

BPSA CANADA

B-P WOODSMAN HANDBOOK

NAME: _____

TROOP: _____

PATROL: _____

MEETING NIGHT & TIME: _____

PATROL LEADER'S NAME & PHONE NUMBER:

ASSISTANT PATROL LEADER'S NAME & PHONE NUMBER:

WOODMASTER'S NAME & PHONE NUMBER:

BPSA Canada

B-P WOODSMAN SECTION

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Abbreviations found in this Handbook

<i>APL</i>	<i>Assistant Patrol Leader - a BPW who assists your Patrol Leader (PL) in the operation of a patrol</i>
<i>AWM</i>	<i>Assistant Woodmaster - one of the adults instructing your troop</i>
<i>BPW</i>	<i>B-P Woodsman – a youth member of your troop</i>
<i>PL</i>	<i>Patrol Leader – a BPW who has accepted the responsibility of helping train other youth members in a small group, known as a patrol.</i>
<i>TL</i>	<i>Troop Leader – a BPW (typically in their 3rd year) who has been selected by the Troop and the WM and AWM to assist in BPW training.</i>
<i>WM</i>	<i>B-P Woodmaster - the adult in charge of your troop</i>

This handbook for age appropriate B-P Woodsman is to be followed in accordance with Mission Statement, Policies Organization and Rules as set forth by BPSA Canada.

UNIFORM

Head gear: A green beret with silver metal cap badge, or Khaki BP Stetson, flat brim, leather band with lace tied at front.

Necker &: Neckerchief of approved Group colour. Woggle of any
Woggle pattern or design except 2-strand, leather Turkshead type.

Shirt: Of approved pattern in either Khaki or Green colour.

Belt: Brown leather with Association buckle.

Shorts or longs Khaki (for Khaki shirts), Navy blue (for Green shirts).

Kilt: Family tartan, or Association tartan (Hunting Stewart).
(B-P Woodsman must have Scottish or Irish Background to wear the Kilt)

Socks: Khaki or Navy blue to match shorts. Green Lovat hose with
Kilts. Green garter tabs.

Footwear: Black or brown shoes.

Optional Items: White lanyard, Belt Knife, Belt multi-tool, Skean Dhu if
wearing a Kilt. (Items to be worn during appropriate activities
only)

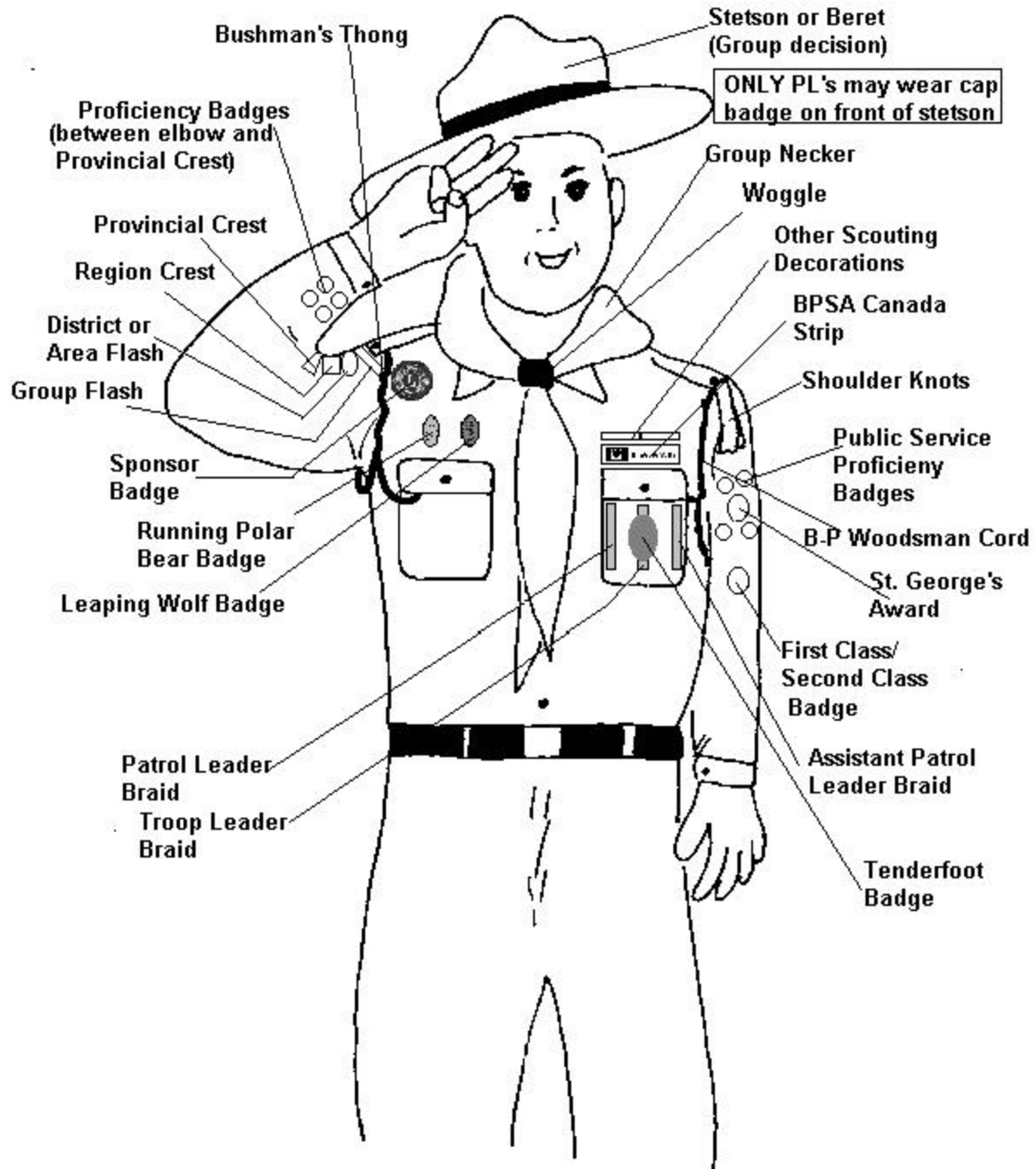
Badges Your badges should be sewn on your uniform properly. They should not be glued on, nor should they be sewn with huge stitches. Take pride in your uniform!

Hat Badge: Silver metal cap badge worn on beret over left eye.

Shoulder Knot: A B-P Woodsman wears a shoulder knot on the left shoulder. Different Patrols wear different colours. Consult Appendix "A".

Stripes:	APLs wear a single white stripe to the right of the Tenderfoot badge on the left breast pocket. PLs wear two white stripes, one on either side of the Tenderfoot badge. A TL wears three white stripes, which are worn as a PL but with the third stripe sewn under the Tenderfoot badge.
Woodmaster Shoulder Knots	Woodmaster's wear a Green shoulder knot on the left shoulder, Assistant Woodmaster's wear a Red shoulder knot, also on the left shoulder.
Tenderfoot: Badge	Worn centred on the left breast pocket.
Second Class: Badge	Worn on the left sleeve 3.5 Cm above the elbow.
First Class: Badge	Worn in the same position as the Second Class Badge.
B-P Woodsman: Cord	Worn on the left shoulder.
Bushman's: Thong	Worn on the right shoulder.
St George's: Award	Worn 2 Cm below the National Flag badge on the left arm.
BPSA Canada: Flash	Centred directly above the right breast pocket.
Group Flash:	Worn top of right sleeve.
Area Badge:	Worn 2 Cm. under the Group flash.
Provincial Badge:	Worn 2 Cm under the Area Badge.
National Flag:	Worn top of left sleeve.
Awards:	Worn centred above the BPSA Canada Flash.

B-P Woodsman Uniform



Badges and Crests for the B-P Woodsman Section



BPSA Canada Strip



Provincial or Territorial Crest



Region Crest



District or Area Crest



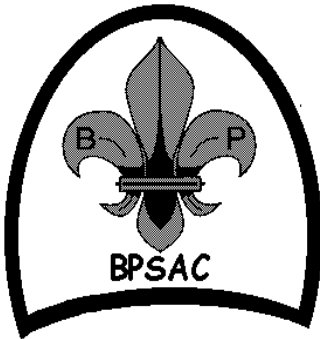
Group Flash



Sponsor Badge



Tenderfoot Badge



First Class B-P Woodsman
Badge



Second Class B-P
Woodsman Badge



St. George's Award



'Running Up' Polar Bear Badge



Leaping Wolf Badge



Hiking Up Badge



Timber Wolf Instructor Badge

Wearing the Uniform

The B-P Woodsman kit, through its uniformity, now constitutes a bond of brotherhood among Scouts across the world. The correct wearing of the uniform and the smartness of turnout of the individual makes them a credit to our Movement. It shows pride in them, their Troop and in their membership of our great Brotherhood.

