

BPSA CANADA

SENIOR B-P WOODSMAN HANDBOOK

NAME: _____

TROOP: _____

PATROL: _____

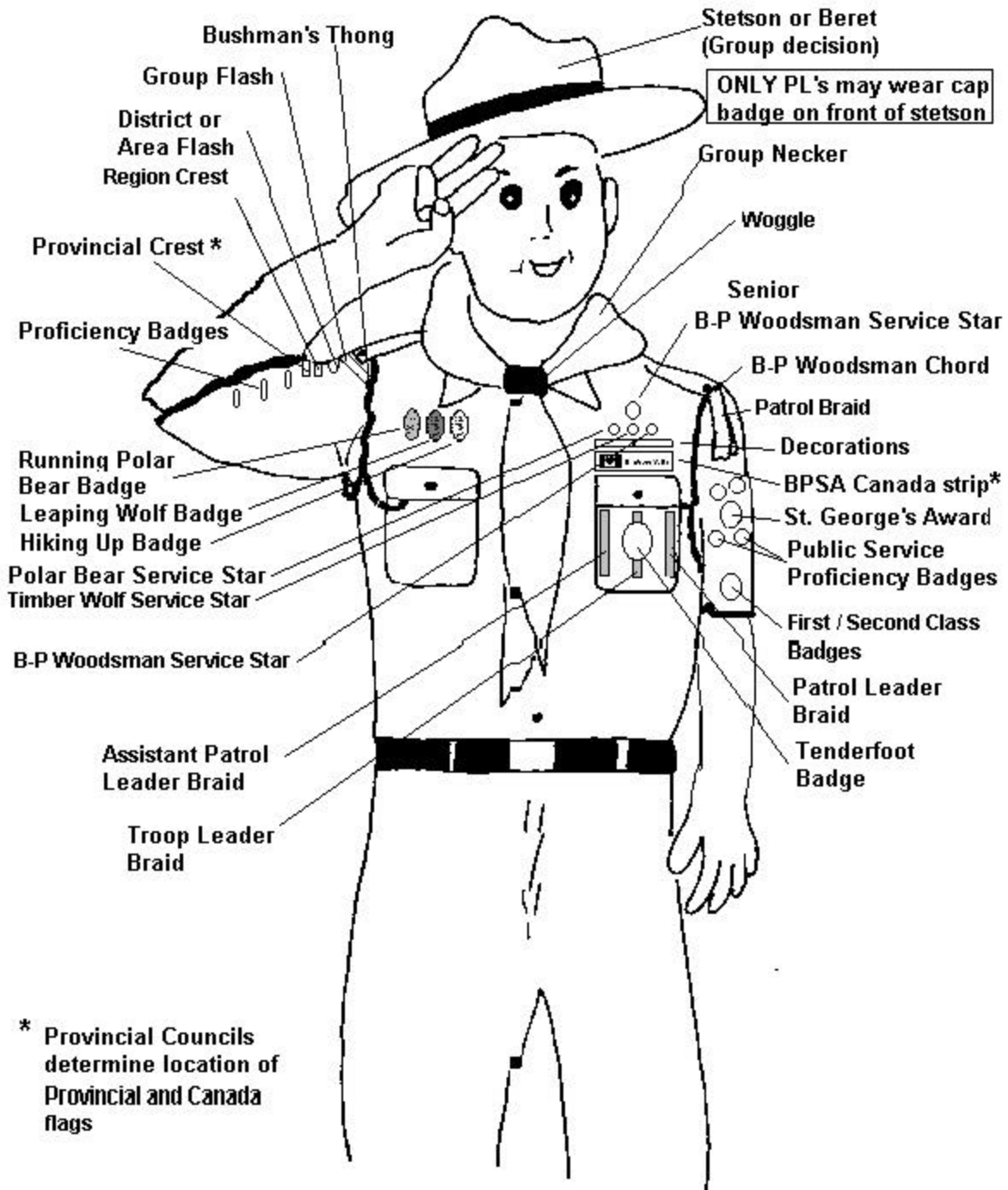
MEETING NIGHT & TIME: _____

PATROL LEADER'S NAME & PHONE NUMBER:

ASSISTANT PATROL LEADER'S NAME & PHONE NUMBER:

WOODMASTER'S NAME & PHONE NUMBER:

Senior B-P Woodsman Uniform



SENIOR 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. Your ‘Book’ will become your permanent record and personal history of your achievements as a Senior B-P Woodsman. It is your responsibility to perform and record each item necessary to earn each badge. Your Patrol Leader will assist you. Once the requirements are completed, submit your records to your Woodmaster or Badge examiner to have them verify that you have earned the badge. By watching and listening, then doing, then recording in your own words, you will use all your senses in understanding / learning efficiently. When you become a Patrol or Troop Leader, your own references will be very valuable.

