judge them on their general turnout, programme, organization, manners, care of other people's property, clearing up, enjoyment, type of food and its method of cooking. 4. (a) Deal with the following: shock, haemorrhage (various methods), asphyxiation (artificial respiration), fire accident and ice accident, unconsciousness from accident, fits, and fainting. (b) Understand the preparation of bed for patient; the changing of sheets and the prevention of bed sores. Use a clinical thermometer and make and apply fomentations. 						
<p>Nursing Sister</p> 	<p>Awarded to a First Class Guide, who has obtained the following badges:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Sick Nurse</td> <td style="width: 50%;">Knitter</td> </tr> <tr> <td>Housekeeper</td> <td>Laundress</td> </tr> <tr> <td>Domestic Service</td> <td></td> </tr> </table>	Sick Nurse	Knitter	Housekeeper	Laundress	Domestic Service			
Sick Nurse	Knitter								
Housekeeper	Laundress								
Domestic Service									
		<p>Little House Emblem</p> 	<p>The badges which qualify for the Little House Emblem are: Cook, Child Nurse, Needlewoman, Laundress, Homemaker, and Hostess.</p>						
<p>All-Round Cords</p> 	<p>May be worn by any Guide having passed the First Class and any other seven tests, in addition to those included in the First Class.</p>	<p>All Round Cord</p> 	<p>The candidate must be a First Class Guide and hold: Ambulance or Sick Nurse or Emergency Helper. Swimmer or Signaller. Two other badges chosen by herself of which one at least must be one of the following outdoor badges: Birdlover, Boatswain, Farmworker, Flower Lover, Gardener, Hiker, Horsewoman, Naturalist, Pathfinder, Pioneer, Star Lover, Woodman.</p>						
<p>Gold Cord</p> 	<ul style="list-style-type: none"> • A Gold Cord Guide must have had at least two years' service, and must have earned the following Badges: First Class Sick Nurse Handywoman Signaller, or Swimmer, or Gymnast Child Nurse or Nurse Laundress or Finisher 	<p>Gold Cord</p> 	<p>The Gold Cord Award is granted by the Canadian Council and is a recognition of the development of character and leadership, intelligence and general knowledge. The Guide or Ranger should have a firm grasp of the principles of the Girl Guide movement and have applied them in her own life. She should possess firmness of purpose in any undertaking and at the same time be able to "look wide" and "wider still".</p>						

	<p>Scribe or Clerk Domestic Service And six others chosen by herself.</p> <ul style="list-style-type: none"> • She must also have trained a Guide in all the First Class Tests (with the exception of Ambulance, Child Nurse, and Swimmer's Tests, which should be taught by a qualified person). • In applying for the Gold Cord, the Captain must send a report of the work during the past year of the Patrol, of which all Guides of six months' standing must be 2nd Class. This application should first be sanctioned by the Court of Honour. 		<p>Her will to service for others should at all times be uppermost in her mind. The Gold Cord Award implies achievement in all the abstract qualities of good citizenship.</p> <ol style="list-style-type: none"> 1. The candidate must hold the Guide All-Round Cords and be ready for the final test when she is not more than sixteen. 2. She must hold the Little House Emblem, the Handywoman badge and also <i>one</i> badge taken from the following list: Artist, Booklover, Country Dancer, Dancer, Lacemaker, Music Lover and Minstrel (if these are chosen, both must be taken), Photographer, Player, Singer, Spinner, Stitchery, Writer. 3. She must hold the Pioneer Badge, and have a good report from the commandant of the camp at which she was tested on her standard of dependability, adaptability, punctuality and general keeping of the Guide Law throughout the camp. 4. She must hold the Traveller Badge or the Interpreter Badge. 5. She must be recommended by her Commissioner and Captain (with the approval of the Court of Honour) on her standard of: <ol style="list-style-type: none"> (a) Unselfishness (b) Courtesy (c) General appearance (both in and out of uniform). <p>The Guider should send a general note of any work done for the company by the candidate, also a note of any service she has been able to do for others (apart from Guiding) for any period of not less than three months.</p> 6. Finally, the candidate will be examined by a Diploma'd Guider, Secondary Trainer or Sub-Trainer, or, failing these, by correspondence from Dominion Headquarters, on any work in these tests and also on her degree of: <ol style="list-style-type: none"> (a) Observation (b) Common sense.
		<p>Home Defence Badge (1943 to 1945)</p>	<p>Any Guide, Ranger or Cadet is eligible to win this badge.</p> <p><i>Personal Protection</i></p> <ol style="list-style-type: none"> 1. Understand the care and use of gas masks (if available).