B-P Woodsman Uniform

The BPW uniform is very like the uniform worn by Lord Baden-Powell's men when he commanded the South African Constabulary. They knew what was comfortable and serviceable, and a good protection against the weather; so B-P Woodsman have much the same uniform.

With a few minor alterations the original uniform has met the needs of youth around the world and has been universally adopted. Of course, in extreme climates it has to be modified to suit the seasons, but on the whole the different nations in the temperate climates are dressed uniformly alike.

Starting at the top, the broad brimmed khaki hat is a good protection from the sun and rain. A bootlace tied in a bow in front on the brim and going round the back of the head keeps it on. This lace will come in handy in many ways when you camp. The hat has four dents in it. This is the 'traditional' style of head gear but due to the cost, many Troops have opted to wear the approved Green beret.

Then comes the neckerchief or necker which is folded into a triangle with the point at the back of the neck. Every Group has its own scarf colour, and since the honour of the Troop is bound up in the scarf, you must be very careful to keep it clean and tidy. It is fastened at the throat by a knot, or a slide or "woggle", which is some form of ring made of cord, metal, or bone, or anything you like. The scarf protects your neck from sunburn and serves many purposes, such as for a bandage, or as an emergency rope.

The B-P Woodsman shirt is a free-and-easy thing, and nothing could be more comfortable when the sleeves are rolled under even with the top of the elbow. When the sleeves are rolled under or left long the whole troop should wear them the same way.

Shorts are essential to hard work and to climbing, to hiking and to camping. They are less expensive than pants. They give freedom and ventilation to the legs.

The stockings (if selected as Troop dress) are held up by garters, with green tabs showing below the turnover of the stocking top.

Hiking boots are more suitable for outdoor activities as they provide you with proper support and give better protection.

Becoming a B-P Woodsman

To be a B-P Woodsman you should join a BPSA Canada group in your neighbourhood with the written permission of your parents (registration form). Upon joining, your Woodmaster (the adult in charge of the Troop, will place you in a patrol.

Before becoming a BPW, you must pass the **Tenderfoot Test**. This is a simple test to show that you mean to stick to it. The requirements for this are not very difficult and you will find all you need to know in this book.

When you have satisfied your Woodmaster, the person in charge of your Troop, that you can do all the things and do them properly, you will be invested as a BPW and be entitled to wear the Tenderfoot Badge and uniform of a B-P Woodsman.

TENDERFOOT REQUIREMENTS

1	Start a 'Proof or Brag book'** with the tenderfoot requirements.
2	Recite from memory the Scout Law, Promise, and Motto. Explain their meaning in your own words
3	Make a Scout Stave.
4	Demonstrate the Scout Salute, Sign, and Handshake as explained in Camp Fire Yarn 3 in "Scouting for Boys".
5	Describe the composition of the Canadian Flag. Demonstrate how to hoist, break, fly, lower and fold it.
6	Make the woodcraft signs given in Camp Fire Yarn 4 in "Scouting for Boys".
7	Demonstrate with rope how to tie a Reef knot, Sheet bend, Clove hitch, Round turn and two half hitches, Bowline, and explain their uses.
8	Whip the end of a fibre rope and fuse the end of a plastic or nylon rope.
9	Take part in a Patrol or Troop activity.
10	Be invested in your Troop.

The 'Proof or Brag Book' is a 3 ring binder in which you maintain your records. Sections in your book could include **what you have done to earn each badge and the **when** you received it. It would include a record of service, hikes, camps and outings; the date, location and duration. Important dates such as your 'Running Up' from Polar Bears (if you were one), Investiture, when you achieved your Second Class and First Class levels and other awards you may earn. The book may include pictures or even audio recordings of all items, which make you **proud** to be a B-P Woodsman.

B-P Woodsman Stave

The B-P Woodsman stave is a useful addition to the kit of the Scout. Personally, I have found it an invaluable assistant when traversing mountains or boulder-strewn country and especially in night work in forest or bush. Also by carving upon it various signs representing achievements, the stave gradually becomes a record as well as a treasured companion to the B-P Woodsman.

The B-P Woodsman stave is a strong stick five feet six inches in length, marked in five one foot increments and one six inch increment marked in inches for measuring.

The staff is useful for all sorts of things, such as making a stretcher, keeping back a crowd, jumping over a ditch, testing the depth of a river, keeping in touch with the rest of your Patrol in the dark. You can help another BPW over a high wall if you hold your staff horizontally between your hands and make a step for them; they then give you a hand from above.

Several staves can be used for building a light bridge, a hut or a flag stave.

There are many other uses for the stave. In fact, you will soon find that if you don't have your stave with you, you will always want it.

If you get the chance, cut your own stave, but remember to get permission first.

THE B-P WOODSMAN LAW:

1. A Scout's honour is to be trusted.
2. A Scout is loyal to his Queen, his country, his Woodmasters, his parents, his employers, and those under him.
3. A Scout's duty is to be useful and to help others.
4. A Scout is a friend to all and a brother to every other Scout.
5. A Scout is courteous.
6. A Scout is a friend to animals.
7. A Scout obeys orders of his Parents, Patrol Leader, or Woodmaster.
8. A Scout smiles and whistles under all difficulties.
9. A Scout is thrifty.
10. A Scout is clean in thought, word and deed.

B-P Woodsman Law

The B-P Woodsman Law contains the rules, which apply to B-P. Woodsmen the world over, and which you promise to obey when you are enrolled as a B-P Woodsman. . Study it carefully so that you understand the meaning of every point.

hint: To help you understand and remember each of the ten points; in your Brag book, write down each point and what it means to you today. Next fall, without looking at what you had written, do it again. Do this each year, then compare them. You will easily see how you have grown and matured as a B-P Woodsman.

THE B-P WOODSMAN PROMISE:

On my honour I promise to do my best -
To do my duty to God and the Queen
To help other people at all times and
To obey the Scout Law.

B-P Woodsman Promise

At your investiture as a B-P Woodsman you will make the B-P Woodsman Promise in front of the rest of the Troop. This Promise is a very difficult one to keep, but it is a most serious one and no youth is a B-P Woodsman unless they do their best to live up to their Promise. So you see, being a B-P Woodsman is not only fun, but it requires a lot from you, and I know I can trust you to do everything you possibly can to keep your Promise. ***hint:*** do the same for the Promise as you did for the Law.

B-P Woodsman Motto

The B-P Woodsman Motto is: **BE PREPARED** which means you are always in a state of readiness in mind and body to do your DUTY.

Be Prepared in Mind by having disciplined yourself to the task assigned, and also by having thought out beforehand any accident or situation that might occur, so that you know the right thing to do at the right moment, and are willing to do it.

Be Prepared in Body by making yourself strong and active and *able* to do the right thing at the right moment, and do it.

The Tenderfoot Badge is the arrowhead, which shows the North on a map or on a compass. It is the Badge of the B-P Woodsman because it points in the *right direction*, and upwards. It shows the way in doing your duty and helping others. The three points of it remind you of the three points of the B-P Woodsman Promise. This arrowhead has come to be the Badge of B-P Woodsman throughout the world. In order to distinguish one nationality from the other, the countries own emblem is often placed on the front of it.

Under the arrowhead is a scroll with the B-P Woodsman Motto, “Be Prepared”. The scroll is turned up at the ends like a B-P Woodsman’s mouth, because you do your duty willing and with a smile. Beneath the scroll is a cord with a knot tied in it. This knot is to remind you to do a good turn daily to someone.

B-P Woodsman Sign and Salute

The B-P Woodsman sign is made by raising your right hand, palm to the front, thumb resting on the nail of the little finger, and all the other fingers upright, pointing upwards. The three fingers remind a B-P Woodsman of the three parts of the Promise. The B-P Woodsman sign is given at the making of the Promise, or as a greeting. When the hand held this way is raised to the forehead, it is the B-P Woodsman Salute.

Investiture of a BP Woodsman

The Troop is formed into a horseshoe formation, with the Woodmaster and Assistant Woodmasters in the open end. When asked to come forward, the PL and APL of your patrol will present you, inside the horseshoe, in front of the Woodmaster. The Woodmaster then directs your PL and APL to bring the Troop flag into the horseshoe. They hold it draped horizontally, keeping it from contacting the floor. They stand between the Woodmaster and the recruit.

-The Woodmaster then asks: “Do you know what your honour is?”

-The recruit replies: “Yes. It means that I can be trusted to be truthful and honest” (Or words to that effect).

-WM - “Do you know the B-P Woodsman Law?”

-BPW - “Yes.”

-WM - “Can I trust you, on your honour, to do your best to live up to the B-P Woodsman Promise?”

-BPW- “Yes”.