Adventure Pursuit:

1.	Have a reasonable novice knowledge of, and make a satisfactory novices attempt at a minimum of 9 activities (not more than 5 from any one section). Record, for a minimum of 3 months, the dates you participated in each activity, the qualifications of your instructor(s), location of training, why you selected this exercise or activity, goals you wish to achieve in participating in the activity.			
	Section A - Primary Indoor / Outdoor Exercise.			
	*Archery	Canoeing	*Caving	*Climbing
	Cycling	Driving	Gliding	Golf
	Go-carting	*Gymnastics	Hiking	Horse Riding
	Lifesaving	*Martial Arts	Rafting	*Rifle Shooting
	Rowing	Sailing	Scuba	Skating
	Skiing	Swimming	Table Tennis	Water Skiing
	*Wrestling	Cross Country Running		
	or such sport activities as approved by the SWM and Court of Honour			
	*If these activities have been chosen for the Venturer Badge, then they should not be used for Adventure Pursuit. They may be extensions of the ‘Master at Arms’ from the B-P Woodsman section.			
	Section B - Hobby Activity.			
	Amateur Radio	Archaeologist	Architecture	Astronomy
	Botany	Civics	Computer Skills	Country Dancing
	Field Studies	First-Aid	Genealogy	Geology
	Map Making	Meteorology	Model Making	Photography
	Printing	Surveying		

Archaeologist:

1.	Record your investigations of 1 of the periods in human history (e.g. Palaeolithic, Mesolithic or Neolithic) and know of 1 of the cultures of the people of the period chosen.
2.	Draw a sketch map to scale of a Canadian prehistoric site. Record the site location and explain why you selected this site.
3.	Understand the value of conservation and the reconstruction of antiquities.
4.	Record the dangers of digging for antiquities by untrained people and the importance of accurate records.
5.	Produce a log with sketches and / or photographs of a 'dig' you have assisted with; or a survey you have made of a site which has produced items of archaeological interest.

Artist: corresponding badge For B-P Woodsman - Designer

1.	Show knowledge and ability in 1 of the forms of art as given in the Designer badge.
2	Show specimens of your work and discuss them with the Examiner with particular reference to
2a	Any necessary preparation of media and materials.
2b	Opportunities for further study of art.
2c	Examples of masters which you have seen or books which you have studied, and your opinion of them.

Astronomer: corresponding badge For B-P Woodsman – Space and Beyond

1.	Record the chief stars and constellations visible at your latitude at the spring & fall or summer and winter equinox. Understand how to express technically the position of any particular star at any given time.
2.	Be able to tell the time by the stars and record the procedure.
3.	Record what is meant by: the Galactic system; and star clusters
4.	Make a simple astronomical model to illustrate some features of our solar system.
5.	Discuss the instruments used and the work carried on in an observatory. Record the history of three of the principle observatories (one to be a radio telescope system) of the world, their situation and natural advantages, the special work undertaken by any of them and some details of their telescopes.

Athlete: corresponding badge For B-P Woodsman - Athlete.

Pass in 3 out of 5 TESTS. 2 event from tests 1,2,3,& 4, and 3 from test 5				
EVENT		under 16	over 16	
1	Running:	100m	13 seconds	12.5 seconds
		200m	27 seconds	26 seconds
		400m	66 seconds	63 seconds
		800m	2m 26 seconds	2m 30 seconds
		1.6 Km	5m 45 seconds	5m 30 seconds
		3.2 Km	12m 45 seconds	12m 30 seconds
	Road Walk:	4.8 Km	36 min	34 min
2	Long Jump:		4.9 m	5.3 m
	High Jump:		1.3 m	1.4m
	Pole Vault:		2.3 m	2.4 m
3	Throwing:	Discus	30m	32m
		Javelin	32m	36.5m
		Hammer	24.4m	26m
		Baseball	53m	56m
4	Swimming	100m Freestyle	1m 25 seconds	1m 20 seconds
		Butterfly	1m 45 seconds	1m 40 seconds
		Breaststroke	1m 45 seconds	1m 40 seconds
		Backstroke	1m 40 seconds	1m 35 seconds
5	Physical Efficiency	Standards to be arranged locally		
	(A) Stamina	Skipping Running		
	(B) Strength	Medicine ball Push ups		
	(C) Skills	Dribbling basket Ball Basket Ball shooting Bowling Hand Walk Accurate Throwing		
	(D) Speed	Shuttle Relay Speed Skipping		

