
















Wartime Guide Badges - Proficiency Badges

	World War I Era		World War II Era
<p>Ambulance</p> 	<ul style="list-style-type: none"> Must know the names of positions of principal bones. Diagnose fractures, dislocations, sprains and strains, and know method of treatment. Improvise splints and the padding of splints. Bind fractured limb. Understand the circulation of the blood. Show position of the main arteries. Know the difference between arterial, venous, and capillary bleeding, and methods of stopping each. Know how to treat any of the following: Choking, burns, scalds, cuts, bites, stings, blisters, grit in the eye. Know signs and treatment of any of the following: Fainting, concussion, hysteria, convulsions, and poison. Improvise stretcher. Know ways of carrying injured person, if alone or with another helper. Use triangular bandage. Know how to deal with any two of the following accidents: Clothes on fire; drowning; electric shock; gas poison; ice accident. 	<p>Ambulance / First Aid</p> 	<ol style="list-style-type: none"> St. John Ambulance Association Preliminary Certificate in First Aid OR Canadian Red Cross Society Junior First Aid Course and Acknowledgement Card. <p><i>Note – Use the St. John Ambulance Association whenever possible so as to maintain uniformity of standard. (Otherwise, use Red Cross.)</i></p>
<p>Artist</p> 	<p>Must draw subjects at Examination:</p> <ul style="list-style-type: none"> From memory, stating on the drawing when and where she saw subject drawn. Some visible object, viz., landscape, figure, still life, etc. From imagination. <p>Also one of the following alternatives:</p> <ul style="list-style-type: none"> Design a simple pattern suitable for a wall-paper, carpet, embroidery, ceramics, metal-work or wood-carving; Do a drawing in pencil or black and white, depicting a scene from the history of the Guide company; Model in clay, plasticine or wax, a bas-relief commemorating a brave deed; Model a human figure or animal <i>(Originality and effort should count as high as actual skillful drawing)</i> Do a plate in enamel painting, or a plate "filled in." 	<p>Artist</p> 	<ol style="list-style-type: none"> (a) A Guide will be expected to draw in pencil at the test an object or objects provided by the examiner. (b) A certain time at the test to be occupied by drawing from memory, the object to be selected by the tester. (c) She should bring to the test either an imaginative drawing, a landscape, a figure drawing, or a still life drawing. (This is to be in colour.) Also bring one of the following to the test: <ol style="list-style-type: none"> A design of a simple pattern suitable for a wall-paper, carpet, embroidery, ceramics, metal-work or wood carving. A drawing in pencil or black and white, depicting a scene from the history of the Guide company. A plate in enamel painting, or a plate "filled in." (Cleanliness of hands and utensils, and the choice of brushes,



	(Cleanliness of hands and utensils, and the choice of brushes, palette-knife, etc., will be taken into consideration.)		palette knife, etc., will be taken into consideration.) (d) A model in clay, plasticine or wax, a bas-relief commemorating a brave deed. (e) A model of a human figure or animal. (Originality and effort should count as high as actual skilful drawing.) (f) A design of a poster or village sign, in colour.
Astronomer 	<ul style="list-style-type: none"> • Must have a knowledge of the nature and movement of the stars. • Be able to point out and name six principal constellations and one from memory. • Find the north by means of stars other than the Pole Star, and tell the hour of the night by the stars and the moon. • Know the relative positions and movements of the earth, sun and moon, and have an elementary knowledge of tides, eclipses, meteors, comets, planets and sun-spots. 	Star Lover 	Theoretical Test <ol style="list-style-type: none"> 1. Have an elementary knowledge of the causes of day and night, the seasons, the phases of the moon, tides, eclipses of the sun and moon, and of the apparent movements of the heavenly bodies in the sky. 2. Know what is meant by star, planet and satellite. 3. Know something about each of the principal planets. Practical Test <ol style="list-style-type: none"> 1. Obtain approximately the point of the compass at any given time of the day or night when the sky is sufficiently clear, without using a compass. 2. Point out when named, or name when indicated, any of the following list which are visible at the time of the test: Andromeda, Cassiopeia, Pegasus, Perseus, Pleiades, Orion, Twins, Great Bear, Lion, Dragon, Hercules, Swan. Pole Star, Aldebaran, Capella, Sirius, Procyon, Spica, Arcturus, Antares, Vega, Altair. <p>(If the weather is unfavourable at the time of the test it shall be open to the tester to substitute for the above practical test an equally difficult equivalent test required the same amount of knowledge. It shall be open to the candidate to submit to the tester notes of observations taken during the course of study in preparation for the test, for which due credit shall be given by the tester.)</p>
		Athlete	<ol style="list-style-type: none"> 1. Have an easy, upright carriage and be able to walk and run well. OR Show good style on snowshoes or skis.





			<ol style="list-style-type: none"> Show a knowledge of the rules and proficiency in two of the following (one to be taken from each group): <ol style="list-style-type: none"> Tennis, badminton, golf, volleyball. Field hockey, ice hockey, lacrosse, basket-ball, table tennis, soft-ball. <i>N.B. – Swimming (30 yards in 24 seconds, the knowledge of two strokes, ability to dive) may be substituted for any one game in group (a) or (b).</i> Throw a cricket, lacrosse or soft-ball 70 feet in good style. Jump a three-foot barrier with good style OR run 100 yards in 15 seconds. Skip (a) for one minute continuously; (b) showing four steps accurately, not necessarily continuously.
Basket-worker 	<ul style="list-style-type: none"> Must produce two of the following: <ol style="list-style-type: none"> Market basket. Mat (diameter not less than 6 inches). Work basket (base not less than 6 inches). Waste paper basket. Each article must be made entirely by herself in a different kind of basket work, cane, raffia, rush, straw work or willow. Have a general knowledge of the raw material employed, how it is obtained, and how prepared for working. 	Basket-worker 	<ol style="list-style-type: none"> Produce two of the following: <ol style="list-style-type: none"> Market basket. Mat (diameter not less than 6 in.). Workbasket (base not less than 6 in.). Waste paper basket. Under 14: Each article (including base of basket) to be the work of the candidate in a different kind of basket-work, cane, raffia, rush, straw-work, or willow. Wood bases may be used if cut and bored by the candidate. Over 14: Any basket submitted must have a woven base. Have a general knowledge of the raw material employed, how it is obtained, and how prepared for working.
Beefarmer 	<ul style="list-style-type: none"> Must have a practical knowledge of general apiculture. Understand swarming, hiving, hives, the separating of honey, the use of artificial combs and the making of frames. Know which are the best food plants. 	Bee-Farmer 	<ol style="list-style-type: none"> Manage bees throughout the season. Have a knowledge of: <ol style="list-style-type: none"> Construction of hives. The three kinds of bee in a hive. Swarming, hiving, feeding of bees. Honey production and extracting. Those flowers visited by bees for nectar and pollen.
		Bird Lover	<ol style="list-style-type: none"> Show that she has gained by her own observation an elementary knowledge of the birds in her neighbourhood, and can identify any common birds by their appearance, describing distinctive features, by songs or






			<p>calls, by their motions, whether in trees, and so on, on the ground, in flight or on water, and by their habits (whether social or solitary) at different seasons.</p> <ol style="list-style-type: none"> Understand how to stalk, find and listen to birds. Know which birds are beneficial to us; which are sometimes harmful, and in what manner. Endeavour to protect birds and know something of protective measures in force and protective ideals. This implies she should not collect eggs, or disturb nesting birds. Know some of the dangers which threaten birds. Have an elementary knowledge of the food of birds, old and young, and understand the difference between the food of softbills and hardbills. Supply food and water for birds, preferably in her own garden, if birds can be attracted in this way, and without any danger from cats or other enemies; and she should keep an occasional notebook with notes on her bird visitors. <p>OR</p> <p>Keep a notebook containing intelligent observations on the birds of her neighbourhood.</p>
<p>Boatswain</p> 	<ul style="list-style-type: none"> Be able to row a boat single-handed. Be able to tie eight knots blindfolded, and bring a Turk's Head made by herself. Do one of the following: <ol style="list-style-type: none"> Row a boat with others. Punt with a pole. Scull over the stern. Manage a canoe single-handed. Steer a boat under oars, and bring her alongside a vessel or landing stage, and make her fast. Swim 50 yards. State direction by sun and stars. Box the compass. Know the common nautical terms used in connection with rowing boats and the flags of the Merchant Service of the different nations and those of the International Code of Signals. 	<p>Boatswain</p> 	<ol style="list-style-type: none"> Row a boat single-handed. Tie eight knots, and bring a Turk's head made by herself. Do one of the following: <ol style="list-style-type: none"> Row a boat with others. Punt with pole. Scull over the stern. Manage a canoe single-handed. Steer a boat under oars and bring her alongside a vessel or landing-stage and make her fast. Swim 50 yards. State directions by sun and stars. Box the compass. Know the common nautical terms used in connection with rowing boats, and the flags of the Merchant Service of the different


			nations. Be able to read and send simple messages in semaphore.
		<p>Book Lover</p> 	<ol style="list-style-type: none"> 1. Have read <i>Girl Guiding</i>, or <i>Scouting for Boys</i>, or <i>The Story of the Girl Guides</i>, or <i>The Story of a Million Girls</i>. 2. Have read six books (not read before) chosen from the following list, at least one to be by a Canadian author. (Be able to tell which she likes and why.) <i>A Treasure Ship of Old Quebec</i> – Ethel H. Bennett <i>Shadows on the Rock</i> – Willa Cather <i>The Adventures of Sajo and Her Beaver People</i> – Grey Owl <i>Maria Chapdelaine</i> – Louis Hemon <i>The Golden Dog</i> – William Kirby <i>Red Fox</i> – Charles G.D. Roberts (or any collection of his animal stories) <i>A Sister to Evangeline</i> – Charles G.D. Roberts <i>Two Little Savages</i> – Ernest Thompson Seton (or any collection of his animal stories) <i>Pride and Prejudice</i> – Jane Austen (or any other of her books) <i>National Velvet</i> – Enid Bagnold <i>She Shall Have Music</i> – Kitty Barne <i>Master Skylark</i> – John Bennett <i>A Happy Boy</i> – Bjornstjerne Bjornson <i>Lorna Doone</i> – Richard Blackmore <i>The Adventures of Mario</i> – Waldemar Bonsels <i>Jane Eyre</i> – Charlotte Bronte <i>The Woman in White</i> – Wilkie Collins <i>Robinson Crusoe</i> – Daniel Defoe <i>Great Expectations</i> – Charles Dickens (or any other of his books) <i>The Refugees</i> – A. Conan Doyle <i>Peter Ibbetson</i> – George Du Maurier <i>The Adventures of Billy Topsail</i> – Norman Duncan <i>Drums in the Forest</i> – Allan Dwight <i>The Wind in the Willows</i> – Kenneth Grahame <i>Beppy Marlowe</i> – Elizabeth J. Gray <i>The Peterkin Papers</i> – Lucretia P. Hale