			<ol style="list-style-type: none"> 2. Understand the care and use of babies' respirators (if available). 3. Show how to behave during an air raid, indoors and out. <p><i>Protection of the Home</i></p> <ol style="list-style-type: none"> 1. Understand how to make and use a simple refuge room. 2. Know the principles of dealing with fires, incendiary bombs, and methods of rescue from smoke-filled rooms; or hold the Fire Brigade badge and know how to deal with incendiary bombs. 3. Make a simple First Aid kit and understand its use; or, hold the Ambulance Badge. 4. Know three occupations which would keep children interested and less frightened during an air raid. <p><i>General Knowledge</i></p> <ol style="list-style-type: none"> 1. Know what air raid precautions and casualty services exist in her locality. 2. Know the position of taps of main gas and water supplies in her own home and how to use them. 3. (a) Send and receive messages accurately by telephone. (b) Give concise and accurate information (verbally and in writing) about any unusual occurrence. (c) Deliver in person a verbal message one mile away.
<p>War Service Badge (1915-1919)</p> 	<p>Not fewer than 100 hours' special unpaid service for Hospitals, Nursing Institutions and other Public Departments, Societies, or War Funds, etc. This service must be at the request of some competent authority. It should be done as a Guide for the War and not merely because of the War. The War Service Badge may be gained for 100 hours' work in any garden or allotment, or on the land, which may help to increase the food of the nation. The work may be the growing of vegetables, fruit, haymaking, fruit-picking, reaping, hoeing, etc. The worker must receive no wage, neither must she be in direct receipt of the profits if the produce be sold. The Badge may also now be gained by the making of over 200 Treasure Bags made with the aid of a machine, and of 150 made by hand.</p>	<p>War Service Badge (1943 to 1945)</p> 	<p>This badge will be awarded to Guides, Rangers or Cadets who have given 100 hours' free service in any effort definitely connected with the prosecution of the war. Application for the badge, accompanied by a statement certified by the applicant Guider detailing the hours and types of service, must be submitted to the District Commissioner (or, in places where there is no District Commissioner, direct to Provincial Headquarters) who will recommend the issuance or otherwise of the badge. This badge bears figures from 100 upward, in multiples of 100, to indicate the number of hours' service performed. A Guide, Ranger or Cadet will wear one badge only to indicate the total hours of service. The badge will be worn on the right breast, opposite the service stars.</p>



**Wartime
Emergency
Service Armlet
(1942 to 1945)**



*(Specialization
stripes:
Home Service
– Blue
Child Care –
Yellow
Transportation
– White
Land Work -
Green*

Any member of a Guide, Ranger or Cadet company who is fifteen years of age or over and has passed the Guide Tenderfoot Test and been enrolled as a Guide may take the Wartime Emergency Service Test.

On completing the requirements for the General Test, a red service armlet with white trefoil will be issued.

Thereafter a stripe will be added as each Specialized Section is passed. The armlet will be worn on the right arm, above the elbow.

General Test

Discipline

This must be of a very high standard and include thorough reliability and punctuality, smartness of appearance and instant response to orders.

Since personal discipline is essential for emergency service, special emphasis will be placed upon an understanding of the Guide Laws from an adult point of view and the carrying out of them in daily life.

Companies meeting regularly must include some drill each week.

Each girl must keep a personal record of reliability and punctuality for four weeks if attending regular meetings and drill; for eight weeks if working alone or getting no drill.

Uniforms must be complete and correct.

All personal clothing must be kept mended and in good order.

Signature of teacher or employer and Commissioner or Captain must be obtained guaranteeing reliability, quick response and general high standard of discipline.

The Captain will be generally responsible for certifying that the above discipline requirements have been carried out.

Fitness

Unless ill, every girl is required to take at least 20 minutes outdoor exercise every day.

She must also try to raise her own standard of fitness by studying the Rules of Health and tackling the application of them where they touch on her own weak points. For example, a low standard of physical fitness may come

from lack of fresh air and exercise, or lack of sleep, or wrong diet. This should be thought out and the natural remedy applied.
Each girl is trusted on her honour to maintain these fitness requirements at all times.

Message Corps Work

To help in maintaining quick and accurate communications at all times, girls must be able to:

- (a) Memorize a message (including names, figures or addresses) and carry it for a mile, Scout's Pace. The message must be delivered correctly even if frequent interruptions have been encountered en route.
- (b) Give and receive messages accurately over the telephone. If dial telephone used, be able to dial important numbers in the dark, such as Fire Department, Police Department, ARP Post, nearest doctor and hospital. If dial telephone not used, be able to call these numbers in the dark without use of telephone book.
- (c) Write down verbal instructions briefly, clearly and accurately.
- (d) Answer letters promptly, clearly and sensibly.
- (e) Master Morse Code thoroughly and be able to use it in one of the following ways: Buzzer, tapper, light or single flag.
- (f) Have a thorough knowledge of her own neighbourhood and be able to find her way by day or night. Use map and compass (32 points of the compass to be learnt).
- (g) Where ARP is established, know the local ARP regulations and be able to direct strangers to nearest shelter, ARP Warden's Post, etc.

A competent authority approved by the local Wartime Emergency Director (such as Scouter, Schoolteacher, or ARP Warden) may test for Message Corps Work.

Emergency Cooking

Cook a simple two-course meal for five people over a campfire.