Bookman: corresponding badge For B-P Woodsman - Reader

1.	Supply the Examiner, previous to the test, with a list of at least 18 books from those you have read during the previous 12 months. A maximum of two Technical books may be included.
2.	Write your own review of a book lent to you by the Examiner.
3.	Record how you decide what books you read, and understand the facilities, which exist in your locale for obtaining books.
4.	Demonstrate how books should be cared for by displaying some of your own volumes.

Camp Warden: corresponding badge For B-P Woodsman - Camper.

1.	Pass or have passed the Camper badge requirements for B-P Woodsman.
2.	Have camped 10 nights since being invested as a Senior B-P Woodsman. Use your Camp Log records as verification
3.	Camp for a weekend at a site and record / report on the advantages and disadvantages of this site e.g. Ground type, tree cover, weather protection and general suitability as a campsite.
4.	Show practical knowledge in all aspects of lightweight camping and apply that knowledge in planning a camp for at least 3 Patrols, from finding the site to returning home. Record responsibilities such as Rosters, QM, First Aider in camp etc. plus menus, activities at camp, plus make appropriate arrangements for permission to camp and arrange for the Examiner to visit and inspect the camp. A maximum of 2 Senior B-P Woodsmen, working as a team, may undertake this test.
5.	Make a tent, rucksack or similar article of camping equipment. Record the materials used, why they were selected and construction time.
6.	Have helped satisfactorily at a permanent campsite for not less than 6 nights, or, where this is not possible, have taken sole charge of a camp for a weekend, such a camp to have not less than 8 campers and to be visited by the examiner. Record the dates, location, campers involved, weather, camp activities, camp problems and how they were resolved.

Canoeist: corresponding badge For B-P Woodsman - Canoeist.

1	Pass or have passed the Canoeist Badge requirements for B-P Woodsman.
2	Perform 2 ferry glides, 1 facing upstream and 1 downstream. Record the date, weather conditions, observer / examiner names, description of water course, description of your vessel and duration of test.
3	Capsize a loaded canoe (min. 60% of the rated capacity), bring it to the bank, empty it of water and re-embark from knee deep water.
4	Stow a canoe with gear for a 2 man, 2-day journey. Record the gear stowed, its location and reason for stowing in this location.
5	Take charge of 2 other canoeists on a 24-hour journey of at least 32-Km, camp over night and keep a detailed log. You may passenger or pilot your own canoe. Record an accurate log of the trip including dates, location, weather, menu and items of significance.

Cave Explorer:

*If these activities have been chosen for the Venturer Badge, then they should not be used for Adventure Pursuit.

*NOTE: Association Insurance Representative to be consulted BEFORE this activity takes place.

1.	Have taken part in at least 5 caving expeditions under the guidance of an experienced and qualified leader, comprising of a minimum of 20 caving hours. Produce a detailed logbook of these explorations.
2.	Record gear, including ropes and rope & metal ladders, belays and belaying, personal gear including clothes, boots, lights, and food.

3.	Record the normal safety precautions to be used while caving. Describe the rescue organization in your area. Record the procedure and demonstrate a method of removal of an injured person.
4.	Know the main principles of cave formations and record 2 of the better known systems.
5.	Record / report on the geological and mineralogical aspects, fossilisation and formation of stalactites and stalagmites in caves you have explored.
6	Record the principals and demonstrate the following procedures:
6a	Making the head of a rope ladder fast.
6b	How to climb up and down a suspended rope ladder not less than 6 m. long.
6c	How to join 2 lengths of rope ladder.
6d	How to belay yourself and work a lifeline.