			<p> <i>Green Mansions</i> – W.H. Hudson <i>The Far-Distant Oxus</i> – Katherine Hull and Pamela Whitlock <i>Stories for Girls</i> – Kathleen M. Lines <i>The Adventures of Remi</i> – Hector Malot <i>Jim Davis</i> – John Masefield <i>John Halifax, Gentleman</i> – Dinah M. Mulock <i>The Story of the Treasure Seekers</i> – E. Nesbit <i>Bob, Son of Battle</i> – Alfred Ollivant <i>Swallows and Amazons</i> – Arthur Ransome (or any other of his books) <i>The Runaway</i> – Gwen Raverat <i>The Yearling</i> – Marjorie K. Rawlings <i>The Cloister and the Hearth</i> – Charles Reade <i>Bambi</i> – Felix Salten <i>Ivanhoe</i> – Sir Walter Scott (or any other of his books) <i>The Good Master</i> – Kate Seredy <i>In Desert and Wilderness</i> – Henryk Sienkiewicz <i>The Perilous Seat</i> – Caroline D. Snedeker <i>Heidi</i> – Johanna Spyri <i>Irish Fairy Tales</i> – James Stephens <i>Kidnapped</i> – Robert Louis Stevenson (or any other of his books) <i>The Casting Away of Mrs. Lecks and Mrs. Aleshine</i> – Frank R. Stockton <i>Rudder Grange</i> – Frank R. Stockton <i>The Railroad to Freedom</i> – Hildegarde Swift <i>The Only Girl</i> – Emily P. Weaver </p> <p>3. Have read at least one book of biography, exploration or travel from the following list:</p> <p> <i>The Promise Land</i> – Mary Antin <i>Madame Curie</i> – Eve Curie <i>The Year if a Round Thing</i> – Helene E. Davis <i>The Microbe Man</i> – Eleanor Doorly <i>Betsy's Napoleon</i> – Jeanette Eaton <i>Drina, England's Young Victoria</i> – Marion W. Flexner <i>Young Walter Scott</i> – Elizabeth J. Gray <i>Pilgrims of the Wild</i> – Grey Owl <i>Nansen</i> – Anna G. Hall <i>The Phantom King</i> – Hildegarde Hawthorne </p>
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		<p>Camp Fire</p> 	<p>1. Sing two contrasted songs, one of which should be in parts.</p> <p>2. Sing a descant or round.</p> <p><i>(N.B. – This badge may be awarded on a Certificate of a Federated Musical Competition Festival.)</i></p> <p><i>This badge may be sewn on the patrol flag when at least two-thirds of the patrol have competed.</i></p>
		<p>Canoeist</p> 	<p>1. Swim 50 yards in clothes, including skirt and shoes.</p> <p>2. Tow a drowning companion 25 yards (both in clothes) and demonstrate four methods of rescue and release.</p> <p>3. Demonstrate artificial respiration and subsequent care of patient.</p>




			<ol style="list-style-type: none"> Know how to paddle and steer a canoe, right and left, from bow, stern and amidship. Know how to manage a canoe in rough water. Know how to right a capsized canoe, climb into it in water at least 6 feet deep, also push it ashore. Know how to repair a canoe. Know how to portage a canoe, with a companion. Know how to pack supplies in a canoe, so as to keep proper balance, and keep dunnage dry.
Carpenter 	<ul style="list-style-type: none"> Must construct two of the following joints: Halved, tenon and mortice, or housing. Be able to sharpen and set a plane blade and chisel. Construct a box without a lid, from a piece of wood 12 ins. Square, and state its capacity. Make some useful article of furniture. Must invent and construct in a simple way some arrangement for fastening a door or gate, or alternatively convert a packing-case into some useful article of furniture. Know the nature and common uses of six kinds of wood. 	Carpenter 	<ol style="list-style-type: none"> Construct two of the following joints: Halved, tenon and mortise, or housing. Sharpen and set a plane blade and chisel. Construct a box, without a lid, from a piece of wood 12 in. square, and state its capacity. Make some useful article of furniture. Invent and construct in a simple way some arrangement for fastening a door or gate, or alternatively convert a packing-case into some article of use in a field hospital. A hammer, saw, and nails in packing-case alone available. Know the nature and common uses of six kinds of wood.
Child Nurse 	<p>A Guide must know how a child of age two to five years should be:</p> <ul style="list-style-type: none"> Clothed by day and night, in winter and summer. Fed, and the necessary cooking. Kept clean in person and clothing. Kept in healthy surroundings. Given rest and exercise. Kept happy and good, through self-control and occupation. <p>A Guide must have a knowledge of elementary sewing and washing.</p>	Child Nurse 	<p>(The care of children from 2 to 5 years.)</p> <ol style="list-style-type: none"> Show practical knowledge of how a child of this age should be: <ol style="list-style-type: none"> Clothed by day and night, in winter and summer. Fed. Kept clean in person and clothing. Kept in healthy surroundings. Given rest and exercise. Kept happy and good, through self-control and occupation, and bring objects to amuse a child of 2-5. Know how to avoid everyday accidents to children, particularly in the home. Have a knowledge of elementary sewing and washing.
Clerk	<p>A Guide must:</p> <ul style="list-style-type: none"> Show good handwriting, handprinting and figures. 	Clerk	<ol style="list-style-type: none"> Show handwriting, spelling, punctuation, and well-formed figures. Write simple business letters, such as:



	<ul style="list-style-type: none">• Be able to write simple business letters, such as:<ul style="list-style-type: none">(a) An order to a shop enclosing money.(b) An application for a post.(c) An acknowledgement of money received.(d) Summarise a statement or narrative in less than one-third of the words used.• Should know how to keep accounts and to write and cash a cheque, and the meaning of the following terms:<table><tr><td>Bankrupt</td><td>Invoice</td></tr><tr><td>Solvent</td><td>Balance</td></tr><tr><td>Interest</td><td>Crossed Cheque</td></tr><tr><td>Discount</td><td>Statement of Accounts</td></tr></table>• Should know how to address people of rank.• Do ONE of the following alternatives:<ul style="list-style-type: none">(a) Be able to write in shorthand from dictation at the rate of 80 words a minute, and transcribe at the rate of 30 words a minute.(b) Be able to keep a register book for incoming and outgoing post, and understand cross-indexing.(c) Be able to dissect and balance 100 invoices, in an hour.(d) Must know how to keep minutes, and will be asked at examination to write minutes of an imaginary meeting of a Court of Honour or Patrol meeting.(e) Know how to use a typewriter, and keep it clean and in good working order.	Bankrupt	Invoice	Solvent	Balance	Interest	Crossed Cheque	Discount	Statement of Accounts		<ul style="list-style-type: none">(a) An acknowledgement of money received.(b) An order enclosing money.(c) An application for a position. <ul style="list-style-type: none">3. Have a knowledge of ordinary business terms and abbreviations and understand how to write and cash cheques.4. Keep cash book, petty cash book, also stamp book. <p>OR</p> <p>Write shorthand at the rate of 50 to 60 words a minute and transcribe accurately.</p> <ul style="list-style-type: none">5. Use a typewriter and know how to keep it clean and in good working order. Type at the rate of 20 to 30 words a minute accurately.6. Show a knowledge of card indexing and filing. Summarize a statement of narrative in less than one-third of the words used in the original.
Bankrupt	Invoice										
Solvent	Balance										
Interest	Crossed Cheque										
Discount	Statement of Accounts										
		<p>Cobbler</p> 	<ul style="list-style-type: none">1. Sole and heel a pair of boots or shoes, and be able generally to repair them.2. Make a pair of felt slippers.								
<p>Cook</p> 	<p>Must be able to light a fire and make a cooking-place with a few bricks or logs; cook the following dishes (either indoors or outdoors): Meat, fish, eggs, stew, vegetables, porridge, milk pudding, boiled or steamed pudding. Short pastry (pies, apple dumplings, turnovers or pastries), scones, oatcakes. Prepare salads or any dishes considered equivalent. (The examiner will select from these dishes for the examination.) Make tea, coffee,</p>	<p>Cook</p> 	<p><i>Practical</i></p> <ul style="list-style-type: none">1. Show knowledge of washing-up utensils, boards, and other articles used in the test.2. Cook any of the following dishes (one or more to be chosen from any two groups by the tester): <i>Boiling</i> Soup, potatoes, fresh vegetables, puddings, porridge, custard.								




	or cocoa; understand the use of the hay box, and hand plates and dishes correctly to people at table.		<p><i>Stewing</i> Meat, fruit.</p> <p><i>Baking</i> Pastry, puddings, scones.</p> <p><i>Frying or Broiling</i> Sausages, bacon, eggs, fish.</p> <p>3. Make tea, coffee and cocoa, and understand use of the hay-box or fireless cooker.</p> <p><i>Note – This part of the test must be practically demonstrated before the tester.</i></p> <p><i>Oral</i></p> <p>4. Answer questions on the food and dishes just prepared, quality and kind of meal; vegetables and fruit in season.</p> <p>OR</p> <p><i>Practical</i></p> <p>1. Show a knowledge of washing-up utensils and other articles used in the test.</p> <p>2. Cook and serve a simple meal of at least two courses, to include one hot dish, cake or cookies. Show ability to serve meal hot and on time.</p> <p><i>Oral</i></p> <p>3. Answer questions on general preparation and preservation of food.</p> <p>4. Understand the use of the fireless cooker or hay-box.</p>
		<p>Country Dancer</p> 	<p>1. Perform in any place in the set six recognized country dances from any of Cecil Sharpe's books or from the Scottish Country Dance Society's books (published by Paterson).</p> <p>2. Perform in any place in the set two recognized country dances from some country other than Great Britain. (Polish, French, Ukrainian and so on), or any recognized Canadian Folk Dances.</p> <p><i>Note – For such dances as are not listed in the Headquarters Catalogue, inquire from your nearest music dealer or from Heintsman and Co., Ltd., 195 Yonge Street, Toronto, Ontario.</i></p>
Cyclist	Must sign a certificate that she owns or has part ownership with one other in the same house of a bicycle in good working order, which she is willing to use in the King's service if called upon at any time in case of emergency. She must be able to ride her bicycle	Cyclist	<p>1. Sign a certificate that she owns or her part ownership (with one other in the same house) of a bicycle in good working order, which she is willing to use if called upon at any time in case of emergency.</p>