The WM holds the Flag with his left hand and asks the Tenderfoot to do the same and make the Scout Sign with his right hand. (The rest of the Troop also makes the Woodsman Sign while the Tenderfoot gives the Scout Promise). The WM then asks the Tenderfoot to repeat the Promise line by line after him. They then remove their hands from the Flag. At this point the flag is raised from the horizontal position with the pole resting on the floor, everyone lowers their right hands. The WM instructs the PL and APL to return the Flag to its stand and take their place in the horseshoe. WM “ I trust you, on your honour, to keep this Promise. Congratulations, you are now a member of the World Federation of Independent Scouts.” The AWM then hands the WM the Necker and Woggle, he places these on the Tenderfoot. The AWM then hands the WM the Stetson (or beret) and the WM places this on the Tenderfoots head. They are then presented their badges and knots and welcoming certificate. All Woodmasters shake hands to congratulate the Tenderfoot. The Woodmaster instructs the Tenderfoot to face the Troop and announces “Troop! welcome our new B-P Woodsman, John Doe.” The Troop then salutes the Tenderfoot and the Tenderfoot returns the Salute. The WM then instructs the PL and APL to come forward and escort the invested B-P Woodsman to their place in the Horseshoe.

Going on in B-P Woodsman

When you have been invested as a B-P Woodsman you can go on to the next level, that of Second Class B-P Woodsman. For this, you will learn the beginnings of many useful subjects. The Badge of the Second Class BPW is the scroll alone, with the Wreath Knot.

No B-P Woodsman will want to remain a Second Class BPW for long and so you will become a First Class B-P Woodsman as fast as you can. This will mean hard work tackling signalling, map-reading, hiking, first aid, and many other things. The First Class Badge consists of the arrowhead worn above the scroll. You can also win Proficiency Badges for your hobbies. You may not earn more than 6 proficiency badges as a Second Class BPW. You must be a First Class BPW before being able to challenge for Senior B-P Woodsman badges, and that count is limited to 2.

When to Salute

BP Woodsmen will always salute as a token of respect, at the hoisting of the Flag; to BP Woodsmen flags, when carried ceremonially; and to all funerals. On these occasions if the Woodsmen are acting under orders, they obey the orders of the person in charge in regard to saluting or standing to the alert. If a Woodsman is not acting under orders he should salute independently. In all cases, Woodmasters if covered should salute.

B-P WOODSMAN PATROLS

PATROL SYSTEM - PATROL LEADER - PATROL SIGNS

Each BPW Troop consists of two or more Patrols of six to eight youths. The main objective of the Patrol System is to give real responsibility to as many youths as possible. It leads each youth to see that they have some individual responsibility for the good of their Patrol. It leads each Patrol to see that it has definite responsibility for the good of the Troop. Through the Patrol System the B-P Woodsman learn that they have considerable say in what their Troop does.

In some locations, there may be a Senior B-P Woodsman Patrol as part of the Troop. The patrol would select patrol name and shoulder knot from Appendix "B"

DUES:

The members of the troop decide how much they will pay in dues. The dues are to be spent only on the B-P Woodsmen. For example, if they decide they want a movie night with pizza or to buy Christmas presents or year end presents, this is the source of funding. A written record of the dues paid and by whom must be kept by the troop. The PL's as well as the WM must do this.

The Patrol Leader (PL)

Each Patrol chooses a member as a leader, with the Woodmaster's approval. That member is called the Patrol Leader. The Woodmaster expects a great deal from the Patrol Leader and leaves them a free hand in carrying out the work in the Patrol. The Patrol Leader selects another member to be second in command with the Woodmasters approval. This member is called the Assistant Patrol Leader (or Patrol Second). The Patrol Leader is responsible for the efficiency and smartness of the Patrol.

The BPW in the Patrol obey his orders, not from fear of punishment, but because they are a team playing together and backing up their leader for the honour and success of the Patrol.

The PL, in training and leading their Patrol has to *lead* it, that is, they must be as good as any of the B-P Woodsman at the different jobs they do. A PL must never ask a fellow BPW to do anything they would not do themselves. A PL must never be "down" on anyone but must get enthusiasm and willing work out of everyone by cheerily encouraging their efforts.

In every line of life, young people are wanted who can be trusted to take responsibility and leadership; so the Patrol Leader who makes a success with their Patrol has every chance of making a success of their life when they go out into the world.

Most of your work in the Patrol consists of playing B-P Woodsman games and practices by which you gain experience as B-P Woodsman.

A Word to Patrol Leaders

I want you Patrol Leaders to go on and train your Patrols entirely yourselves, because it is possible for you to get hold of each member in your Patrol and make a good B-P Woodsman of them. It is no use having one or two brilliant members and the rest no good at all.

You should try to make them all fairly good. The most important step to this is your own example, because what you do yourselves, your Woodsmen will do also.

Show them that you can obey orders whether they are given by word of mouth or are printed or written rules, and that you carry them out whether your Woodmaster is present or not. Show them that you can earn Badges for Proficiency, and your patrol will follow with very little persuasion. But remember that you must give them the *lead* and not the *push*.

The Court of Honour

The Court of Honour is an important part of the Patrol System. It is a standing committee, which settles the affairs of the Troop. A Court of Honour is formed of the Woodmaster and the Patrol Leaders, or, in the case of a small Troop, of the Patrol Leaders and Seconds. In many Courts, the Woodmaster attends the meetings but does not vote.

A written record of each Court of Honour is kept. A PL is elected to be President of the Court of Honour and a Scribe is also elected to record the Court of Honour.

The Court of Honour decides programmes of work, camps, rewards and other questions affecting Troop management. The members of the Court are pledged to secrecy. Only those decisions which affect the whole Troop, that is, competitions, appointments, and so on, would be made public.

Patrol Names and Signs

Each Troop is named after the place to which it belongs. Each Patrol in the Troop is named after an animal. It is a good plan to choose only animals and birds found in your district. Thus the 33rd London Troop may have five Patrols which are respectively the “Curlews”, the “Bulldogs”, the “Owls”, the “Bats”, and the “Cats”. Each Patrol Leader has a small flag on their stave with their Patrol animal shown on both sides. Each B-P Woodsman in a Patrol has his regular number. The Patrol Leader is No.1, the Second is No.2. The other Scouts have the consecutive numbers after these.

See Appendix “A” for Patrol names and colours.

Patrol Motto

Each Patrol chooses its own motto, which generally applies in some way to the Patrol animal. For instance, the Eagles could take as their guiding words “Soar High”, or the Beavers could say “Work Hard”, the Hounds “True till Death”, and so on.

Patrol Call

Each B-P Woodsman in the Patrol should be able to make the call of his Patrol animal - thus every BPW in the “Bulldogs” must be able to imitate the growl of the bulldog. This is the signal by which BPW of a Patrol can communicate with each other when hiding or at night. No BPW is allowed to use the call of any Patrol except his own. The Patrol Leader calls their Patrol at any time by giving the Patrol Call.

Woodcraft Trail Signs

B-P Woodsman trail signs are made on the ground, close to the right-hand side of the road. They should never be made where they will damage or disfigure private property.

When a BPW makes signs on the ground for others to read they also draw the head of the Patrol animal. Thus, if they want to show that a certain road should not be followed, a sign across it that means, “Not to be followed” is drawn. The head of his Patrol animal shows which Patrol discovered that the road was no good, and their own number to show which BPW discovered it.

At night, sticks with a wisp of grass round them or stones should be laid on the road in similar forms so that they can be felt with the hand.

SECOND CLASS B-P WOODSMAN

	Continue your proof book with second class requirements.
1.	Show how to deal with the following common minor accidents: Minor cuts and scratches, nose bleeds, insect bites and stings, scalds. Know how to avoid sunburn, demonstrate the uses of a triangular bandage, demonstrate mouth to mouth resuscitation (UNDER NO CIRCUMSTANCES MUST A LIVE PERSON BE USED FOR THIS). Demonstrate the importance of and how to summon help and treat for shock. Know how to treat for electric shock.
2.	Know the general rules of health and the Canadian Food Guide daily requirements.
3.	Describe in writing 16 out of 24 well-assorted items, following one minute observation.
4.	On a hike: Identify 6 common trees, and know the uses of 3 of them. Identify 6 birds, and/or identify 6 wild flowers.
5.	Tie the following knots and know their uses: Timber Hitch, Fisherman's Knot, and Rolling Hitch.
6.	Demonstrate square and diagonal lashing by constructing a trestle of BPW staves.
7.	Know the safety rule and care of an axe, saw and knife. Demonstrate how to shorten firewood to length, efficiently.
8.	Know the 16 points of the compass and how to set a map. Be able to read the map symbols. Understand map scales and map references.
9.	Lay, light and keep a fire out of doors with natural material using no more than 2 matches. Cook a meal over this fire.
10	Show you understand the local Highway Code. If you have a bicycle, demonstrate that you are keeping it properly maintained and that you can make minor repairs, or make or follow a minimum one kilometre of woodcraft signs in about 25 minutes. Show proper use of safety equipment.
11	Show your ability to use the dialling code and make a long distance phone call. Show your knowledge of emergency phone numbers in your local area and areas you frequent. Demonstrate local knowledge by using a local bus and LRT timetable. Know local landmarks, your community's main roads, public transport facilities and public utilities in your area.