Civics:

1.	Prepare a map showing:
1a	Boundaries of the Federal & Provincial constituency in which your Group is situated.
1b	The boundaries of the municipality in which your Group is situated.
2	Study the <i>systems</i> of local government in your area. Describe the method of election. Know the voting qualifications and define in writing for and the Examiner
2a.	Show that you have a general knowledge of the organization and administration of your Church by recording the structure.
3.	Write a short history (1000-2000 words) of the neighbourhood in which you live. It should cover the time period from the first settlement.
4.	Record in general terms the effect on local economy of either the agricultural or manufacturing industry.
5.	Record, in simple terms, an elementary knowledge of the sources of Canadian Law.
6	Record on the Criminal Court system of your Province, and the levels of appeal from all courts.

Conservation (SERVICE): corresponding badge For B-P Woodsman - Conservation

1.	Record the effect on wild life resulting from fire, overgrazing, unwise forestry practice, soil erosion and water pollution. Record how erosion affects fish feeding grounds and spawning grounds. List the main source of pollution of streams.
2.	Record the relationship between wild life and natural habitat and how the activities of man affect the natural environment.
3.	Record the relationship in nature between the units of 1 of the following groups:
3a	Foxes – mice, and young forest plantations.
3b	Trees – insects, and birds.
4.	Record why the laws are made setting definite seasons and bag limits on hunting and fishing, and know the proper season and bag limits on 2 species of game and game fish.

5.	Do one of the following:
5a	Make a list of the kinds of birds, mammals, insects and wild flowers on a plot of ungrazed woodland of about 4 acres. Make a similar list for a similar sized plot of woodland grazed by cattle, and state why the populations may be different.
5b	Select one species of wild life common in your neighbourhood and record what are the best ways to protect and support it.
5c	Go out for at least 2 days with a Gamekeeper, Fishery Officer, or Park Warden, and record their activities.
6	Do one of the following:
6a	Help stock or fertilize a fishpond. Record the date, volume of body of water, species or fertilizer used, reason for and method of improvement and your role in the activity.
6b	Plant 100m of stream bank (50m both sides or 100m one side) to control erosion. Record the start and end dates, location, varieties planted and reason they were selected. Provide photographic records of before and 3 months after planting. (A maximum of 3 members as a team is permitted. Consult land owner and Provincial Environment offices before starting.)
6c	Set out 100 food plants for birds and / or mammals. Record the date of planting, the location, why this location was selected. Report on the species of birds or mammals attracted to the area 3 months after planting was completed. (See 6b)
6d	Help plant a windbreak or hedge or other suitable winter cover for wildlife. It should be a minimum of 200m long and 5m wide. Record, by photograph, your windbreak or hedge. Record on the plants used and why selected. (A maximum of 3 members as a team is permitted)
6e	Build and set out in suitable places 8 nesting boxes for birds. The boxes shall be for a particular species. Record the target species, materials of construction, duration of construction, date of set-out location if each nesting box and degree of your success in attracting the species.

Conservation - Alternative No. 1:

1	Record what is meant by the following terms: precipitation, run off, ground water, water table, evaporation, transpiration, and make a diagrammatic drawing illustrating this complete cycle.
2	Record three causes of floods.
2a	Record three methods of controlling floods.
3	Record three different causes of pollution in rivers or streams, and indicate how these can be controlled and remedied.
4	Record how water conservation is related to soil conservation.
5	Do one of the following:
5a	Follow a small stream to its source, and see where it originates. Record the dates, distances travelled, weather conditions and common name of the stream.
5b	Record the procedure for and estimate the flow of water in a stream selected by the Examiner. Record the date and location of the test.

5c	Carry out or assist with bank erosion control or other improvement project on a stream, pond or lake. Record the dates, location, hours spent, actions taken and reasons these were selected and with which group you participated.
6	Do one of the following:
6a	Visit a project built for flood control, or for increasing summer flow in a river, or for irrigation purposes, and write a report on conditions before and after construction.
6b	Visit a local lake or wet land area and write a report on the wildlife that inhabit the area.
6c	Visit a stream or river and write a report on its condition and include the following headings: Water quality (colour, smell) and recreational possibilities.
6d	Find out what happens to domestic and industrial waste in your community and write a report on the methods used to purify the waste before it being reintroduced to a natural waterway.