	<p>satisfactorily and do running repairs including the mending of punctures, etc. She must be able to read a road map, and repeat correctly a verbal message. Be able to mount and dismount on either side, or ride a bicycle and lead another. On ceasing to own a bicycle she must hand back her badge.</p>		<ol style="list-style-type: none"> Ride her bicycle satisfactorily, and do running repairs, including mending of punctures, etc. Read a road map, have a practical knowledge of the Highway Traffic Act, and repeat correctly a verbal message. Mount and dismount on either side. <p>(On ceasing to own a bicycle she should hand back her badge.)</p>
<p>Dairymaid</p> 	<p>A Guide must:</p> <ol style="list-style-type: none"> Thoroughly understand the extreme importance of cleanliness in connection with milk and its products. Be able to wash, scald and rinse utensils of all sorts – wooden, metal, glass, etc., such as church worker, strainers, pails, cans, bottles, and keep a dairy sweet and clean. Any two of the following tests: <ol style="list-style-type: none"> Understand how to work, take to pieces and clean a separator. Be able to separate satisfactorily 3 gallons of milk. Be able to churn and make up a satisfactory sample of butter without assistance (not less than 1 lb.) Be able to milk a cow easily and thoroughly, and understand the weighing and measuring of milk. Understand how to feed a young calf on milk or cream equivalent, and have fed two calves for a week. 	<p>Dairyworker</p> 	<ol style="list-style-type: none"> Thoroughly understand the extreme importance of cleanliness in connection with milk and its products. Have practical experience in the care of utensils such as are usually found in the dairy (wood, metal, glass) and know how to keep a dairy sweet and clean. Understand the meaning of “sterile utensils” and know how this condition can be obtained and maintained. Understand the handling of milk in the dairy, straining, cooling and measuring. Any one of the following tests: <ol style="list-style-type: none"> Assemble and use a separator, and clean it. Be able to separate 3 gallons of milk; OR Set milk for clotted cream or for skimming, and know how to skim it; OR Churn and make up about 2 pounds of butter. OR Milk a cow easily, cleanly and thoroughly.
		<p>Dancer</p> 	<p>Technique</p> <ol style="list-style-type: none"> Do correctly: <ol style="list-style-type: none"> A curtsey. The five positions of the feet. The five positions of the arms. Four different steps, such as polka, gavotte, skip, jete, springing in first position to music. <p>Dances</p> <ol style="list-style-type: none"> Have learned three characteristic national dances, one of which must be performed at






			<p>the test (such as a Scotch reel, a mazurka, an Irish jig, a tambourine dance, and so on).</p> <p><i>Improvisation</i></p> <ol style="list-style-type: none"> 3. Improvise at the test skipping or dancing steps to music chosen by the tester. 4. Tap-dancing. <p>A sense of rhythm, grace of movement and vividness of expression will be specially taken into account.</p>
<p>Domestic Service</p> 	<p>A Guide must know the general rules for sweeping, dusting and scrubbing; must turn out a room properly, clean and polish the floor, brasses, copper, knives, silver, windows, and furniture; clean the boots and blacklead and clean the stove; remove stains from a carpet and candle grease from the upholstery; arrange flowers; look out a train and connections in the railway timetable or know how to call up and answer a telephone; lay a table correctly for a meal and wait on two persons, quietly and neatly, at a (pretended) dinner.</p>		
<p>Electrician</p> 	<p>Must be able to make a simple electro-magnet, repair broken connections, understand methods of rescue and resuscitation of persons suffering from shock, and the action of simple battery cells and the working of electric bells.</p>		
		<p>Emergency Helper</p> 	<ol style="list-style-type: none"> 1. Fit up a First Aid case suitable for hiking. 2. Deal with the following either in or outdoors: Haemorrhage (from external wounds only); Burns and scalds; Blisters; Insect Bites; Sunburn; Plant poisoning. 3. Understand the danger of moving an unconscious person and the steps to be taken to prevent further injury. 4. Know ways of improvising a stretcher and of carrying a patient, and show untrained helpers how to do it. 5. Treat for shock. 6. Demonstrate Schafer's method of artificial respiration. 7. Take temperature and pulse. 8. Administration of medicine.





			<ol style="list-style-type: none"> Make a bed and change sheets, including draw sheets. Wash a patient in bed and know how to prevent bed-sores. Demonstrate the making of invalid drinks and dishes. Apply a hot fomentation. Dress a wound aseptically. Know quickest method of obtaining doctor, ambulance and police. <p><i>Note – This badge must be tested by a qualified doctor or nurse. Where difficulty is experienced in obtaining the services of either of these, the Commissioner may approach a suitable St. John Ambulance or other qualified official. It can be taught, as other badges, by the Guider or any interested person outside the movement.</i></p>
<p>Entertainer</p> 	<p>A Guide must be able to entertain an audience for at least 15 minutes with a varied programme from the following: Recitations, songs, playing piano, banjo, penny-whistle or mouth-organ, conjuring tricks, character sketches, stories, skirt dancing, Scotch reels, etc.</p> <p><i>N.B. – The programme should include at least three of the above subjects, two of which the Guide must perform quite alone; the third may be done with other performers.</i></p>	<p>Entertainer</p> 	<ol style="list-style-type: none"> Produce two items up to the standard of a public entertainment, either dancing, singing, playing an instrument or reciting, each to last not less than two minutes. Entertain Guides for ten minutes with at least two of the following subjects: Conjuring tricks, playing whistle, banjo (or any portable instrument), character sketches, stories, songs with chorus, mime. (Items in Question 1 not to be included.) <p><i>Note – A high standard should be maintained in Question 1, which, it should be emphasised is for public entertainment. The “two items” may be of the same nature, i.e. two contrasted songs or dances. Question 2 is designed for a general camp fire or company entertainment, and therefore need not be of such a high standard.</i></p>
		<p>Farmworker</p> 	<ol style="list-style-type: none"> Milk easily, cleanly and thoroughly. Have fed two calves on milk, or milk substitute, for not less than a week, and understand how to keep them clean; OR Have fed two pigs, a pony, goats or sheep and kept them clean for not less than a week. Know the breeds of cattle, sheep or pigs native to her district; describe their appearance and know for which special

			<p>purposes they are used, i.e. milk or beef, mutton or wool, pork or bacon.</p> <p>OR</p> <p>Know the system and purpose of the arable farming in her district.</p> <p>4. Know ten farm implements most commonly used in her neighbourhood and their purposes.</p> <p>5. Know how to recognize standing crops in her neighbourhood.</p>
<p>Fire Brigade</p> 	<ul style="list-style-type: none"> • Knowledge of how to give the alarm of fire. Use of extinguishers; joining up of hose; improvising ropes; how to hold jumping mats; dragging insensible person (may be shown with any load). • Know what to do in case of clothing catching fire; how to extinguish burning oil; how to hold back a crowd, and how to treat shock from burns and give artificial respiration for smoke fumes. • Demonstrate how to make and use the firemen's chair knot. • Describe hydrant in use in own district and how to attach hose. 	<p>Fire Brigade</p> 	<p>Deal with the following: shock, haemorrhage (various methods), asphyxiation (artificial respiration), burns and scalds, unconsciousness from accident, fits and fainting.</p> <p><i>Fire Prevention</i></p> <p>Have fire prevention knowledge on the following subjects: Airing bedding and linen; hot ashes; boiling over of fat, oil, and so on; candles; children playing fir fire, fireworks and matches; gas (various); lamps; smoking and dropping lighted matches; gasoline; stoves, oil, gas, electric; flannelette; Christmas decorations; fancy dresses involving cotton-wool and other inflammable material; inflammable hair-washes; seeking for an escape of gas; clean blouse or other article with spirit; furniture polish; celluloid toys and articles; irons; chimney fires; fire guardians and laws related thereto; bush and prairie fire prevention, campsites.</p> <p><i>Fire Extinction</i></p> <p>Calling the fire brigade by fire alarm, telephone or messenger; what to do pending the arrival of the fire brigade; use of different types of extinguishers; use of buckets, and so on; clothes catching fire; gasoline; spirit and incendiary fires; chimney fires; motor car fires; ventilation at fires; use of fire hose and hydrants; curtain fires; electric fires.</p> <p>Where, how and to whom bush fires should be reported.</p> <p>How to fight a fire just started and how to patrol and guard it after it is apparently extinguished.</p> <p><i>Rescue Work</i></p> <p>Knowledge of secondary means of escape; firemen's lift and carrying the injured; improvising ropes; chair</p>



			<p>knot; lowering by lines; jumping-sheet; crawling through smoke; how to drag an insensible person (describe method); how to use a chute escape; warning inmates; precaution at entertainments, theatrical performances, and other gatherings; how to rescue horses; how to call an ambulance.</p>
		<p>Flower Lover</p> 	<ol style="list-style-type: none"> 1. Know the wild flowers and reeds and grasses, mosses and ferns common in her neighbourhood (or, for Town Guides – in a suitable area chosen by herself), the places in which they are to be found, and their habits. 2. Have a knowledge of different methods of seed distribution. 3. Know the local as well as horticultural names and have a knowledge of their uses and properties of some of the plants. 4. Know which flowers may be picked without danger of causing their extinction.
<p>Flyer</p> 	<ul style="list-style-type: none"> • Name four distinct types of aircraft with a brief description of same, and state their relative advantages or disadvantages. • Have an elementary knowledge of the principles upon which the aero engine operates. Name four types of engines. • Have an elementary knowledge of the principal parts of an aeroplane and their function. • Have an elementary knowledge of meteorology, especially that of her own district, kinds of clouds, their average height, etc. • Know how to hold, anchor, and start a landed aeroplane. 	<p>Aircraft</p> 	<p><i>To be of practical use to pilots the Guide should:</i></p> <ol style="list-style-type: none"> 1. Be able to describe accurately the following meteorological information: Speed and direction of wind; cloud ceiling or height of overcast; horizontal visibility at ground level; six types of cloud – fog, haze, mist, snow, hail, sleet. 2. Be able to give the above information over the telephone or in message form. 3. Be able to give the time accurately according to the twenty-four hour clock. 4. Know the meaning of the terms – True bearing, compass bearing. 5. Be able to orient and read a map. 6. Be able to describe landing-ground, giving dimensions of field and any obstructions. 7. Know whether an aircraft takes off and lands into or away from the wind. 8. Know what chocks are and how they are used. Know how to place them under the wheels of aircraft, how to remove them and when to do so. 9. Know how to tether a machine for the night on land or water, what precautions to take in a storm, and in what position to leave the control. Know how to help a pilot to bring his plane to rest on a beach or rocky shore.