A competent authority approved by the Director, preferably an experienced camper, may examine for Emergency Cooking.

Specialized Sections

Section 1 – Home Service (Blue Stripe)

Aim

To be prepared to render service in her own home or in that of a friend or neighbour in such ways as Home Nursing, First Aid, Household Repairs, Cooking and Mending.

Test

- A. First Aid and Home Nursing
Hold Ambulance and Sick Nurse Badges, or, if over 16, St John Ambulance Senior Certificates in First Aid and Home Nursing.
- B. Household Repairs and Mending
 - 1. Be able to:
 - (a) Change a burnt-out electric fuse or insert wick in oil lamp.
 - (b) Turn off gas, electricity or water at the main.
 - (c) Deal with burst water pipe and renewal of washer on tap.
 - (d) Replace bulb and batteries in a flashlight and know how to treat corrosion.
 - 2. Know how to use hammer and screw driver and how to use nails and screws in making or repairing an article.
 - 3. Carry out some form of household mending for at least a month.
- C. Cooking with Thrift
Collect and bring to the test twelve varied recipes to be used in an emergency, using foods which would probably be on hand.
Draw up a menu for a day from these recipes, with costs, for a family of five.
Cook a meal of at least two courses for five people, making use of these recipes.

Section 2 – Child Care (Yellow Stripe)

Aim

To be prepared to deal with boys and girls under 10 years of age. Under emergency conditions this training should enable a girl to:
Assist with the evacuation of children, by acting as leader of a small group – cheerful, calm and reassuring leader.
Assist in making groups of children comfortable and happy in temporary quarters:

- (a) By helping to take care of their physical needs – food, clothing (comfortable according to climate and season), sleeping accommodations.
- (b) By keeping the children happy through teaching them games, telling them stories, directing simple dramatics, helping them with some creative craft work and assigning them appropriate jobs to do.

Test

- A. Know how to deal with cuts and bruises, choking, burns and scalds, foreign bodies in the eye, ear, nose and throat, earache, stings.
- B. Know symptoms which may be preliminary to children's infectious diseases (such as fever, rash, cough, sore throat) for which they should be isolated and a doctor called. Know where and how to obtain medical help.
- C. Take to the test her own notebook of games, songs, dances, handicrafts and activities suited to children of different ages.
- D. Take to the test programmes and menus which would keep children of 1, 5 and 10 years, clean, healthy and happily occupied for one day.
- E. Describe suitable clothing for children of 1, 5 and 10 years, for indoors and outdoors, summer and winter.
- F. Explain what action should be taken to prevent panic in a group of children in a crowded place on such occasions as a fire in a theatre, etc.

Section 3 – Transportation (White Stripe)

Aim

To be prepared to be of service in the following ways:

Acting as messenger in her own community.

Transporting groups from a danger zone to a place of safety.

Test

- A. Show skill in driving an automobile or horse and wagon or in handling a boat – and a sufficient knowledge to effect minor repairs to the vehicle which she could use in case of emergency.
- B. Show that she has become safety-minded by having an understanding of the traffic laws and local safety ordinances and observing them.
- C. Be able to act as a messenger in her own community and show her familiarity with it both in daytime and at night. She should have a thorough

knowledge of both her own neighbourhood and the larger community including all the approaches to the town or city in which she lives.

- D. Show that she is able to orient herself in strange surroundings by means of road maps, a compass, or a watch, and the positions of the sun and stars.
- E. Show that she could serve in some capacity that requires mechanical skill or technical knowledge such as making minor repairs to a bicycle, or automobile, or boat, or harness.

Section 4 – Land Work (Green Stripe)

Aim

To be prepared to be of service through acquiring a thorough understanding and practice of any form of food production: Gardening, Poultry Keeping, Rabbit Keeping, Farm Work.

Test

The girls shall take both a theoretical and a practical test in any one of the following three groups. All practical work in any group shall consist of a minimum of one month's full-time work or three months' part-time work.

Gardening

- A. Theory – Have a knowledge of digging, manuring and planting of fruit and vegetable crops suitable for her own soil. Know use and proper care of tools.
- B. Practice – Show a vegetable or market garden or allotment in good working order at the time of the test, or bring a certificate of satisfactory work from her employer.

Poultry or Rabbit or Bee-Keeping

- A. Theory – Have an elementary knowledge of the housing, feeding and rearing of poultry or rabbits or bees and of some of their common ailments with treatment.
- B. Practice – Have looked after poultry or rabbits or bees with success.

Farming

- A. Theory – Have a knowledge of any one of the following:
 - (a) Dairy – Feeding and care of cows, milking and dairy work.
 - (b) Stock – Feeding and care of goats or cattle, sheep or pigs.

			<p>(c) Fruit – Knowledge of pruning, cultivation and harvesting of fruit. Packing and grading for market.</p> <p>(d) Mixed Farming.</p> <p>B. Practice – Bring a certificate from her employer to say that she has been of real use during her time of service on the farm.</p>
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