12.	With another BPW pitch, strike and pack a tent within 15 minutes. Appreciate the applications, uses and functions and how to choose the following items of personal equipment: Jacket, boots, clothing, sleeping bag and backpack.
13.	Know the Semaphore or Morse sign for every letter of the alphabet with accuracy, but not necessarily with speed. Know the following signs: Calling up Signal, Closing off signal, and Error. Seafarers should do this test preferably under working conditions, either ship to ship, or ship to shore.
14.	Know and understand the “3 Pan Dish Washing system”, and proper procedure for all garbage disposal at camp including glass, tin cans, and grease pits.
15.	Have camped with your Patrol or Troop a minimum of 6 nights, 2 weekend camps must be included.
16.	Know and understand proper camp “Kybo” procedures and related hygiene.
17.	Have no less than three months service as a B-P Woodsman.
18.	Go by day, on foot with another Tenderfoot and approval of your Woodmaster a journey of 13 Km. The journey will have a route laid down by the WM and an objective given. The B-P Woodsman will make a verbal report, from notes, to the WM immediately he/she returns. (If both are being tested both must report independently).
19	Awarded the Second Class BP Woodsman Badge.

FIRST CLASS B-P WOODSMAN

	Continue your proof book with first class requirements
1.	Have camped as a BPW, no less than 12 nights.
2.	Demonstrate the proper methods of dealing with the following emergencies: Fire, Drowning, Ice-breaking, Frostbite, Heat-stroke, and Hypothermia
3.	Know the position of the main arteries and how to stop external bleeding from veins and arteries. Understand the importance of immobilising a fractured limb and the importance of not moving other suspected fractures.
4.	Pass one of the following badges: Camper, Jack of all Trades, Woodcraftman, Backwoodsman, or Space and Beyond.
5.	On a hike: Identify 10 trees and know the uses of 5 of them. Identify 10 birds, and/or identify 10 wildflowers.
6.	Know how to load, and haul a toboggan, properly for winter camp.
7.	Know how to coil a rope and throw a rope. Demonstrate how to get tension

	on a rope with a Harvester's Hitch, and /or Spanish Windlass. Ensure any tree used for this is protected from rope damage.
8.	Know how to care and maintain camping equipment. This should include Tent, Groundsheet, Foam mattress, Sleeping bag, and Dining Fly.
9	Know how to choose and plan a campsite for a Patrol weekend static camp including program and menu.
10	Be able to operate and maintain white gas and propane, etc., stoves and lanterns, and know the safety requirements. Cook on a camping stove a simple 2-course meal.
11	Know the precautions necessary before undertaking adventurous activities. This should include exposure, hypothermia, and mountain safety, water safety, and the use of the buddy system for swimming.
12	Re-pass the Second Class Woodsman Semaphore or Morse test with accuracy and with speed of about 30 letters per minute. Where available, be able to pass, and handle, simple message traffic over a two way portable radio system quickly and accurately. Seafarers should preferably do this test under working conditions, either ship to ship, or ship to shore.
13	Re-pass the Second Class Woodsman Tests (This to be the second from last test).
14	Go on foot with another Woodsman, a 24 hour journey of at least 25Kms. In the course of the journey they must cook their own meals, one of which must contain meat and find their own campsite and camp for the night. Carry out the instructions of the examiner as to things to be observed en-route, and each must, independently, make a log of the journey. (This to be the last test).
15	Awarded the First Class Woodsman Badge.

B-P WOODSMAN PROFICIENCY BADGES

Hint!! Use your “Proof or Brag Books” to record all your activities/documents in gaining each proficiency badge! Use written or typed or photographic examples or audio recordings throughout. Be proud to show off your efforts.

Accident Prevention:

1	Know, and where possible demonstrate how to guard against accidents when using gas and electrical appliances, white gas or propane stoves, lights bulbs and open fires.
2	Know what special precautions to make in a house with: -
2a	Small children.
2b	Old people.
3	Know at least 3 different ways of preventing accidents:
3a	When boating and swimming.
3b	When using public transport, cars and bicycles.
4	Know what special precautions to take in the country with regard to agricultural machinery, barbed wire, and livestock.
5	Take part in a project designed to promote some aspect of safety. Discuss this with the examiner.

Angler:

1	Catch, prepare and cook a fish.
2	Have knowledge of the fish that inhabit the waters of your locality.
3	Know the rules concerning the season, varieties, numbers and size of fish allowed to be taken.
4	Demonstrate how to fit up a rod, line and cast.
5	Know the sizes of hooks most suitable and show knowledge of bait. Demonstrate the correct way to use a landing net.
6	Make a float.
7	Know the water safety rules and understand the dangers of wading (crumbling banks, slippery rocks etc).

Athlete:

1	Demonstrate the proper method of sitting, standing, walking and running, and of starting a race.
2	Complete the following events in the set time:
2a	100 metres in 15.6 seconds
2b	800 metres in 3.16 minutes
2c	High Jump: 1.08 metres
2d	Long Jump: 3.5 metres
2e	Throw a baseball: 36 metres

Backwoodsman:

1	Know how to make an emergency lean-to shelter.
2	Know how to catch and clean a fish.
3	Demonstrate 3 of the following:
3a	Improvised methods of moving injured persons having due regard to their safety and comfort.
3b	Climbing a tree to a height of at least 7 metres from the ground and there, lashing the foundation spars of a lookout post.
3c	Rowing a boat, paddling a canoe, for at least 800 metres.
3d	The construction of a sundial, or a gadget to find True North.
3e	Any method of purifying contaminated water and of straining muddy water.
4	Demonstrate knowledge of the dangers of exposure (heat + cold) and its treatment.

Basket Maker:

1	Produce an article of practical use in basket, cane, rushes, or straw work, made entirely by you.
2	Show a general knowledge of the raw material used, where it is obtained and how it is prepared for working.

Bookbinder:

1	Bind a book, including the following operations:
1a	Prepare the parts or sections for sewing and sew sections on tapes.
1b	Fold and paste on 'end-papers', glue up and line with mull, round the back and add a second lining.
1c	Cut boards and covers with cloth or paper, and put book into case.

Camp cook:

1	Make a properly equipped camp kitchen for your Patrol. Using a lightweight stove, cook a balanced three-course meal (which may be breakfast) for the Patrol. Make tea and hot chocolate.
2	Know how to store provisions in a hygienic manner and bring proof that you have cooked satisfactorily for a Patrol in camp, for not less than a complete day.
3	Make the following: Bannock Twist, Pancakes.
4	Cook a 2-course foil dinner for at least 2 people.
5	Draw up 2 menus (including quantities) of 3 courses each (not all of which need cooking) for a Patrol of 6.

Camper:

1	Know what are the normal requirements in regard to:
1a	Personal kit list for a week's camp.
1b	Personal kit list for weekend camp
1c	The equipment, rations and menu for a weekend Patrol camp of 7 Scouts
1d	Demonstrate the packing of your personal kit (in 1b) in a backpack or kitbag.
2	Know the principal points to look for when selecting a Patrol or Troop camp site. Describe with a rough plan how to lay out a Patrol camp with reference to tents, kitchen. Sanitation etc.
3	Have knowledge of the camping standards of the Association.
4	Make and show the following knots in use: Slip Reef, Double Sheet Bend, Figure of Eight, Bowline on a Bight.
5	Pitch, strike and know how to take care of a Patrol tent, including storm lashing. Show that you can carry out simple tent repairs.
6	Show knowledge of methods of waste disposal and hygiene at camp.
7	While living in camp, cook all meals for yourself for 24 hours to the

	satisfaction of the Examiner or Woodmaster. While in camp you must make satisfactory arrangements for storing food and disposal of garbage.
8	Have camped in a tent with a Troop or Patrol for a total of not less than 15 nights.

Canoeist:

1	Be able to swim 50 metres in clothing
2	Be able to make simple repairs to a canoe. Know what repair kit to carry in a canoe, and show how to maintain a canoe in good repair.
3	Take a certified canoe course given by your local canoeing club.

Collector:

1	Over a period of six months make or add to a collection of stamps, fossils, coins, matchbox labels, etc. Organize your collection and display it to your Troop.
2	Know about the history and manufacture of your collection.
3	Explain why you find your collection interesting and be able to talk to the Examiner about it with understanding.

Commonwealth:

1	Understand the aims of the modern Commonwealth, the ideals that link it together and the countries that belong to it. Produce a display about it for your Troop. This display can use any media but should feature details of the life, customs, physical geography, methods of Government, National flag, currency and main industries of the country you have chosen.
2	Entertain a Commonwealth visitor with your Patrol, OR cook a dish from the foreign Commonwealth country you have chosen and discover food in your home that came from that country .
3	Perform a cultural activity from your selected, foreign country with your Patrol, eg. Sing a song, perform a dance, tell a folk tale etc.