			<p>Know the right way to catch wings when a pilot brings plane up to a dock.</p> <p>10. Know what precautionary measures are necessary when approaching a standing aircraft, how to keep people away from the propeller and how to clear a passage before the machine takes off.</p> <p><i>For purposes of observation the Guide should:</i></p> <ol style="list-style-type: none"> 1. Know how to distinguish between military and civil aircraft and should know Canadian and United States registration marks or letters. 2. Be able to describe roughly the differences among: <ol style="list-style-type: none"> (a) A biplane (b) A monoplane (c) A high-winged monoplane (d) A low-winged monoplane (e) A flying-boat (f) An amphibian (g) A land-plane (h) A sea-plane 3. Observe number of engines. <p><i>For purposes of witnessing curious happenings or crashes a Guide should:</i></p> <ol style="list-style-type: none"> 1. Understand the position and function of: <ol style="list-style-type: none"> (a) Wings (b) Elevator (c) Rudder (d) Ailerons 2. Practise rough judgement of heights. 3. Know the proper procedure to follow at the scene of a crash and the Canadian law regarding aeroplane wreckage.
<p>Friend to Animals</p> 	<p>Must have a knowledge of the anatomy of at least one domestic and one farm animal, and be able to describe treatment and symptoms of wounds, fractures, sprains, exhaustion, choking, lameness, and skin diseases; and have kept a pet for at least six months.</p>	<p>Friend to Animals</p> 	<p>Have a general knowledge of the natural history, habits, food and all that tends to the well-being of any four of the following: horse, donkey, cow, sheep, goat, pig, dog, cat, rabbit and fowl. Must show she has had the responsibility of keeping a pet for at least a year in a happy, healthy condition.</p>
		<p>Friend to the Blind</p>	<ol style="list-style-type: none"> 1. Transcribe from print with not more than ten errors in three large sheets, and read by sight or touch, Grade 1 Braille, including poetry.




			<p>2. Know how best to help a blind person when crossing the street, at the table and so on.</p> <p><i>Note – Tests for this badge are set by the Home Teaching Department of the national office of the Canadian National Institute for the Blind. They are available through the nearest CNIB office where full information can be secured.</i></p>
		<p>Friend to the Deaf</p> 	<p>Converse satisfactorily with a deaf person by means of finger spelling, using one hand only.</p>
<p>Gardener</p> 	<ul style="list-style-type: none"> Must know the names of 12 common plants pointed out. Be able to dig a trench, recognise weeds, now the use of the rake, hoe and spade. Understanding the sowing of seeds and the thinning and pricking out of seedlings. Must plant and grow successfully six kinds of vegetables or flowers, and know the soils suitable for their growth. The Captain or some other efficient overseer should watch and report on the work and care given to the plants during six months prior to the examination. 	<p>Gardener</p> 	<ol style="list-style-type: none"> Cultivate, keep tidy and crop a piece of ground for not less than one season. Grow three kinds of flowers and three kinds of vegetables, other than garden cress. Know what her soil and subsoil are. Know its advantages and defects, and what can be done to improve it. Know for what crops it is particularly suitable, and what weeds chiefly flourish on it. Know how to protect her plants from drought, wind, frost and pests. She should also know what birds and beasts are most helpful or troublesome. At the time of the test, simply as a test, sow some seeds, take a cutting, transplant a plant, and show the use of spade, hoe and rake.
<p>Geologist</p> 	<ul style="list-style-type: none"> Must have a general knowledge of the various periods in the formation of the Earth's crust, and know which are the water-bearing rocks. Understand what is meant by stratification, dip, and faults. Be able to identify: <ol style="list-style-type: none"> Twenty different minerals in their natural state. Twenty different fossils, and know to what period they belong. Collect six different specimens of minerals or rocks, or six fossils. 		
<p>Gymnast</p>	<ul style="list-style-type: none"> A Guide must have a good upright carriage. 	<p>Gymnast</p>	<p>Guides should not enter for this badge unless they have been taught by a trained gymnast.</p>




	<ul style="list-style-type: none"> • Perform without commands a table of free-standing exercises according to the Swedish or British system. • Climb a rope or pole 15 ft. • Balance – walk along a boom or pole at hip height. • Jump (from floor) 3 ft.4 in. off either foot. • Do one of the following: <ul style="list-style-type: none"> (a) Hang on boom or horizontal bar or ladder (outside hunt) travel to end by making alternate half left and right turns. (b) Swing on pair of swinging rings and at the end of third front or back swing, make a half left turn, at the end of the next swing, untwist; repeat turning right and untwist, and drop at the end of a back (or front) swing. (c) On the double boom or horizontal bar do tow of the following: Squat, front, flank or rear vault. • Do one of the following: <ul style="list-style-type: none"> (a) Over single boom or horizontal bar at hip height do three of the following vault: (Left and right) front, flank, rear or fencing. (b) Over horse, three of the following vaults (left and right) squat with half turn, front, flank or rear. (c) On parallel bars all the following vaults (left and right) from outside cross seat on one bar, front, rear and fencing vault over the other bar. 		<ol style="list-style-type: none"> 1. Have a good upright carriage and walk and run well. 2. Perform to command a table of free-standing exercises. (This may be according to Swedish or British system.) 3. Jump 3 feet high in good style. 4. Walk along the narrow side of a balancing form or bar, both forward and backward with good posture. 5. Do three of the following in good style: <ul style="list-style-type: none"> (a) Climb a rope at least 14 feet. (b) Somersault through and back between two ropes. (c) Hand stand against a wall. (d) Reverse hanging on wall bars or improvised apparatus. (e) Sideways travelling on bar. 6. Do three of the following in good style: <ul style="list-style-type: none"> (a) Cartwheel on right and left hand. (b) Through vault (i.e. squat). (c) Leap frog over high back. (d) Wolf. (e) Bunny vault over box or two forms. <p><i>The tester should be a qualified gymnast, and, whenever possible, a woman.</i></p>
<p>Handywoman</p> 	<p>Must have obtained the following badges: Needlewoman, Cook, Laundress</p> <p>Must also pass ten of the following tests:</p> <ul style="list-style-type: none"> • Work a sewing-machine (treadle or hand) and understand cleaning, putting in needle, oiling, and use of general accessories. • Repair neatly a torn lace curtain. • Retape Venetian blinds, renew spring roller blind, or mend and replace repaired blind on existing roller. • Repair two pieces of china • Lay a carpet • Put washers on ball and other taps • Sharpen knives on grindstone, whetstone or hone • Hang pictures and curtains 	<p>Handywoman</p> 	<ol style="list-style-type: none"> 1. Work a sewing machine and understand cleaning, oiling, putting in a needle, and so on. 2. Replace lamp mantles, electric bulbs, or clean and trim an oil lamp. 3. If gas, water and electricity are installed in her own house, know where to turn them off. 4. Thoroughly clean and repaint one of the following: a table, door, window or equivalent. (Two coats at least.) 5. Clean paint brushes. 6. Do three of the following: <ul style="list-style-type: none"> (a) Leather strap with copper rivets. (b) Splice a handle or pole by gluing and whipping. (c) Splice a rope.




	<ul style="list-style-type: none"> • Do up a parcel neatly • Replace gas mantles or electric light bulbs, or understand the cleaning, trimming, and filling of a lamp • Take off, clean and replace door handle • Cover a hassock or armchair • Make a baby's cot out of a plain box or lined pilgrim basket • Mend a coal box or bucket with a hole in it • Paint a hot water can, or enamel the inside of a foot bath • Paper a small room • Put a pane of glass into a window • Clean and stain a floor • Whitewash a ceiling or distemper a wall • Put in an electric bell 		<ul style="list-style-type: none"> (d) Mend a raincoat by patch and rubber solution. (e) Repair china. (f) Mend a wooden article with hot glue. <p>7. At the test, do up a parcel neatly and sharpen a knife on a grindstone, whetstone or hone.</p> <p>8. Do also four of the following (of her own choice):</p> <ul style="list-style-type: none"> (a) Renew a roller blind or fix a curtain rod. (b) Mend a saucepan or equivalent and bring to the test after at least one week's use. (c) Lay linoleum. (d) Repair a door handle. (e) Renew a washer on a tap. (f) Paper a room, with assistance. (g) Clean, stain and polish a floor. (h) French-polish a table or equivalent. (i) Install an electric bell and understand the usual reasons for its ceasing to work, or demonstrate with the parts at the test. (j) Repair an electric cord and replace burned-out fuses. (k) Re-cane a chair. (l) Put a new pane in a window or new screening in a door or window. (m) Re-cover a small chair or stool. (n) Renew webbing in a box-spring chair or sofa. (o) Make a hammock or equivalent in netting. (p) Know how to whitewash. (q) Make a useful article for the house, showing the correct use of screws and nails. (r) Show something mended with plastic wool. <p><i>Note – This test can be spread over a period of time so that the Guide may do those things which are needed in her house rather than produce special things for the test. For (i) and (j) the candidate should know the necessary precautions for safety before handling electrical equipment.</i></p>
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		<p>Health</p> 	<ol style="list-style-type: none"> 1. Show a thorough knowledge of the six rules of health (fresh air, cleanliness, exercise, food, rest, clothing), and understand their practical application to herself, and be able to explain them to a patrol. 2. Know the importance of keeping the lungs, skin, teeth, feet, digestive and pelvic organs, and hair in good order. 3. Know the dangers of unhealthy diet, intemperance, wet feet, breathing through the mouth, stooping, irregular habits, reading in a bad light, and excess in any form. 4. Realize the importance of a clean house and know the dangers of germs, mice, flies, insects, and so on. 5. Before the test the Guide should have lived the six rules of health for two months. She should tell the Tester just what she had done in this respect.
		<p>Hiker</p> 	<ol style="list-style-type: none"> 1. Build, and give her reasons for so building, three different types of hike fires, and be able to distinguish between various kinds of woods, explaining their relative value as fire wood. 2. Show proficiency in cooking in the open, with and without utensils, and draw up two hike menus. 3. Bring to the test a pocket First Aid case, fitted up by herself for a hiking expedition, and give reasons for the choice of its contents. 4. Bring to the test a record endorsed by her Guider or Patrol Leader of previous hikes taken, giving: <ol style="list-style-type: none"> (a) Season of the year. (b) Place, and method of getting there. (c) Object of the hike, i.e. exploring, visiting place of interest, nature study, or cooking. 5. Know what precautions to take when lighting fires in the open, and how to remove turf, and the responsibilities involved in regard to trespassing, gates, crops, game preserves, and wooding for fires. <p><i>N.B. – The tester should be a qualified person nominated by the Provincial Camp Adviser.</i></p>