Conservation - Alternative No.2:

1	Record and describe five kinds of soil.
2	Record the meaning of the terms: organic, inorganic, soil profile, humus and tilth.
3	Record what is meant by: contour, deep and shallow ploughing.
4	Record what is meant by crop rotation and how it assists or hinders more efficient production.
5	Record the meaning of: gully erosion, wind erosion, stream bank erosion; and give a method for controlling each of the above types of erosion.
6	Do one of the following:
6a	Examine a minimum of 2 soil profiles for a depth of 1.5m minimum. Identify the different layers. Record the date, locations and layers of your examinations
6b	Help carry out a soil conservation project on a farm or camp site. Record the date, hours spent, procedures used and why, location and group co-ordinating the project.
6c	Plant at least 100 shrubs or trees as part of a soil conservation plan to prevent erosion. Record the dates, location, varieties of plants used and why, hours spent and why this location was selected.
7	Do one of the following:
7a	Take a photograph or make a sketch of 1 form of erosion mentioned in (5) above. Record the date of photo, location, what you would recommend to minimize or reverse the effect and why.
7b	Plant 2 bean seeds in a flower pot of top soil, and 2 bean seeds in a flower pot of subsoil. Tend them for a two months and record / report on the difference in rate of growth between the 2 pots, the appearance of the plants and other differences.
7c	In a glass jar collect muddy water from a stream and allow it to stand for 24 hours. Observe the amount of soil that settled to the bottom. Record where you think the soil originated and if possible, the types of settled debris.

7d	In a shallow dish, place wet samples (1 Kg. each minimum) of 2 different soils, 1 low in organic matter and the other high. Dry out thoroughly and make a brief report of the characteristics of each.
----	--

Crime Watch: corresponding badge For B-P Woodsman - Crime Prevention

1	Pass or have passed the Crime Prevention badge requirements for B-P Woodsman.
2	Take part in a group visit to your local police station. Record the history of the force, organization of the police force, duties of a crime prevention officer.
3	Record a safety checklist for the following: bicycle, and automobile.
4	After viewing a person, and an automobile, for a maximum of 10 seconds, write a detailed description of them.
5	Record what steps to take for personal security. Record how to summon urgent assistance by either telephone or runner and what information must be related.
6	Design a crime prevention poster and slogan and present it to your Patrol or Troop. Record the date presented and why you chose this slogan.
7	Record methods of crime prevention in the home, vacation security, security of personal possessions. Carry out a survey of your home and meeting hall and write a report on their security level and possibilities of improvement.
8	Give a talk on a crime prevention topic or on crime prevention generally to other members of your group. Record the date, duration, your subject matter and why you selected this topic.

Dispatch Rider: corresponding badge For B-P Woodsman - Cyclist

1	Demonstrate knowledge of the Highway Code, traffic and road signs and be able to read a road map.
2	Own, or have the use of a bicycle.
3	Be able to carry out simple repairs to your bicycle (adjustments and tire repairs).
4	Carry a verbal message of not less than 40 words and deliver correctly after a journey of at least 8Km in the course of which you must meet and deal with some emergency staged by the Examiner.
5	Make a report, including a sketch map of the scene, on some emergency such as a car accident, giving details for the police and doctor.
6	Write a message from dictation and deliver it to a point at least 8Km away indicated only by map reference.

Electrician:

1	Be able to read a domestic electricity meter, and be able to calculate the number of units used.
2	Be able to understand the relationship between Voltage, Current, Resistance and Power. Know Ohm's Law and how to use it to determine variables.
3	Understand everyday electrical terms such as Kilowatt and KiloWattHour
4	Understand the importance of correct fuse ratings especially in portable appliances.
5	Explain how, by operation, circuit breakers are different to replacement fuses.
6	Understand the reasons for using circuit breakers and give an example of where you would use one, same exercise for fuses.
7	Explain briefly one section of the Canadian Electrical Code.
8	Wire correctly a plug onto an outdoor extension cord. Correctly rewire a lamp.

Entertainer: corresponding badge For B-P Woodsman - Entertainer.

1	Perform 3 items, each to last at least 3 minutes from the following list: Dancing, singing, playing an instrument, reciting.
2	Entertain Scouts for 12 minutes with at least 3 of the following: Conjuring tricks, magic, juggling, playing an instrument, tell a story, mime.
3	Use theatrical makeup to make a clown face or design a stage costume.