Conservation:

1	Know the meaning of the words: conservation, ecology, and energy.
2	Explain the differences between renewable and non-renewable energy sources. Identify ways in which your family wastes materials or other natural resources, suggest how this can be remedied and take part in a waste reduction or recycling project.
3	Choose an area of ground such as a Churchyard, roadside verge or piece of waste ground and make a record of plants and animals found there. Produce a chart or diagram to show the likely food chain in this area.
4	Take part in a project with a conservation group or society
5	Cultivate from seed, a small piece of ground with wild flowers or trees native to your area.

Cooking:

1	Invite the Examiner and prepare, cook and serve a complete dinner. Correctly store leftovers. Clean cooking / serving area and utensils.
2	Be able to cook 1 item from the section of following list:
2a	Boiling: soup, potatoes, fresh vegetables, porridge, custard.
2b	Stewing: meat, fruit.
2c	Baking: pastry, milk puddings, scones, muffins.
2d	Frying and grilling: sausages, bacon, eggs, steak, pork chops.
3	Make tea, coffee, and hot chocolate.
4	Wash up completely the utensils, boards etc used at the test.
5	Lay a table.
6	Answer questions about food and dishes just prepared. Have knowledge of the prices of the materials used. Understand why special care is necessary when cooking vegetables and how their nutritional value may be conserved. Know the basics of the Canada Food Guide.

Crime Prevention:

1	Obtain from your local Police Station, or insurance company, leaflets on home security and explain to the Examiner how a householder can make a house secure.
1a	Find out how Neighbourhood Watch operates and how you can assist your Neighbourhood Watch (or equivalent).
1b	Give examples of how neighbours can protect their homes from burglary or damage.
1c	Tell the Examiner what a Crime Prevention Panel is, what its aims are, and give examples of projects it could undertake.
2	Know what drivers should do to try to keep their parked cars and contents secure. If you own a bicycle, what steps you can take to make your bicycle secure when left unattended.
3	Explain the benefits of a door chain and a door viewer.
3a	Explain the possible dangers to an elderly person leaving a door chain fastened all the time.
3b	Explain what you can do to make sure a caller at the door (metre reader, delivery person, postman etc) is genuine.
4	Explain the advice that parents should give their children about talking to strangers.
4a	Explain what children must tell their parents if going out alone or with other children.
5	Design a poster and a slogan, warning other children about stranger danger.
6	Explain how to mark your property so you can identify it.
7	Know what steps to take if you see someone burgling or causing damage.
8	Visit your local Police Station and talk with a Crime Prevention Officer about how you can help.

Cyclist:

1	Demonstrate that you own or have the use of and have used satisfactorily for at least 6 months, a bicycle, properly equipped and in good working order.
2	Demonstrate that you can effect simple repairs which might include the following at the discretion of the Examiner: Change tire and tube. Repair a puncture. Replace a brake. Adjust a wheel bearing or any part of the machine.
3	Demonstrate that you know the Highway Code, traffic signals, hand signals, and the correct lights to have on your bicycle
4	Repeat correctly a verbal message after a ride of at least 1 hour duration.

Designer:

1	Demonstrate your interest, practice and proficiency in some form of one of the following: GRAPHIC ART: sketching, painting, etching, woodcuts. DECORATIVE WORK: wallpaper design, printed fabrics, posters, book jackets, wrought iron etc. SCULPTURE: modelling in clay, Plasticine, or other modelling medium. CARVING: wood, soapstone. LETTERING: calligraphy.
2	Know the names and something of the work of at least 3 famous exponents of the art style that you have chosen.
3	In the presence of the Examiner, make a sketch of some object, group of objects, or a design selected by him relating to the subject chosen in number 1.

Entertainer:

1	Perform 2 items, each to last at least 2 minutes, from the following list: dancing, singing, playing a musical instrument, reciting.
2	Entertain Woodsmen for 10 minutes with at least 2 of the following: Conjuring tricks, playing an instrument, character sketches, stories, songs, mine.

Explorer:

1	Arrange and carry out an expedition for yourself and at least 2 other Woodsmen, of not less than 2 days and 1 night duration to a place you have never been to. Investigate, plan and present your plan (including menu and gear) to the Examiner prior to departure. All equipment to be carried in backpacks. Each backpack to weigh not more than 14 kg (30 lbs.)
2	Plan a project, and submit it to the Examiner for approval. Carry it out alone or with another Woodsman to the Examiners satisfaction. The type of project should be a simple exploration, for example: mapping all trails in a local park.
3	Complete an Examiner directed journey with another Woodsman of 5 km by compass only, 4 different bearings to be used. A map may be used.
4	From a map, select 3 areas of 1 sq. km. where a good backpacking campsite should be possible. Give your reasons for these choices.
5	Make an article of hiking kit, such as a tent, sleeping bag, camp-fire blanket, backpack, or stuff sac.
6	Show knowledge of personal hygiene, the care of feet and footgear.

Firefighter:

1	Understand how your local Fire Department works.
2	Explain simply the process of combustion. Know the effects of smoke and heat and how to act in smoke. Know the dangers involved and understand the fire precautions necessary in the home relating to: electric wiring, appliances, fuses, oil and solid fuel heaters, candles, party decorations and propane tanks.
3	Know the dangers of fire at camp and what precautions should be taken. Know the causes of and how to deal with grass and forest fires.
4	Explain what action should be taken, and why, for an outbreak of fire in the home or out of doors. Know the correct procedure to be followed when calling the Fire Department
5	Know how to use fire extinguishers. Know the types and what fires they are to be used on. Know how to deal with a person whose clothes are on fire.
6	Demonstrate how to make a Fireman's chair knot and Bowline and how to rescue an unconscious person through smoke.

First Aid:

NOTE: A B-P Woodsman holding a current St. John Ambulance Emergency Level (or equivalent) certificate, is entitled to wear this badge.
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Gardener:

1	Cultivate a piece of ground for 12 months. Plan, plant and grow successfully 6 kinds of vegetables and flowers from seeds or cuttings.
2	Know the names of 12 plants pointed out in an ordinary garden.
3	Discuss with the Examiner the different treatment for bulbs, annuals, biennials and perennials and the planning of colour in a bed or border.
4	Know how to make a compost heap and understand the principles of fertilising, both natural and artificial.

Guide:

1	Show that you know the locality surrounding your home and meeting hall, up to 1km radius in urban areas and up to 3km in rural areas. The Woodmaster may at his discretion, vary the area to exclude undesirable neighbourhoods, parks or other open spaces and include an equivalent area.
2	Know the whereabouts of the following:
2a	Doctor, Veterinarian, Dentist, Hospital and health centre (clinic).
2b	Fire Hall, Police Station, Gas Station, Public Telephone.
2c	Bus Stop, Railway Station, and routes of buses.
2d	Meeting hall, public parks, theatres or cinemas, churches, museums, military base or local armouries, public washrooms, and any building of local interest.
2e	The homes of the WM, AWM, GWM, and Patrol members.
3	Show that you understand how to use a map of the district and use it to point out at least 6 examples from No2 above. The B-P Woodsman should be able to guide the Examiner to any of the above by the quickest route.
4	Know the history of a local building or place of historical interest.

Handbells:

1	Have knowledge of the parts of a bell and its fittings.
2	Demonstrate maintenance and rope splicing.
3	Be proficient in Handling a bell up to 300-350 Kilos, to keep it in full control, and be able to set it as required by the Examiner.
4	Be able to ring a bell in rounds in proper time and to stand it when ordered.

ALTERNATIVE FOR Handbells:

1	Have a knowledge of the construction of handbells and their tuning.
2	Demonstrate, as a member of a team, that you are capable of giving a performance of simple tunes in harmony.
3	Be able to ring a pair of handbells in rounds.

Homemaker:

1	Demonstrate that you have been thorough in your work, and tidy and helpful in the home.
2	Demonstrate that you can:
2a	Make beds satisfactorily.
2b	Lay a table for a 2-course meal for the family. Clear away and wash up afterwards, leaving the kitchen tidy.
2c	Carry out a weekly cleaning of a room, including cleaning windows, polishing floor and furniture.
3	Clean a stove (gas, electric, or propane).
4	Know how to clean a sink and keep it free from grease and germs.
5	Understand simple food values. Plan a balanced meal for the family.
5a	Know how to do the household shopping, how to choose fresh food and know how to store it at home.
5b	Know how to store and use leftover food safely.
6	Home preserving - prepare 1 of the following: Jam, pickles, fruit.
7	Know how to prevent accidents in the home.