		History Lover 	General <ol style="list-style-type: none"> 1. Give a brief account of the lives and achievements of six famous people in different walks of life, at least three of whom must be Canadian. 2. Recognize the costumes of at least three different periods. 3. Name any six important historic events, at least three of which must be Canadian, and know a little about them. 4. Give an intelligent account of criticism of two of the following: <ol style="list-style-type: none"> (a) A historical film (b) A historical play (c) A historical knowledge OR An account of a visit to a building of historic importance or museum. Specialized The candidate must bring to examination a scrap-book containing pictures, drawings, photographs, quotations and newspaper cuttings dealing with the costume house, furniture, people, and other topics of the special period she has studied.
Horsemanship 	<ul style="list-style-type: none"> • Must have a general knowledge of, and be able to ride, drive, groom, and harness horses. • Know principal causes and symptoms of lameness, and how to treat temporarily. • Know how to detect and prevent sore back and girth galls and relieve same. • Understand the watering and feeding of horses. • Understand care of stables, harness and saddle. • Know lighting-up time. 	Horsewoman 	<ol style="list-style-type: none"> 1. Catch and halter a horse or pony. 2. Have a general knowledge of, and be able to ride, groom, and harness horses. 3. Drive or lead a horse when walking and when riding. 4. Know principal causes and symptoms of lameness, and how to treat temporarily. 5. Learn to detect, relieve, and prevent sore back and girth galls. 6. Understand the watering and feeding of horses. 7. Understand care of stables, harness and saddle. 8. Know the law concerning lights for night driving.
		Hostess	<p>This badge may be worn by individual members of the patrol as well as sewn on the patrol flag, but each Guide who wears the badge must qualify for it, and at least four members of the patrol must have passed the test before the badge can be sewn on the flag.</p> <p>Each Guide should:</p>






			<ol style="list-style-type: none"> 1. Receive, introduce and bid guests "Good-bye." 2. Write a letter: <ol style="list-style-type: none"> (a) Inviting a guest to stay. (b) Inviting a guest to a meal. (c) Refusing an invitation. (d) Accepting an invitation. (e) Thanking for a visit. 3. State the chief things to remember in entertaining guests. 4. Answer the front door; announce guests and serve meals to visitors correctly. <p>The Patrol should:</p> <ul style="list-style-type: none"> • Give a party showing ability to make necessary plans for invitations; arrangements of rooms, including a place for wraps; entertainment and refreshments.
<p>Housekeeper</p> 	<ul style="list-style-type: none"> • Must have risen early, lit a fire, laid breakfast, made and aired beds satisfactorily for a week consecutively. • Know how to clean flues and kitchen range. • Understand and have carried out the cleaning of cooking and household utensils and washing-up, and know uses of the stock-pot. • Bring to examination a sample of jam, preserve or pickles made at home entirely by herself. • Be able to mend household linens, clothes, curtains, etc. • Be able to do shopping and errands for the household satisfactorily. • Open a packing case, hang pictures and curtains, and arrange flowers decoratively. • Must bring a certificate from her parent or guardian stating that she has been tidy, thorough, obedient and helpful in the home. 	<p>Homemaker</p> 	<ol style="list-style-type: none"> 1. Lay and light a fire economically, or have cleaned shoes (someone else's as well as her own) and have laid breakfast, aired and made beds satisfactorily for seven consecutive days. 2. Lay the table and wash up after Saturday or Sunday dinner and leave kitchen tidy. Clean and polish windows and furniture. Do the weekly cleaning of a room, including cleaning and polishing the floor. 3. Have cleaned the flues and cleaned and polished the kitchen range or stove, or have cleaned a gas stove or electric cooker. 4. Know the rules for keeping a garbage pail clean and sanitary and for keeping a sink clean and free from garbage. 5. Know how to use up left-over food; know how to do the shopping herself, showing a knowledge of costs of foods, and know if the foodstuffs are fresh. Understand simple food values, e.g. bodybuilding, warming and protecting foods, and know in which foods these are contained. 6. Bring to the test something she has prepared entirely by herself, such as: jam, bottled or dried vegetables, homemade cleaning or polishing preparations.



			<ol style="list-style-type: none"> 7. Mend household linen by hand, and be prepared to demonstrate her ability to do this at the test. 8. Demonstrate the use of the telephone, or word and send a telegram.
<p>Interpreter</p> 	<p>A Guide must show such knowledge of a language as will enable her to act as an interpreter to a foreigner knowing no English; must write a simple letter, on a subject given by the examiner; read and translate a passage from a book or newspaper in either Esperanto of any language not that of her own country.</p>	<p>Interpreter</p> 	<ol style="list-style-type: none"> 1. Speak, read and write a foreign language, in addition to her own language; take a stranger from the country selected round her town, explain its history, help with shopping (know the shops selling objects characteristic of her own country), know the approximate relative value of the coinage; know about trains, boats, buses, aeroplanes, in her own country; know the consulate of her chosen country. 2. Know the uniform and badges of the World Guide and Girl Scout movements and recognize the fags of the countries which have Girl Guides or Girl Scouts.
		<p>Keep Fit</p> 	<p>The work set for this badge is the same for over and under 16, but a more advanced knowledge and standard of work should be expected from the over 16, especially in clause 4.</p> <ol style="list-style-type: none"> 1. Have an easy, upright carriage and stand, walk, run and sit well, knowing the reasons why this is important. 2. Perform a table of easy free standing exercises (based on Scandinavian systems – either Swedish, Finnish or Danish), with or without musical accompaniment. 3. Skip stationary, and forwards and backwards, and also perform four of the following steps in good style: <ol style="list-style-type: none"> (a) One plain skip and one with crossed arms alternately. (b) Pas-de-basque. (c) Skipping with feet pointing and knee raising, continuously – changing feet. (d) Tap step. (e) Six double turns of the rope consecutively. (f) Skipping with knee raising forwards and backwards. 4. Have an elementary knowledge of respiration, circulation and digestion, and know the effect of exercise on these.





<p>Knitter</p> 	<ul style="list-style-type: none"> • A Guide must bring one pair of socks or stockings (with heel) knitted entirely by herself. • Bring one other useful garment knitted or crocheted by herself, a cap, hood, pair of mittens with thumbs, pair of baby's boots, or bedroom slippers (or something equivalent). • Show ability to follow printed knitted directions. 	<p>Knitter</p> 	<ol style="list-style-type: none"> 1. Bring one pair of socks or stockings (with heel) knitted entirely by herself. 2. Bring one other useful garment knitted or crocheted by herself, viz.: A cap, hood, pair of mittens with thumbs, pair of baby's boots, or bedroom slippers (or something equivalent). 3. Show ability to follow printed directions. 4. Do one of the following in front of the tester: <ol style="list-style-type: none"> (a) Turn a heel. (b) Finish foot of sock from decreases. (c) Divided stitches and knit one finger of glove. (d) Decrease shaped cap from written instructions.
		<p>Lace Maker</p> 	<ol style="list-style-type: none"> 1. Know names of, and be able to describe, four kinds of lace, such as: Torchon, Irish crochet, Brussels point, filet, ground point, Carrickmacross, Milanese. 2. Mend a piece of lace, real or imitation, very neatly. 3. Make lace according to one of the following sections, (a)-(f), OR two of the sections (g), (h), (i), using flax, not cotton-thread. <ol style="list-style-type: none"> (a) Bobbin or pillow lace; be able to manage at least 36 bobbins and make five different stitches, and show specimens, including insertion and edging, made unaided. (b) Needlepoint lace; be able to make eight varieties of stitches, including bars, picots, tulle. Show a piece, the work being even and beautiful. (c) Filet or darned net lace; be able to make own net and vary design. Show insertion or several squares. (d) Tambour lace; know the tambour stitch and be able to work in several colours; OR, as an alternative, do a piece of "needle-run" with at least eight varieties of stitch in the net. (e) Applique on net (such as Carrickmacross, applique Duchesse). Show a piece of work, in either style,




			<p>with lawn or sprigs applied (the sprigs to be self-made).</p> <p>(f) Tatting lace; know single and double-thread tatting, both for insertion and lace, and be able to manage three threads on separate shuttles at a time.</p> <p>(g) Knitted lace; be able to copy a simple design or follow instructions both in edging and insertion.</p> <p>(h) Crochet; be able to copy a simple design from instruction or specimen; show insertion and edging and corner made unaided; one piece to contain Irish rosettes.</p> <p>(i) Netting lace; work two doilies with varying widths of mesh and different designs, such as shell or pointed edges.</p>
<p>Laundress</p> 	<ul style="list-style-type: none"> A Guide must wash and finish and bring to examination: <ol style="list-style-type: none"> A white cotton garment. A coloured cotton garment. A woollen garment or a pair of stockings. A blouse, silk where possible. Must be able to describe the routine of washing day, remove stains, and make boiling water starch. 	<p>Laundress</p> 	<ol style="list-style-type: none"> Wash and finish: <ol style="list-style-type: none"> A white cotton article. A coloured cotton garment. An artificial silk garment. <i>(Note – One of these to have inset sleeves.)</i> A woollen garment and a pair of stockings. Describe the routine of washing day, remove stains and make boiling water starch. <p><i>Note – Some part of this test must be demonstrated before the tester.</i></p>
		<p>Lifesaver</p> 	<p>The test to be carried out in the following order:</p> <ol style="list-style-type: none"> Throw a life line to reach a person 15 yards away with regularity. Show Schafer method of resuscitation, and the treatment of the apparently drowned. Perform the land drill for the four methods of rescue and the three methods of release, as set out in the Handbook of the Royal Life Saving Society. (Complete words of command may be used, as for the Intermediate Certificate of the RLSS.) Swim 50 yards in clothes (consisting of the following worn over a swimming costume: blouse and skirt, or dress; knickers, stockings, rubber shoes. The clothing should be a normal nature, and be properly fastened). At the end of this swim the