Farming:

1	Demonstrate practical work of 1 of the following: - Horseman, cowboy, livestock / poultry manager.
2	Show a general knowledge of haymaking, sowing, harvesting, and an acquaintance with routine seasonal work on a farm, including care of cattle, horses, sheep, pigs, or poultry.
3	Recognize common crops.
4	Keep satisfactorily 1 of the following over a period of a year: Bees, Rabbits, Chickens, Ducks, Goats or cattle. Produce proper accounts showing business methods.
5	Know the way in which soil is kept fertile. Have a general knowledge of and reasons for the rotation of crops, their chief pests and diseases. Know the locally important breeds of sheep and cattle.
6	Have spent at least a week on a farm and have worked for at least 6 hours a day for 5 days in that week.

Fireman: (SERVICE) corresponding badge For B-P Woodsman - Firefighter

1	Pass or have passed the Firefighter badge.
2	Explain the fire risks and precautions to be taken in your home, meeting hall and at camp. Show that you understand what is meant by 'spontaneous combustion.'
3	Understand the function of two of the following: Fire-resisting doors, Sprinkler systems, Hose reels, Smoke Detectors, Internal hydrant systems and Fire alarms.

4	Demonstrate that you understand the fire risks and precautions to be taken in places of public entertainment.
5	Plan the fire precautions and seating arrangements for a performance.
6	Demonstrate the following: Rescue of injured persons, rescue by ladder, and lowering by a line.

First Aid: (SERVICE) corresponding badge For B-P Woodsman – First Aid

1.	The holder of a current St. John Ambulance ‘Standard’ First Aid Certificate (or equivalent) is entitled to wear this badge.
----	---

Fisherman: corresponding badge for B-P Woodsman - Angler

1	Catch, prepare and cook fish sufficient for 2 people.
2	Demonstrate simple repairs to a rod. eg. whipping a broken rod, whipping on guide rings.
3	Tie 3 varieties of flies and show an ability to cast. Make a spinner or a spoon.
4	Understand the dangers of wading and the precautions to be taken.
5	Have knowledge of the waters within a radius of 24 Km of your home, and know all local regulations for sport angling
6	Keep a detailed logbook of your fishing expeditions, with details of weather, catch, baits used, for one season.
7	Write a short account (500 words) on wet and dry fly fishing, or on the varieties of bait and their uses in fishing.

Fisherman - Alternative Requirements:

1	Have a practical knowledge of, and have taken part in, at least 1 of the various methods of catching sea-fish for the market by means of trawls, nets and lines and of collecting shell-fish.
2	Be able to describe the use of the seine or trammel or trawl net and their construction. Know how to make small repairs in a net.
3	Know the usual storm and distress signals.
4	Know the correct name for the usual fish caught in your area.

Forester:

1	Be able to identify, in summer and winter, 20 varieties of trees. Know their uses as timber and fuel and be able to recognise them from a distance.
2	Have a general knowledge of the structure of a tree and how it feeds, breathes and makes timber.
3	Know the dangers to which trees may be exposed: fire, snow, frost, insects, diseases and animals. Discuss the methods of combating these dangers.
4	Prepare soil and successfully transplant a young tree (not a seedling). Know how to deal with wounds in growing trees.

5	<p>Know how to select a felling axe, and name its parts. Know how to take care of it and the safety rules for using it.</p> <p style="text-align: center;">OR</p> <p>Record and demonstrate the safe operation and simple maintenance (including sharpening) of a chain-saw.</p>
6	<p>Know how to use a felling axe in felling and logging up. Know how to correctly use a crosscut saw and wedges.</p>
7	<p>Demonstrate the general principles of felling, trimming, logging up, moving and stacking lumber, and calculate the amount of useful timber in a given tree.(Use either an axe or chain-saw or a combination. Obtain land owner permission before falling any tree)</p>

Handicraft: corresponding badges for B-P Woodsman are Basket Maker, Bookbinder, Metal worker.

1	<p>Show that you have pursued for not less than 1 year, and produced 6 items from Basket work, Carpentry, Bookbinding, Leatherwork, Metal work, Spinning or Weaving.</p>
2	<p>Discuss your work with the Examiner with particular reference to:</p> <p>(A) Tools and materials used.</p> <p>(B) Possible projects for the future.</p> <p>(C) Sources of information you have consulted.</p>

Handyman: corresponding badge for B-P Woodsman – Jack of all Trades.