Jack of all Trades:

1	Be able to do 10 of the following, at least 5 of which will be selected by the examiner, must be demonstrated:
2	Paint a door or gate or fence and know how to clean a paint brush.
3	Emulsion a wall and clean the brush afterwards.
4	Adjust a doorbell, replace light bulbs, change a plug and fuse, and know the safety rules.
5	Lay, relay or shampoo a carpet.
6	Replace a tap washer.
7	Sharpen knives.
8	Know what immediate steps to take in case of a burst water pipe or a gas leak.
9	Clean stopped up gutters or waste pipes.
10	Repair a gate or fence.
11	Sew on a button and badge neatly.
12	Darn a small hole in a sock.
13	Oil and adjust a lawnmower.
14	Fix a curtain rail and hang curtains correctly.

Lifesaver:

1	Hold the Life Saving Society (formerly RLSS) Bronze Medallion or equivalent.
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Linguist:

1	Carry out the following in any language other than his or her own:
2	Carry on, with a qualified Examiner, a simple conversation for 10 minutes.
3	Write a simple letter of at least 100 words.
4	Translate in their own time and with the help of a dictionary an easy passage from a book or periodical.

Metal Worker:

1	Execute some work in beaten brass, copper, or iron sheet.
2	Exhibit tools used and demonstrate use of each.
3	Explain the composition and properties of solders and fluxes and demonstrate tinning using a soldering iron.

Musician:

1	Demonstrate that you know the meaning of time signatures and ordinary musical signs denoting pitch and length in staff notation.
2	Do 3 of the following:
2a	Play 3 contrasting pieces.
2b	Sing or play a piece of simple music at sight.
2c	Show that you have made a regular contribution to the music of an instrumental group, choir or orchestra over a period of 6 months.
2d	Choose a song with 2 parts and sustain the second part while the examiner sings the air.
2e	Compose a piece about 16 bars in length.
3	Sing 2 songs chosen by yourself, 1 of them a folk or traditional song. Or do 4.
4	Play 2 tunes chosen by you, 1 fast and 1 slow.
5	Lead a chorus in a tune at a campfire.

Observer:

1	In Kim's game, remember 24 out of 30 well-assorted articles after 1-minute observation. Test is to be performed twice with different articles, and each article to be adequately described.
2	By hearing alone recognise 8 out of 10 simple sounds.
3	Follow 2 simple nature trails each of 1km in length and each containing 20-30 signs made of natural material. Tests to be performed over ground with which the youth is unfamiliar and, if possible, in varying weather conditions.

Orienteer:

1	Demonstrate the ability to use a basic orienteering compass.
2	Demonstrate the ability to determine distances by pacing and by timing.
3	Carry out a simple 5 heading compass bearing exercise.
4	Take part in at least 2 orienteering events over a course of at least 5Km.
5	Explain the rules of fair play involved in Orienteering.

Overseas Friendship:

1	Maintain a correspondence via e-mail or regular mail with a B-P Woodsman, Scout or Girl Guide from overseas for a minimum of 6 months. OR take part in an international camp of at least 5 days duration.
2	Make illustrations of 4 membership badges and the National Flags of the country of your correspondent.
3	Cook a meal of the country of your correspondent.
4	Sing a Woodsman or Guide song and tell a legend or folk tale from your correspondent's country..
5	Know the words of welcome in the native tongue of the person you are corresponding with in number 1.

Photographer:

1	Take, with any camera and develop 3 photographs of wild life, 3 photographs from different aspects of a potential campsite, and 3 photographs of street scenes with pedestrians.
2	Discuss 12 photographs supplied by the Examiner, and arrange them in order of merit, as they appeal to you. Give reasons.

Alternative for Video.

1	Explain how to care for your video camera.
2	The marking on your camera (zoom ratio, focal length, lux or candle power.)
3	Know what Depth of Field means.
4	Show a video you have made, about 5 minutes in length, which demonstrates your understanding of techniques required to produce an enjoyable program, including sound, editing, zooming, voice over and panning.

Pioneer:

1	Demonstrate the following:
1a	A Spanish Windlass
1b	2 types of holdfast for different types of soil.
1c	A whipping and a long splice.
2	Pass or re-pass the axemanship test in the Second Class Badge.
3	Supervise the construction of either a simple bridge of more than 4m or a tower no more than 3m in height.
4	Construct a flagpole from 3 Scout staffs using sheer end-to-end lashings.
5	Make a 3 strand Turks head woggle.

Reader:

1	Supply to the Examiner a list of at least 12 books from those you have read during the previous 12 months, not more than 3 books from any one author.
2	Discuss these books with the Examiner and explain why you read them, your order of preference with reasons, and answer questions on the contents of the books.
3	Show how books should be cared for.
4	Write an report of not more than 200 words on <i>your least</i> favourite book.

Scribe:

1	Produce 2 of the following:
1a	A Troop or Group newsletter.
1b	Troop / Group History (this may be added to yearly).
1c	Minutes of a meeting.
1d	Camp report.
1e	Troop financial accounting sheet for a 2 month period.
1f	Progress training chart.
1g	Local map.
2	Discuss with the Examiner your understanding of copying and software Copyright Laws.
3	Keep either a Patrol Log satisfactorily for a least 6 months, OR a personal log of Woodsman activities for 6 months.

Signaller:

1	Send and receive a message of not less than 80 letters at 30 letters a minute in Semaphore, or 20 letters a minute by flag in morse.
2	Send and receive a similar message in morse: on a buzzer at 25 letters a minute, and on a lamp at 20 letters a minute.
3	Demonstrate that you know a recognised procedure when sending and receiving messages.

Space and Beyond:

1	Demonstrate with diagrams or drawings or models a good general knowledge of the nature of the stars and planets and their apparent movements.
2	Point out and name: 4 constellations and their (if applicable) identifying stars. Point out and name any planets visible to the eye at the time of the test.
3	Find direction by night by means of stars other than the Pole Star (a star chart may be used).
4	Demonstrate a general knowledge of the nature, relative positions and sizes of the Sun, Earth, Moon and Planets and of their movements, and the cause of both types of eclipses.

Sportsman:

1	Know the rules for two outdoor games, such as Football, Baseball, Rugby, Tennis, Hockey, Soccer, Volleyball, Basketball, Cricket or Lacrosse. Be capable of being an official such as referee, umpire, or linesman.
2	Take an active part in 1 winter and 1 summer team game and show reasonable proficiency and good sportsmanship.
3	Know the names and performances of leading national and local players in 2 games chosen by you.

Swimmer:

1	A B-P Woodsman will qualify for this badge if he holds the Red Cross Aquaquest Level 12 or equivalent.
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Weatherman:

1	Keep from your own observations, at a same time, daily record of the weather for 1 month, using Beaufort letters and symbols, and include at least 4 of the following: Wind force and direction, Temperature, Barometric Pressure, Cloud type and amount and Rainfall (using Beaufort letters).
2	Construct a simple rain-gauge and a wind-vane and know where to set up these instruments to obtain reliable records.
3	Be able to explain the formation of dew, hoar frost, and fog.
4	Be able to name and describe briefly 3 different ways in which clouds are shaped.
5	Know at least 2 natural signs foretelling fine weather and 2 foretelling bad weather.

Winter Camper: **Note: You must have earned your Winter Safety badge before you may earn this badge.**

1.	With your Patrol, go on two overnight winter camps (not in fixed building shelters). Each camp must be of 2 night's duration and last a minimum of 44 hours.
2.	Your Patrol must keep a logbook of the two camps to be presented to your badge examiner.
3.	Prepare a list and pack personal gear you will require for your camp.
4.	Demonstrate how to choose a winter campsite, including location of a Kybo, water supply, and food storage.
5.	Explain the dangers and causes of carbon monoxide poisoning. Know how to prevent, identify and treat it.
6.	Prepare a proper camp plan including menu, duty roster and activities for the camp and have the Examiner approve before starting camp.

Winter Hiker: You must have earned the Winter Safety badge before you may earn this badge.

1.	With your Patrol, go on three winter hikes lasting a minimum of 6 hours each. Your Patrol must keep a logbook of the three hikes, which is to be presented to your badge examiner.
2.	Make a list and pack personal gear you will carry for a one day hike.
3.	Explain how to dress properly for a winter day hike, and how you would remain dry during the day.
4.	Lay and light a fire and demonstrate the proper and efficient use of a camp stove. Cook a nutritious meal over each.
5.	Identify two animal and two bird tracks in the snow.
6.	Explain the advantages and disadvantages of campstoves fuelled by Propane, Liquid gas (naptha), Kerosene, and Butane in winter.