			<p>candidate may leave the water for the purpose of removing these clothes.</p> <ol style="list-style-type: none"> Perform in the water, in clothes, any one method of release and rescue (combined), towing the subject 20 yards as approved by the RLSS. Perform in the water the second and third methods of release and rescue (combined), towing the subject 20 yards. Pick up a brick from the bottom of the pool, at a depth of not less than 5 feet, and carry it to the side, holding it with both hands., and swimming on the back, a distance of not less than 10 yards. The brick to be picked up by means of a proper surface dive, with both hands. Diving off the side of the pool not allowed. Should the candidate fail at the first attempt she should do it successfully upon the next two attempts. Put on a lifebuoy in the water (an inflated inner tube may be used if a lifebuoy is not available). Swim at least 50 yards in good style by one of the following strokes: (a) breast stroke, (b) side stroke, (c) overarm side stroke, (d) back stroke, using arms and legs, (e) back stroke, without use of arms, which should be folded, (f) trudgeon, (g) crawl. <p><i>N.B. – Guiders being tested for the Life Saver badge and intending to use it for life-saving qualifications must go through the completed test in a limited time. Holders of the Bronze Medallion of the Royal Life Saving Society (renewed within 5 years) may be granted the Life Saver badge, provided they can swim in clothes and put on a lifebuoy in accordance with paras. 4, 5 and 8.</i></p>
<p>Milliner</p> 	<p>A Guide must be able to make a hat of straw or other material, trim hats, and make bows and trimmings. Make and put in a head lining.</p>		
		<p>Music Lover</p>	<ol style="list-style-type: none"> Know something of the life and works of Bach or Beethoven, and Purcell and Cecil



			<p>Sharp, and another musician of the Guide's own choice.</p> <ol style="list-style-type: none"> 2. Know the musical meaning of the following: Opera, symphony, trio, modulation, transposition, score, contralto, cadence. 3. Keep a record for three months of what music she has heard, to include symphonies, dance music and choral singing. 4. Know the formation of an orchestra and recognize the following instruments from pictures: Violin, double bass, flute, bassoon, horn, harp, cymbals.
<p>Musician</p> 	<ul style="list-style-type: none"> • A Guide must play a march correctly and with sufficiently good rhythm and time for her company to march to it. • Must play the National Anthem from memory or ear. • Read simple music from sight. • These tests must be carried out on the piano, harmonium, organ or any instrument employed in military or orchestral bands, excluding instruments of percussion and toy instruments. • Do one of the following: <ol style="list-style-type: none"> (a) Sing a song and play her own accompaniment. (b) Sing a song from memory accompanied by someone else. (c) Sing from sight. (d) Sustain the alto part of a part song already learnt. (e) Be able to point four simple tunes on a staff or tonic solfa-modulator. 	<p>Minstrel</p> 	<ol style="list-style-type: none"> 1. Play the National Anthem and a march. 2. Play scales and arpeggios in major and minor keys. 3. Play two contrasted pieces, one by a classical composer and one by a modern composer. 4. Pass an easy sight-reading test. <p><i>Note for Tester - -This badge is purposely made as elastic as possible in order to include any instrument and Guides with widely differing opportunities. Whatever may be the piece chosen, it must be properly played, though there is no exact standard of efficiency. The tester will suit it to the girl's age.</i></p> <p><i>N.B. – An arrangement may be made locally with the tester, by which the badge may be awarded on passing any recognized musical examination approved by the tester, in accordance with the rule on page 37, (g), with the addition of playing "God Save the King."</i></p>
<p>Naturalist</p> 	<ul style="list-style-type: none"> • A Guide must keep a Nature study diary for 60 days, extending over three months, the diary to include notes on birds fed regularly. • Must have a knowledge from personal observation of the life and habits of five of any wild animals, birds and reptiles, etc. • Must do one of the following clauses: <ol style="list-style-type: none"> (a) Must take a series of six photographs of wild animals or birds from life, have a general knowledge of their lives and habits, and know the times when protection is necessary; 	<p>Naturalist</p> 	<ol style="list-style-type: none"> 1. Watch a given area for three months (or one school term), making notes of everything she discovers about its flora and fauna, and do her best to preserve wild life. 2. Demonstrate how to stalk wild animals. 3. Make a collection of natural specimens and know something about them (e.g. seaweeds, feathers, flowers, barks of trees). 4. Do one of the following: <ol style="list-style-type: none"> (a) Name 40 different animals, insects, reptiles, or birds in a museum of zoological garden. Give particulars from






	<p>(b) Make a collection of 60 species of wild flowers, ferns and grasses, dried and mounted. Each specimen to be given its simple name and where and when found. Be able to recognise 10 common trees from pictures of leaves;</p> <p>(c) Be able to name 60 different animals, insects, reptiles or birds in a museum or zoological garden or from unnamed coloured plates. Give particulars from observation of lives, habits and appearance of 20 of them;</p> <p>(d) Must make coloured drawings of 20 flowers, ferns or grasses from life, or 12 sketches from life of animals and birds. Original studies as well as the finished pictures to be submitted. A short description to be written below each picture, giving the name of the subject, where the Guide saw it, and on what date; with brief particulars of the habits, the sort of place in which it is found, and its good or bad qualities.</p> <p>(e) Be able to name 15 well-known trees and show notes from personal observation of their characteristics, buds, seeds, bark, uses, etc., and make carbon impressions of their leaves.</p>		<p>observation of lives and habits of five of them.</p> <p>(b) Make coloured drawings from life or 20 flowers or 12 animals or birds, with notes of date, place and habits of each.</p> <p>(c) Point out 15 trees, describe their leaves, winter twigs, flowers, fruit. Know their uses to campers and hikers.</p> <p>(d) Show six plaster casts of tracks taken by herself and know something of the habits of the animals or birds that made them.</p> <p>(e) Know how seeds are distributed, plants climb, plants protect themselves and flowers are pollinated.</p>
<p>Needlewoman</p> 	<ul style="list-style-type: none"> A Guide must show a knowledge of cutting out simple garments in cotton and woollen materials from pattern given at examination. Patching in various materials, and darning stockings; must make entirely by herself and bring to examination: <ul style="list-style-type: none"> (a) A blouse or baby's frock; (b) A pair of knickers. (One of these may be made by machine if desired.) At the examination, must make buttonholes and set gathers into a band. 	<p>Needlewoman</p> 	<ol style="list-style-type: none"> Show a knowledge of cutting out simple garments in cotton and woollen materials from pattern given at the test. Make entirely by herself, in her own free time, and bring to the test: <ol style="list-style-type: none"> A blouse or baby's dress, or equivalent garment, sleeves to be inset. Any article of clothing (<i>Note: One of these may be made by machine, if desired.</i>) <i>N.B. – The pattern from which the garment has been made should be brought to the test.</i> Make buttonholes, set gathers into a band or bind an edge, patch in cotton material, and flannel or woven material, darn a worn stocking or sock – and demonstrate at least two of these at the test.
<p>Pathfinder</p>	<p>A Guide must:</p> <ol style="list-style-type: none"> Have an intimate knowledge of the locality round her headquarters, including fire and police 	<p>Pathfinder</p>	<ol style="list-style-type: none"> Have an intimate knowledge of the locality around her headquarters, including fire and police stations, general hospitals, post,



	<p>stations, general hospitals, post, telegraph and telephone offices, railway, omnibus and tram routes, the principal (not exceeding six) doctors, factories, job masters, livery stables, motor garages, cycle repairers; and, in country only, estates and farms with their approximate acreage and nature, turncocks and blacksmiths; or, in town only, the principal food and provision merchants and cab ranks.</p> <p>(Note – The area over which the above intimate knowledge will be required is a two-mile radius from the company headquarters in country or towns up to 20,000 inhabitants; one mile in towns between 20,000 and 500,000 inhabitants; half a mile in towns over 500,000. The commissioner may at her discretion vary the area to exclude undesirable neighbourhoods, parks or other open spaces, and include an equivalent area.)</p> <p>(b) 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 as to how to get to the principal suburbs, districts or towns within a 25-mile radius.</p> <p>(c) Have some knowledge of history of the place and any buildings of historical interest.</p>		<p>telegraph and telephone offices, railway, bus and street car routes, the principal (not exceeding six) doctors, factories, churches, service stations and garages, livery stables, bicycle repairers, and</p> <p>In the country only: estates and farms, with their boundaries and nature, rights of way, bridle paths and blacksmiths;</p> <p>OR</p> <p>In the city only: the principal stores and taxi stands.</p> <p><i>(N.B. – The area over which the above intimate knowledge will be required is a two-mile radius from the company headquarters in country communities up to 20,000 inhabitants; one mile in communities between 20,000 and 500,000; half a mile in communities over 500,000. The Commissioner may at her discretion vary the area to exclude undesirable neighbourhoods, parks or other open spaces, and include an equivalent area.</i></p> <ol style="list-style-type: none"> Have a general knowledge of the district so as to be able to direct strangers within a 2-mile radius, and know how to reach the principal outlying places within a 25-mile radius. Have some knowledge of the history of the place and any buildings of historical interest. Read a compass and find sixteen points by the sun and stars. Find a way from one given place to another by means of an Ordnance map, and trace on the map the route taken.
<p>Photographer</p> 	<p>A Guide must be able to take, develop and print:</p> <ul style="list-style-type: none"> Two interiors. Two portraits. Two landscapes. Two instantaneous action photographs. <p>These photographs must have been specially taken for the test, or within six months of the examination.</p>	<p>Photographer</p> 	<ol style="list-style-type: none"> Bring to the test 10 photographs, taken, developed and printed by herself. The subjects to be chosen from at least 5 of the following: <ol style="list-style-type: none"> Interior. Portrait. Landscape. Architecture. Instantaneous action. Copy of the photograph, a drawing or a painting. Flowers.