1.	<p>Be able to do 10 of the following. They must be demonstrated to the Examiner and the date completed and duration of task recorded:</p> <ul style="list-style-type: none"> (a) Replace a window frame. (b) Glaze a window, both in wood and metal frames. (c) Paint a ceiling or wallpaper a room. (d) Know what precautions to take against frost and how to thaw out frozen pipes in a house. (e) Repair a hole in a wall. (f) Re-hang a door. Install a door lock and safety chain (or dead-bolt). (g) Make minor repairs to furniture, such as broken castors. (h) Lay brick paving. (i) Clean and adjust a gas fire or gas-cooking stove. (j) Put a neat patch on an article of clothing, and darn a sock. (k) Clean and polish a car. (l) Wash and iron a shirt. (m) Mix concrete and make simple repairs with it. (n) Repair five children’s toys. (o) Lay carpet (9 sq. meters minimum).
----	---

Hiker: This badge is a requirement for the Senior Explorer Badge)

1	Demonstrate methods of packing and carrying and reasons for selecting kit for a 24-hour hike. It is not to weight more than 14 kg including the food.
2	Take part in 3 self contained, overnight hikes. Two hikes to be of least 16 km. One hike to be at least 48 km. with 2 nights camping out. Detailed, high standard logs of each to be in your camp log.
3	Select a route for a 24-Km hike from a 1:50000 topographical map, not necessarily of your own area. Give your reasons for choice of route
4	From a map select 3 areas of 1 Km square approximately, where a good hike / camp should be possible, give reasons for your choice of areas.
5	Make an article of hiking gear, such as tent, sleeping bag, rucksack, or stuff sack.
6	Show knowledge of personal hygiene and care of the feet and footgear.
7	Show a good knowledge of what to do if you meet a bear on the trail. Explain the precautions you should take while hiking in known bear country.

Horseman:

1	Should be an active horse rider and understand the meaning of balance and collection. Know the reasons for maintaining the correct seat and applying correct aids. When jumping, should fully realise the necessity of not interfering with the horses mouth and loin. Be able to jump fences at all paces.
2	(a) Be able to fit saddlery. (b) Have knowledge of the care and cleaning of saddlery. (c) Know the various articles of grooming kit and be able to use them. (d) Understand the care and working of a pony off grass. (e) Have an elementary knowledge of shoeing and First Aid. (f) Know the governing principles of feeding and watering, and be able to put these principles into practice. (g) Know the governing principles of ventilation in the stable. (h) Be able to rug up and bandage correctly.

Horticulturist: corresponding badge for B-P Woodsman - Gardener.

1	Name 12 of each of the following, pointed out in a park or garden: trees, shrubs, herbaceous perennial, hardy or half-hardy annuals, rock or alpine plants.
2	Prepare and discuss with the Examiner, either a plan or the layout of a herbaceous border with particular reference to continuity of bloom, colour schemes and comparative height.
3	Give a plan for a vegetable garden for supplying vegetables for 1 year, list all the seeds necessary.
4	Show a shrub or fruit tree pruned by you and discuss the principles and purpose of pruning.
5	Discuss and show the Examiner how to propagate plants by seed, division, cuttings, layering, budding and grafting.
6	Give the names of 3 varieties of the following fruits in your own area: apples, pears, plums, raspberries, strawberries and gooseberries. In giving these selections the importance of pollinators, where necessary, should be considered.
7	Understand the importance of pests and diseases. Know how and when to use sprays, dusts and grease bands.
8	Know how to cultivate and maintain the fertility of your own garden soil

Interpreter: corresponding badge for B-P Woodsman - Linguist.

1	In a second language, carry on a simple conversation lasting about 15 minutes and introducing some of the basic Scout vocabulary, eg: the words for Scout, patrol, camp, tent, etc.
2	Write, in a second language, a letter of about 300 words dealing with a simple Scout topic chosen by the Examiner.
3	Read aloud intelligibly and give an approximate translation (without the help of a dictionary) of a paragraph of average difficulty from a book, newsletter, or periodical of your second language.

Leading Signaller: corresponding badge for B-P Woodsman - Signaller

1	Send and receive a message of not less than 150 letters, at a rate of 45 letters a minute.
2	Send and receive a similar message in Morse. 40 letters per minute by buzzer or 30 letters per minute by lamp.
3	Demonstrate that you know a recognised procedure when sending and receiving a message.
4	Improvise at least 2 methods of sending a message (1 morse and 1 Semaphore) at least 800m at or over a rate of 20 letters per minute.