Winter Safety:

1.	Explain how to identify and treat: Hypothermia; Frostbite, Trench foot and Snow Blindness. Explain how to treat cold hands & feet; immersion in water and wet clothing.
2.	Explain what to do if caught out in a blizzard.
3.	Demonstrate a self-rescue method, should you break through ice.
4.	With your patrol, demonstrate two methods of recovering someone who has broken through ice.
5.	With your Patrol, demonstrate the proper treatment of a person who has been rescued after breaking through ice.
6.	List the items you would place in a car safety kit for winter driving.
7.	Explain what you would do if you were stranded in a vehicle in the winter.
8.	Explain the proper clothing requirements for taking part in winter activities. Include the concept of dressing in layers, protection from the wind and freezing rain, and keeping feet dry.
9.	Know and demonstrate the safety rules and any Provincial laws relating to any two of the following winter activities: cross country skiing; tobogganing; downhill skiing; skating; iceboating; icesailing; snowshoeing; snowboarding and snowmobiling.
10	With your Patrol, build an emergency shelter with a minimum impact upon the environment.

Wirelessman:

1	Log at least 25 amateur radio stations or CB users (AM or SSB)
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	showing details of date, time, call sign, frequency, readability, 'handles' and location.
2	Demonstrate how to tune a simple receiver, OR
2a	Demonstrate using CB equipment by making contact with two other users and maintain each contact for at least 2 minutes.
3	Know the more commonly used HF and VHF Amateur frequency bands and explain in simple terms how radio waves travel around the world. OR
3a	Explain the reason why certain VHF channels are reserved for special use.
4	Know the international phonetic alphabet and define at least 8 international "Q" code signals. Show an ability to recognise call signs from Canada and the USA. OR
4a	Show knowledge of the 10 codes used, and discuss their advantages and disadvantages.
5	Understand the regulations governing the use of amateur radio and CB band equipment in Canada
6	Build a simple crystal radio (a kit may be used) and know how to rig a copper wire antenna.

Woodcraftsman:

1	Keep a woodcraft diary for 2 of the seasons, with records including dates and places of 10 birds, 10 plants / trees and 10 animals, and a short account of other animals which you have seen. Illustrate the records with pencil sketches or photographs.
2	Make a collection of photographs you have taken, impressions, sketches or plaster casts of leaves of 20 trees and 5 shrubs, giving names, places, dates and give a description of each specimen which must include its name (do not damage living foliage).
3	Make a collection of 15 sketches or photographs you have taken of animals or birds from life, and give the life history of 5 of them.

Woodworking:

1	Define the methods of use (pilot and counter sink) of screws (types) and in which type of construction they excel over nails. Make a housing, tenon and mortise, and halved joint and secure correctly with screws.
2	Mark, then cut with a hand saw lengthways a 24mm X , 60cm long board. The cut shall not to deviate from the line more than 2mm.
3	Sharpen a chisel and plane iron.
4	Make a properly framed stool, chair or other piece of furniture.
5	Distinguish woods in local use. Know the nature (finish) and common uses of each.

Record of Progress

LEVEL	DATE Yy/mm/dd
Joined Troop	
Invested	
Second Class B-P Woodsman	
First Class B-P Woodsman	
Assistant Patrol Leader	
Patrol Leader	
Troop Leader	
Timber Wolf Instructor	
Hiking Up Ceremony	

Badge Recording

Badge	Completed yy/mm/dd	Badge	Completed yy/mm/dd
Accident Prevention:		Jack of all Trades	
Angler:		Lifesaver	
Athlete:		Linguist	
Backwoodsman		Metal Worker	
Basket Maker		Musician	
Bookbinder		Observer	
Camp Cook		Orienteer	
Camper		Overseas Friendship	
Canoeist		Photographer	
Collector		Pioneer	
Commonwealth		Reader	
Conservation		Scribe	
Cooking		Signaller	
Crime Prevention		Space and Beyond	
Cyclist		Sportsman	
Designer		Swimmer	
Entertainer		Weatherman	
Explorer		Winter Camper	
Firefighter		Winter Hiker	
First Aid		Winter Safety	
Gardener		Wirelessman	
Guide		Woodcraftsman	
Handbells		Woodworking	
Homemaker			

B-P WOODSMAN SERVICE BADGES



Accident Prevention Badge



Conservation Badge



Fire Fighter Badge



First Aid Badge



Guide Badge



Lifesaver Badge



Linguist Badge

B-P WOODSMAN PROFICIENCY BADGES



Angler Badge



Athlete Badge



Backwoodsman Badge



Basket Maker Badge



Bookbinder Badge



Camp Cook Badge



Camper Badge



Canoeist Badge

B-P WOODSMAN PROFICIENCY BADGES



Collector Badge



Cooking Badge



Commonwealth Badge



Crime Prevention Badge



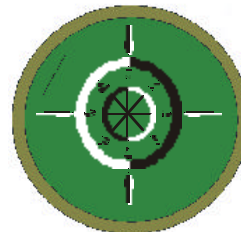
Cyclist Badge



Designer Badge



Entertainer Badge



Explorer Badge

B-P WOODSMAN PROFICIENCY BADGES



Gardener Badge



Handbells Badge



Homemaker Badge



Jack of all Trades Badge



Metal Worker Badge



Musician Badge



Observer Badge



Orienteer Badge

B-P WOODSMAN PROFICIENCY BADGES



Overseas Friendship Badge



Photographer Badge



Pioneer Badge



Reader Badge



Scribe Badge



Signaller Badge



Space and Beyond Badge



Sportsman Badge

B-P WOODSMAN PROFICIENCY BADGES



Swimmer Badge



Weatherman Badge



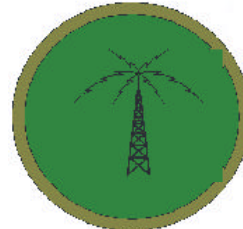
Winter Camper Badge



Winter Hiker Badge



Winter Safety Badge



Wirelessman Badge



Woodcraftsman Badge



Woodworking Badge

B-P WOODSMAN CORD

	Continue your proof book with the BP Woodsman Cord requirements
1.	Hold the First Class Woodsman Badge.
2.	Have camped as a Woodsman no less than 22 nights.
3.	Hold 6 proficiency badges, one of which must be selected from: Backwoodsman, Explorer, or Pioneer. One must be from: Camper, Camp Cook, Weatherman, or Woodcraftsman. One must be the First Aid Badge
4.	Be under 15 years of age.
5.	Awarded the BP Woodsman Cord.

THE BUSHMAN'S THONG

	Continue your proof book with the Bushman's Thong requirements.
1.	Hold the First Class Woodsman Badge.
2.	Hold the Venturer Badge and two of the following badges: Astronomer, Camp Warden, Forester, Hiker, Master Cook, Meteorologist, Naturalist, Senior Pioneer, Tracker, or Survival.
3.	Have camped as a Woodsman no less than 30 nights.
3.	Make your own Thong
4.	Awarded the Bushman's Thong

THE ST GEORGE'S AWARD

	Continue your proof book with the St. George's Award.
1.	Hold the Bushman's Thong.
2.	Hold 3 senior public service badges from: Civics, Conservation, Crime Watch, Despatch Rider, Fireman, Handyman, Interpreter, Leading Signaller, Pathfinder, Pilot, Public Health, Quartermaster, Rescuer, Senior Explorer, Camp Warden.
3.	Hold the Ambulance Badge.
4.	Have an interview with the District Commissioner or commissioner of next senior council.
5.	Have camped as a Woodsman no less than 40 nights.
6.	Awarded the St. George's Award.

RULES FOR GOOD HEALTH

Personal Hygiene

Good hygiene is more than just looking neat and clean. Good hygiene practices can reduce the spread of disease. They effect your health as well as the people with whom you interact. Healthy outdoor programming requires freedom to explore, which seldom involves staying clean for long. But this is different than “poor hygiene”, which generally means that a person has not bathed, is always messy looking, and has behaviours that will spread diseases. Be it at home, hiking in summer, or camping in the winter you must practice good hygiene to preserve good health. Some of those good hygiene practices are:

Bathing

Regular bathing is important to remove the sweat and grime that naturally build up on a person’s body. It will also allow you the opportunity to examine yourself for signs of injury, rash or sores. Use plenty of soap and hot water when you shower or have a bath. The hot water will help ease sore muscles as well.

Hand washing

Good hand washing, practiced frequently, will reduce illness. Always wash your hands after going to the washroom, after playing outdoors and after handling animals. At camp there should always be hot water available for people to wash their hands. B-P Woodsman should always wash their hands before touching food. This is especially important if you are cooking for your whole patrol, as many diseases can be spread through the preparation and touching of food.

Nose blowing, coughing and sneezing

These are ways germs can be spread. You should always carry a handkerchief or tissue so you can blow your nose properly. You should always cover your mouth when you cough. A handkerchief or tissue should be used if you have to sneeze. Never do any of these three items around or over food. Germs cause sickness and these can be spread in many different ways. The following items are sure ways to stop the spread of germs:

- * Wash cups and utensils used by others before you drink or eat from them.
- * Use your own towel and washcloth.
- * Stay clear of people who are coughing or sneezing.
- * Keep flies away from your food and drinks.