			<p>(h) Birds, animals, insects. The photographs should have been taken within nine months of the test, and conditions stated under which negatives were taken and developed, and prints made and materials used.</p> <p>2. Answer general questions as to the functions of the different parts of the camera such as lens, shutter and stops.</p> <p>3. Explain briefly what causes the production of the a negative and a positive, i.e. a print.</p>
<p>Pioneer</p> 	<ul style="list-style-type: none">A Guide must have camped out for at least one week, either: (a) Under canvas, and know how to pitch, trench, air and strike a tent, or (b) In a barn or unfurnished building, and have passed the Domestic Service Badge Test.Must hold the Cook's Badge, having passed the test on a camp kitchen, and know how to collect, chop and stack suitable firing.Must construct a model of a single lock-bridge and improvise some useful camp accessory (e.g. candlestick, hanger, etc.).Must make three of the following: A camp mattress A camp larder A washing cubicle A flagstaff An airing screen A kit-bag A refuse pit A palliasse cover A haybox or pit A shelterMust organise three suitable Scouting games.	<p>Pioneer</p> 	<p>1. Have camped out at least one week under canvas; know how to pitch, air, trench, strike and do small repairs for a tent and take proper share in the various camp duties of a patrol.</p> <p>2. Construct a camp fire, and collect, shop and stack suitable firewood. Hold the Cook badge and cook the following on a camp fire: Porridge, stew, dumplings and fried bacon.</p> <p>3. Erect screening.</p> <p>4. Improvise some useful camp gadget without string or nails. Be able to do diagonal and square lashings and make two of the following: camp larder, flagstaff, kit-bag or ruc-sac, washstand, shelter, bridge, or equivalent.</p> <p>5. Organize a scouting game.</p> <p>The tester for this badge must be a Camp Adviser or a qualified person approved by her.</p>
		<p>Player</p> 	<p>The Player badge is taken by companies, who may include their Guiders, but may be worn by individuals.</p> <p>1. The company to act a play, or two short plays, lasting over 20 minutes, marks to be given for choice.</p> <p>2. Two-thirds of the company must be in the production, helping in some way, either by acting, property making (two properties to be shown), making or selling programmes.</p>
<p>Poultry Farmer</p>	<ul style="list-style-type: none">A Guide must have had entire charge of a few hens for at least one year. She should know the dimensions and be able to draw the plan of a poultry house for any given number of birds.Be able to answer questions on the utility points of six different breeds.	<p>Poultry Farmer</p>	<p>1. Have had entire charge of a few hens or other domestic poultry for at least a year.</p> <p>2. Have a knowledge of the following: (a) Time of incubation for hen, duck, turkey and goose eggs. How to select good eggs for hatching. General management</p>




	<ul style="list-style-type: none">Thoroughly understand the rearing of chickens and ducklings, period of incubation, and fattening for market. Be able to discuss the pros and cons of the intensive system.Give details of feeding; should know how to handle and cure a broody hen, and a few simple remedies for ordinary vices and diseases.Should show yearly accounts.		<p>of the hen while setting. Rearing of chickens or ducklings or turkeys.</p> <p>(b) Chief heavy breeds kept for egg production. Chief light breeds kept for egg production. Know how to recognize these breeds. The point of a good layer. What are the breeds kept for table birds. What is a good table cross.</p> <p>(c) Housing – importance of proper ventilation without draughts, floor space per hen, perch room per hen. Necessity for cleanliness. Precautions to take against pests.</p> <p>(d) Foods – chief foods used. Necessity for plenty of water, especially for laying hens.</p> <p>(e) <i>For older Guides.</i> Should know something about artificial incubation and reading and different systems practised in the management of poultry.</p>																		
<p>Rifle Shot</p> 	<p>A Guide must pass tests in rifle shooting on a miniature range.</p> <ul style="list-style-type: none">With 20 rounds, 80 points out of a possible 100 points at either 200 yards, 500 yards or 600 yards, National Rifle Association targets (bull or figure) reduced to 15 yards, 20 yards or 25 yards. <p>OR</p> <p>With 10 rounds, 80 points out of a possible 100 points at either 15 yards, 20 yards or 25 yards, NRA or SMRC decimal target.</p> <p>The rifle used may be any single loading rifle taking ammunition not larger than .230, or an air gun taking ammunition not larger than .250.</p> <p>If a miniature or air gun 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.</p> <ul style="list-style-type: none">Judging Distance – Must judge distance on unknown ground (five trials up to 300 yards, five between 300 and 600 yards), average error on ten trials not to be more than 25 per cent.	<p>Rifle Shot</p> 	<p><i>Note – It is recommended that Guiders get in touch with local cadet instructors.</i></p> <p>1. Fire any one of the six alternative tests three times, either concurrently or preferably on different dates, and on each occasion obtain not less than the minimum score indicated. Edge of shot hole nearest to centre of target to decide value of hit.</p> <p><i>Small Bore Rifle (.22 inch).</i> Any single loading type, sights except telescopic; position prone; sling may be used. Twenty shots at two cards at any of the following ranges:</p> <table><tr><th>Test</th><th>Distance (Yds)</th><th>Minimum Score</th></tr><tr><td>1</td><td>100</td><td>130</td></tr><tr><td>2</td><td>50</td><td>140</td></tr><tr><td>3</td><td>25</td><td>150</td></tr><tr><td>4</td><td>20</td><td>150</td></tr><tr><td>5</td><td>15</td><td>150</td></tr></table> <p><i>Targets – SMRC Match, DCRA, or any other authorized target.</i></p> <p><i>Air Rifle (.177-inch).</i> Any single loading type; standing or prone; sling may be used. Twenty shots at two cards at the following range;</p>	Test	Distance (Yds)	Minimum Score	1	100	130	2	50	140	3	25	150	4	20	150	5	15	150
Test	Distance (Yds)	Minimum Score																			
1	100	130																			
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3	25	150																			
4	20	150																			
5	15	150																			



			<p>Test Distance (Yds) Minimum Score 6 100 130</p> <p>Targets – SMRC 5-Bull Air Rifle or any other authorized target.</p> <p><i>N.B. – When using air rifles, care must be taken to fix the targets so that the pellets do not rebound to the danger of the firer's eyes. Tests 3, 4 and 5 are recommended.</i></p> <ol style="list-style-type: none"> Know the usual safety-first rules for rifle shooting and have an elementary knowledge of the action, and adjust the essential parts, which are liable to work loose. Know and have noted the sight rules for rifle shooting and have an elementary knowledge of the action, and adjust the essential parts, which are liable to work loose. Demonstrate how to clean the rifle. <p><i>Note to Tester – The candidate must adjust her sights herself, the sights previously having been altered off the centre of the bulls-eye. After adjusting her sights, the candidate should be allowed not more than ten sighting shots.</i></p> <p><i>Precautions – In no circumstances should shooting take place except on an officially approved range, and then only under strict supervision.</i></p>
<p>Scribe</p> 	<ul style="list-style-type: none"> Show good hand writing and figures Be able to write such letters as: <ol style="list-style-type: none"> A letter to the Captain on a definite subject, just as absence from Parade An order to a shop enclosing a P.O. An acceptance of an invitation Should have kept accounts of personal expenditure for at least one month and bring to examination. Summarise a statement or narrative in less than one-third of the words used. 	<p>Scribe</p> 	<ol style="list-style-type: none"> Show good handwriting, good style and figures. Bring to the test a patrol log book or a minute book which has been kept for two consecutive months. Bring account book showing accounts for two months of some patrol or personal funds. Hand-print neatly a patrol notice or the Guide Law. Will be asked at the test to write letters on any two of the following subjects: <ol style="list-style-type: none"> Letter inviting a neighbouring Guide company to spend an afternoon, stating time, place, form of entertainment, number of Guides, and other information. Letter accepting the above invitation. Letter explaining absence from weekly Guide meeting.



			(d) Letter acknowledging money sent by post, either as an individual or on behalf of the patrol.
<p>Sick Nurse</p> 	<p>A Guide must answer questions on:</p> <ul style="list-style-type: none"> • Preparation of sick room, ventilation and heating. • Preparation of bed for patient, changing sheets, and prevention of bedsores. Use of room and clinical thermometers. Pulse and respiration. Washing and dressing a patient. • Germs of disease; their growth and prevention. • Symptoms of measles, chicken-pox, whooping-cough, mumps and influenza, and the symptoms and early treatment of consumption. • Administration of medicines and the external application of remedies. • Treatment with heat and cold, including poultices and fomentations. • Feeding in sickness and convalescence. • Show proficiency in roller bandaging. 	<p>Sick Nurse</p> 	<ol style="list-style-type: none"> 1. St. John Ambulance Association Preliminary Certificate in Home Nursing. OR 2. Canadian Red Cross Society Junior Home Nursing Course and Acknowledgement Card. <p><i>Note – Use the St. John Ambulance Association wherever possible so as to maintain uniformity of standard. Otherwise, use the Red Cross.</i></p>
<p>Signaller</p> 	<ul style="list-style-type: none"> • A Guide must read and send a message of 50 letters or blocks on semaphore flags in 2.30 minutes (rate four words a minute) and on Morse flags, buzzer or tapper, and lamp in 3.20 minutes (rate three words a minute). • She must know the long numerals and check letters "Full Stop," "End of message," "Message received," "Commencing sign." <p><i>N.B. – Marks should be given for correct style and angles.</i></p>	<p>Signaller</p> 	<ol style="list-style-type: none"> 1. Read and send a message of 50 letters or blocks on Semaphore flags in 2.30 minutes (rate, 4 words a minute) and on Morse flags, buzzer or tapper, and lamp, in 3.20 minutes (rate 3 words a minute). 2. Know the long numerals and check letters, alphabetical and numerical signs (semaphore), "Full Stop," "End of message," "Message received," "Commencing sign," "General answer." <p><i>N.B. – Marks should be given for correct style and angles.</i></p>
		<p>Singer</p> 	<ol style="list-style-type: none"> 1. Sustain an alto part or descant. 2. Sing from memory the four following songs: <i>Where the Bee Sucks.</i> Arne (Ditson) <i>Cradle Song.</i> Schubert. (Novello. <i>School Music Review</i>, No. 35.) <i>The Blue Bells of Scotland.</i> (Novello. <i>School Music Review</i>, No. 274.) <i>The Frog and the Mouse.</i> Folk song. (Curwen. 79044.) 3. Sing one song of own choice. (Marks to be given for choice.) 4. Sing one octave of a major scale downwards, C, D, E, or F, and its arpeggio. <p>(The following points will be taken into consideration in awarding this badge: quality of</p>



			tone used, clearness of words, brightness and style in delivery; vitality and swing in the rhythm; selection of song.)
		<p>Skater</p> 	<p>Skate on ice:</p> <ol style="list-style-type: none"> 1. A forward outside 8. 2. Inside forward edges in the field on alternate feet, the curves to be not less than 10 ft. 3. Back outside edges in the field on each foot (not necessarily on alternate feet), the curves to be not less than 10 ft. <p>(For Guides who do not use figure skates.)</p> <ol style="list-style-type: none"> 1. Skate for half an hour without resting. 2. Cut corners, skating forward, turning right and left. Cut corners, skating backwards, turning right and left. 3. Skate forward, change to backward, turning right and left. Skate backward, change to forward, turning right and left.
		<p>Skier</p> 	<ol style="list-style-type: none"> 1. Be able to plough in varying snow conditions. 2. Be able to do a stem-turn, to the left and right on a 15-degree slope. 3. Be able to do a stem-christiania, to the left and right from the direct descent. 4. Make a right and left telemark from a direct descent on soft snow, on a 15-degree slope. 5. A cross-country test against time of one mile in length laid out to show all-round proficiency in climbing, on the flat, and downhill, over bush trails and open country. 6. Show ability to climb a hill, using herring-bone and side-stepping methods. 7. Be able to do a kick turn on the level and on a hill. 8. Show ability in crossing wire and rail-fences. 9. Be able to answer question son four of the following subjects: <ol style="list-style-type: none"> (a) What to do for a frozen face. (b) What sort of food to carry on a day's ski trip. (c) What sort of clothes to wear. (d) What precautions to take when crossing a lake. (e) What precautions should be taken regarding drinking water. (f) The use of ski maps and compass.