Eating Habits

Every B-P Woodsman wants to eat well, and with careful planning you can. This entails eating portions from the four food groups in order to have a balanced diet. These food groups are: Meat & Fish, Fruits & Vegetables, Dairy Products, Bread & Whole Grain Products.

If you eat correctly using portions from all of the food groups, the food you eat should do the following three things:

- 1) Build up your body and keep it in good repair.
- 2) Give your internal organs the nourishment they need to stay healthy.
- 3) Serve as a source of energy.

You should start every day off with a breakfast. This is the most important meal of the day as it is the energy from this meal that gets the body going again after your night's rest.

Water Purification

A growing B-P Woodsman needs plenty of fresh, pure water. This water will help you to cool off, digest your food, and maintain your health. Most Doctors recommend you drink six to eight glasses of water each day.

You should never take a chance by drinking water you are not sure is safe. Most wilderness water sources in Canada today are not safe. The microbe *giardia* is found in 90% of these waters. The symptoms of drinking water with this microbe in it can be chronic diarrhoea and vomiting. These effects are commonly known as *Beaver Fever*. Even springs may be contaminated.

In order to drink wilderness water you must be prepared to treat it. There are several ways of treating water found at camp or along the trail. They are:

- 1) Boiling: Heat kills organisms. Bringing the water to a boil is a great way of killing off the organisms and disinfecting it. A 2 minute long rolling boil is the minimum. After the water is cooled, pouring it back and forth between clean containers will oxygenate it and improve flavour.
- 2) Iodine: Iodine tablets are another method of disinfecting water. Usually two or three tablets will do the trick but **always** follow the package directions. You just drop them into the water and wait thirty minutes before drinking. Iodine leaves a chemical taste in the water and you may want to add some drink mix to remedy this. The tablets have a shelf life of about three months, after which they should be replaced.
- 3) Bleach: Bleach may be used to purify water. 1 capful per 4.5 litres of water left standing overnight. The bucket should have a lid on while left standing. Over dosing the water may cause diarrhoea.
- 4) Filters: Most camping stores now sell water purification filters for sale. Carefully follow the instructions that come with each filter.
- 5) Halazone 2 tablets per litre of water (typical, but follow directions). Let stand 30 minutes before using.

If you are hiking for the day, the safest thing to do is **bring your own water from home**. That way you are sure of its safety.

Water for **dishwashing** should also be treated the same as for drinking water, otherwise any food placed on the dishes after it has been washed, will become contaminated.

You can check with your **provincial office of health** for the latest information of water safety and water testing in your area.

Dish washing

Plenty of hot water and good dish soap are what it takes to get dishes clean. The soap will do a great job in ridding the dishes of dirt and left over food, but the bleach in the hot water is what will sterilize them. The hot water should also give them enough heat so that they will **dry themselves**.

The most sanitary way of washing dishes is the “Three Pan System” it has been used by B-P Woodsman successfully for many years. The system works this way:

- 1) Scrape dishes into a waste container.
- 2) Wash the dishes with hot, **soapy** (detergent) water by using a scrub pad, dish mop or cloth.
- 3) Rinse the dishes in **clean**, hot water with 1 teaspoon of bleach to every 4.5L of water.
- 4) Rinse the dishes again in hot water.
- 5) **Air dry** the dishes. Do not use a dishtowel.

The best way to use this system is to have the three wash tubs spaced out with sufficient room for people to work at each wash tub. The area should be clean to start with, and the cleaned goods laid out or hung in ventilated bags to dry. In warm weather, with flies around, they should be covered with a cheesecloth, mosquito netting, etc.

Fitness

Your body needs exercise to grow and to be healthy. The body also needs sufficient sleep to allow the body to grow well and restore energy. A BPW between the ages of 11 and 16 needs about 8 - 9 hours of sleep a night in order for their body to develop properly.

As a BPW, you should have a simple exercise routine. Design your own using push-ups, sit-ups, pull-ups, and jogging. There is no need to go overboard doing exercises, but you should do it on a regular basis, perhaps three times a week or more and train yourself to do it regularly.

A BPW should not **smoke, drink alcohol**, or use **illegal drugs** - for these things are **addictive** and can weaken your heart, make you ill and their use can, eventually, even lead to death.

Kybo Procedures

I can hear you asking “What is a KYBO?” Well, it is the name we use for an outhouse or just a hole in the ground. The word stands for “keep your bowels open”. Just as you need to eat to replenish your body and keep it healthy, you also need to discharge the waste material. “Why would I have to learn this?” may be your next question. There are lots of rules about using kybos that you probably have never thought of. Some of these rules are:

- 1) Always keep the door closed. This will keep animals out of the facility.
- 2) Do not use the Kybo as a receptacle for garbage, this will only attract animals
- 3) Keep the **toilet paper** in a **waterproof container**.
- 4) **Always, always, wash your hands after you are finished.** If possible, leave a washbowl with water, and soap, close by and a paper garbage container for waste if towels for wiping are available.
- 5) Lysol the interior on a regular schedule to keep the kybo sanitised.

When we camp we do not always have a built Kybo to use. Sometimes we have to use a “cathole”. Catholes are small, shallow holes, 15 to 20 centimetres deep, which are dug and then covered over after use. Catholes should be a minimum of **60 metres** away from any water source. Your **toilet paper should be burnt after use** or if you must bury your toilet paper it will decompose a lot faster if it is **wet**. Use your water bottle to soak the paper before you bury it.

Remember, the disposal of human waste in the wilderness must be done with good judgement and common sense. **Failure** to learn the proper procedures **will damage the environment**. It can also lead to stomach upsets due to improper hygiene. One of the sources of *giardia* in the wilderness is the improper disposal of human waste.

Be a responsible Woodsman!

SERVICE, CAMPS, HIKES & OUTINGS ATTENDED

DATE	ACTIVITY & PLACE
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APPENDIX "A". B-P WOODMAN PATROL NAMES AND COLOURS

The first mentioned colour is worn on the outside of the shoulder knot:

ALLIGATOR	Green & Khaki
MERLIN:	Royal Blue & Maroon
ANTELOPE:	Navy Blue & White
MONGOOSE:	Brown & Orange
BADGER:	Purple & White
NIGHTJAR:	Black & Brown
BAT:	Light Blue & Black
OTTER:	Brown & White
BEAR:	Brown & Black
OWL:	Blue
BEAVER:	Blue & Yellow
PANTHER:	Yellow
BITTERN:	Grey & Green
PEACOCK:	Green & Blue
BLACKBIRD:	Black & Brown
PEEWIT:	Green & White
BUFFALO:	Red & White
PENGUIN:	White & Orange
BULL:	Red
PHEASANT:	Brown & Yellow
BULLDOG:	Light Blue & Brown
POCHARD:	Light Brown & Grey
CAPERCAILLIE:	Brown & Grey
PUFFIN:	Grey & Yellow
CAT:	Grey & Brown
RAM:	Brown
CHOUGH:	Black & Red
RATTLESNAKE:	Pink & White
COBRA:	Orange & Black
RAVEN:	Black
COCKEREL:	Red & Brown
RHINO:	Navy Blue & Orange
CORMORANT:	Black & Grey
SEAGULL:	Light Blue & Scarlet
CORNCRAKE:	Purple & Grey
SEAL:	Red & Black
CUCKOO:	Grey
SKUA:	Royal Blue & Brown

CURLEW:	Green
SNIPE:	Royal Blue & Scarlet
DOVE:	Grey & White
SPRINGBOK:	Scarlet & Yellow
EAGLE:	Green & Black
SQUIRREL:	Grey & Red
ELEPHANT:	Purple & White
STAG:	Violet & Black
FALCON:	Red & Orange
STARLING:	Black & Yellow
FOX:	Yellow & Green
STONECHAT:	Chestnut Brown & Black
GANNET:	Yellow & Navy Blue
STORK:	Blue & White
GARGANCY:	Brown & White
STORMY PETREL:	Navy Blue & Grey
GOLDEN PLOVER:	Orange & Grey
SWAN:	Grey & Scarlet
GROUSE:	Dark & Light Brown
SWIFT:	Navy Blue
HAWK:	Pink
TIGER:	Violet
HERON:	Green & Grey
WALRUS:	White & Brown
HIPPO:	Pink & Black
WIDGEON:	Brown
HORSE:	Black & White
WILD BOAR:	Grey & Pink
HOUND:	Orange
WOLF:	Yellow & Black
HYENA:	Yellow & White
WOODCOCK:	Chestnut Brown & Purple
JACKAL:	Grey & Black
WOODPECKER:	Green & Purple
KANGAROO:	Red & Grey
WOODPIGEON:	Blue & Grey
KESTREL:	Royal Blue & Green
KINGFISHER:	Kingfisher Blue
LION:	Yellow & Red
MUSKRAT:	Orange & Blue
MOOSE:	Brown & Yellow

ELK:
BOBCAT:
COYOTE:

Black & Purple
Yellow & Purple
White & Black