		<p>Spinner</p> 	<p>(g) Mending a broken harness on a trip.</p> <ol style="list-style-type: none"> 1. Bring wool to the test that she has herself washed and carded. 2. Spin it into knitting or weaving yarn as requested by the tester. 3. Also bring to the test samples of both knitting and weaving yarn which she has made and dyed unaided. Oil wheel and pirn.
		<p>Stitchery</p> 	<ol style="list-style-type: none"> 1. Show, embroidered on a sampler or on other pieces of work, eight of the following stitches: Buttonhole, backstitch, chain, crewel or stem, cross-stitch and stroke, featherstitch (coral), darning, French knots, herringbone, hemstitch, needleweaving (darned or Persian openwork), picots, scalloping. 2. Embroider name, date, or motto, or other lettering. 3. Show a representative piece of work chosen from one of the following six groups (the design of which must not be bought or traced but built up) and add to the stitch sampler two small items, sprigs or motifs, each in a definite style. <ol style="list-style-type: none"> (a) <i>Stitchery done with counted threads.</i> <ol style="list-style-type: none"> (1) Cross-stitch, or (2) tent-stitch, or (3) "Assisi" work, or (4) double running (line, stoke), etc. (b) <i>Openwork and white work.</i> May be done in colours. <ol style="list-style-type: none"> (1) Needleweaving, or (2) "Broderie Anglaise," or (3) Cut-work ("Punto tagliato"), or (4) "Hedebo" (Danish), or (5) Counted thread work with square or open stitch, or satin stitch patterns, etc. (c) <i>Applique and couched work.</i> Applique or couching of stuffs, cords, threads, etc. (d) <i>Smocking</i> Prepare and smock a garment. (e) <i>Embroidery</i> <ol style="list-style-type: none"> A. With close stitches. (1) "Flat Hungarian" (Russian), or (2) Chain, or (3) Darning, etc.;

			<p>OR</p> <p>B. With open and varied stitches (showing at least five fillings). (1) "Black Aragonese," or (2) Jacobean woolwork, etc.</p> <p>(f) <i>Embroidery on net.</i> Can be worked in colours with silk or thread, showing five different openwork fillings.</p> <p><i>Notes for Tester – In all cases suitable equivalents may be accepted. It is necessary to use alternative names as they vary in different books. As far as possible one of the alternatives refer to the D.M.C. "Encyclopedia of Needlework," by T. de Dillmont.</i></p>
<p>Surveyor</p> 	<ul style="list-style-type: none"> • Must map correctly, from the country itself, the main features of three-quarters of a mile of road with 200 yards each side, to a scale of 2 ft. to the mile. Afterwards redraw the same from memory. • Measure the heights of a tree, telegraph pole and church steeple, describing method employed. • Measure width of river and the distance apart of two objects a known distance away and unapproachable. • Be able to measure a gradient. • Understand what is meant by H.E., V.I. and contours, conventional signs or ordnance surveys, scales and the R.F. 		
<p>Swimmer</p> 	<ul style="list-style-type: none"> • Swim 100 yards showing ability to swim on breast, side and back. 75 yards for Guides under 13. • Swim 25 yards in clothes, including skirt and boots. • Demonstrate: <ul style="list-style-type: none"> (1) Artificial respiration. (2) Diving, either from a height or from the surface of the water. (3) Two methods of release and rescuing the drowning, and explain subsequent treatment of patient. • Be able to put on a life buoy in the water or throw a life-line. (This latter may be done on shore.) 	<p>Swimmer</p> 	<p>The test to be carried out in the following order. The candidate should have the option of one minute's rest between each item.</p> <ol style="list-style-type: none"> 1. Throw a life line to reach a person 15 yards away with regularity. 2. Swim 25 yards in clothes (consisting of the following worn over a swimming costume: blouse and skirt, or dress, knickers, stockings, rubber shoes. The clothing should be of a normal nature, and be properly fastened. At the end of the swim the candidate may leave the water for the purpose of removing these clothes. 3. Swim 25 yards by one of the following strokes: (a) side strokes, (b) over-arm side stroke, (c) trudgeon, (d) crawl. This is to be done in good style and within 30 seconds. 4. Swim 50 yards, good breast stroke.

			<ol style="list-style-type: none"> Swim 25 yards, good back stroke (without use of arms, which should be folded). Pick up a brick from the bottom, at a depth of not less than 5 feet, and carry it to the side, holding it with both hands, and swimming on the back, a distance of not less than 10 yards. The brick to be picked up by means of a proper surface dive, with both hands. Diving off the side of the pool or dock is not allowed. Should the candidate fail at the first attempt she should do it successfully upon the next two attempts. Dive neatly from a height of at least 3 feet. (The feet and legs should be together and in a straight line with the arms and body.) Float motionless for 20 seconds, not necessarily horizontally. Put on a lifebuoy in the water (an inflated inner tube may be used if a lifebuoy is not available).
Telegraphist 	Understand simple (Leclanche) batteries, and be able to connect up an instrument for telegraphing, and to read and send Morse code messages with tapper at a rate of 30 letters a minute.		
		Thrift 	<ol style="list-style-type: none"> Have deposited during the year the sum of at least \$3.00 in a savings bank or approved security; this badge cannot be held over one year unless she adds at least \$1.00 a year to the original sum deposited. The equivalent sum in War Savings Stamps or other securities may be substituted for each sum of money. The principle is that the money should be genuinely saved by the Guide out of her earnings or pocket money. Show record from parent or guardian that she has darned her stockings, mended clothes, kept shoes cleaned and repaired, and not used safety pins or other makeshifts for buttons, hooks, hems of skirts, belts, and so on.

			<p>3. Bring to the test a cot quilt, rug, or equivalent, made by herself out of odd pieces of material.</p> <p>4. Satisfy the tester that she understands the real meaning of thrift as regards time and money, and give illustrations as to how to use up scraps such as bread, soap and newspapers.</p> <p><i>(Clauses (3) and (4) are not annual.)</i> <i>This badge may be obtained by any Guide or members of the Girl Guide Association, but does not rank as a Proficiency Badge.</i></p>
		<p>Toymaker</p> 	<p>Make a toy and do two of the following:</p> <ol style="list-style-type: none"> Make two different animals of some soft material, or one animal and one rag doll, the face to be painted or embroidered. (Cut-out patterns may be used.) Make two different vehicles with moveable wheels, from wood, cork, or other material. Make a wool ball on card frame, and a bird or beast with scraps of coloured wool, suitable for a tiny baby. Dress a doll in removable clothes like those of a baby or toddler. (The doll may be the rag doll made in section (a).) Make from a box one room of a doll's house and completely paint, paper, and furnish, from oddments and scraps. Make an illustrated scrap-book, with one page of original illustrations or story (either fairy, nature, or heroic) written by herself. Make a model farmyard, doll's house or Noah's Ark. Make a doll's bed or cradle, using a fruit basket, shoe box or similar article, and equip it with bedding.
		<p>Traveling</p> 	<ol style="list-style-type: none"> Plan a two weeks' travelling holiday in Canada. Choose a foreign country and: <ol style="list-style-type: none"> Find out all you can about any four of the following: <ol style="list-style-type: none"> Religion and places of worship. How the inhabitants travel within the country. What animals and birds they see, and where.

			<p>(4) What trees and flowers grow there.</p> <p>(5) The music and musical instruments.</p> <p>(6) Characteristic arts and handicrafts.</p> <p>(7) The houses and domestic arrangements.</p> <p>(8) The sports and games.</p> <p>(9) The climate and dress.</p> <p>(10) What sort of currency is used.</p> <p>(b) Know the uniform of their Scouts and Guides, where these exist, and something of their special characteristics.</p> <p>(c) Know the life and achievement of a national hero or heroine in life or legend.</p> <p>(d) Know how the people live, what they cook, how they cook and what cooking apparatus they use.</p> <p>(e) Be able to recognize the national flag.</p>
		<p>Woodman</p> 	<ol style="list-style-type: none"> Find out where fifteen trees of different kinds grow near her home, and mark them on a rough map. Know their twigs, flowers, fruit, leaves and bark. Show smoke-prints or bark rubbings of three of them. Collect, or draw from life, first-year seedlings of six trees. Construct something from natural wood (e.g. hut, bridge, gadget, walking stick). Be able to saw and chop wood. Find out from what wood ten wooden articles have been made.
		<p>Writer</p> 	<p>To be written or typed on one side of the paper only.</p> <p><i>At the Test</i></p> <p>Do an exercise in punctuation, given by the Tester.</p> <p><i>Bring to the Test</i></p> <ol style="list-style-type: none"> A story of not more than 1,000 words for children; either: (a) a fairy story; (b) an animal story; (c) a "family" story; or (d) a school story. Write a letter of not less than 200 words to a friend describing one of the following: <ol style="list-style-type: none"> Your birthday; Your sister's wedding; An illness; A christening; An accident; A summer holiday;

			<p>(g) A Christmas tree party.</p> <p>3. One of the following:</p> <p>(a) A dramatic sketch to play not less than ten minutes. (Ten pages of typescript.)</p> <p>(b) Not less than eight lines of verse in rhyme.</p> <p>(c) An article of not less than 200 words on any subject of interest to children.</p>
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