Map Maker:

1	Make a map of the ground, by triangulation using a compass or plane table, of an area of about 40 acres, chosen by the Examiner, at the scale of 1:4000 approx. The area should include fields, a building and a pond or equivalent features.
2	Make a road map, with compass and field book, of 3 Km of road, showing all main features and objects within a reasonable distance on either side, to a scale of 3 inches to the kilometre. The field book must be handed to the Examiner.
3	Enlarge such portion of a Topographical map from 1:50000 to a scale of 1:21000.
4	Draw a simple cross section from a 1:50000 topographical map.
5	Show a working knowledge of working scales.

Mechanic:

1	Demonstrate you understand the workings of the internal combustion engine and know the names and functions of all the principal parts. Diagnose simple running faults such as mis-firing, choked jet, incorrect mixture and over oiling.
2	Demonstrate: Oil and/or grease chassis points, attend to oil level in transmission and back axle, top up battery. Change a wheel. Check order of firing, clean and test spark plugs.
3	Know how to check the antifreeze level and strength..
4.	Record the safety concerns of each procedure.

Master Cook: corresponding badge for B-P Woodsman - Camp Cook.

1	Cook for a Patrol, both in camp and indoors, including roasting, boiling, frying and the making of bread, cakes, pudding, drinks and sauces. Prepare and serve food punctually and hot, demonstrating good manners. Demonstrate carving. (Record date & all items)
2	Know how to buy food and draw up priced and dietetically sound menus to include quantities required for a camp of a weeks duration for at least 2 Patrols of 5 BPW each. The Examiner will lay down a limit for the cost of catering.
3	Know how to prepare a hot meal (2 courses) and a hot drink, without utensils except a billy can.

Meteorologist: corresponding badge for B-P Woodsman - Weatherman.

1	Pass or have passed tests 2 & 4 of the Weatherman badge.
2	Keep from your own observations a daily record of the weather, for 1 month. Include: wind force & direction, Temperature, Pressure, Cloud type and amount, precipitation.
3	Explain the purposes and principles of the simple thermometer, wet and dry-bulb thermometers, barometer, anemometer.
4	Know how synoptic weather maps are produced and be able to understand a simplified version of such a map, such as is printed in a newspaper or shown on television.
5	Understand the following: relative humidity, dew-point, isobar, millibar, isotherm, Buys-Ballot's Law, cold front, warm front, and illustrate any explanation with diagrams.
6	Construct a wind-vane, and a simple rain-gauge.

Mountaineer:

1	Demonstrate that you have knowledge of a mountain area covering at least 64 sq. Km, by producing journey notes and logbooks of your trips. These notes and log books must show: (a) That you are personally acquainted with the principle routes to summits and points of interest (b) That you know the nearest telephones, doctors, and places of refreshment to any points in the area.
2	Find your way to a given point in a mountainous area, using a 1:50000 topographical map and a compass.
3	Draw an intelligible rough sketch map giving certain information required by the Examiner, covering (1) above. Identify peaks from a distance.
4	Discuss how / why local weather conditions may be unpredictable.
5	Show knowledge of the gear and equipment required for use in mountains.
6	Demonstrate, in a mountainous area, what should be done in emergencies such as being overtaken by darkness or storm, and the first aid treatment of fractures, bruises, concussion and shock.

Musician: corresponding badge for B-P Woodsman - Music Maker.

1	Sing effectively a solo suitable for the campfire.
2	Sing a solo with a chorus and take part as alto, tenor or bass in a part song.
3	Lead singing at a campfire in 5 varied items of popular music.
4	Recognise 4 out of 6 popular tunes hummed or played by the Examiner.
5	Read at sight 3 tunes, either vocal or playing an instrument.
6	Know what is meant by a Sonata, Concerto and Oratorio.

Musician: Alternative Requirements:

1	Play 2 solos, 1 of your own choice and the other at sight on any recognised instrument.
2	In the case of a solo instrument produce a concerted item with others or another solo of different speed and type from the first.
3	Recognize 4 out of 6 popular tunes played by the Examiner.
4	Know what a Sonata, Concerto, and Oratorio means.

Naturalist: corresponding badge for B-P Woodsman - Woodcraftsman.

1	Show evidence of a career level interest in the whole field of nature and with particular regard to 1 of the following: Bird life Butterflies Ferns or Grasses Insects Rocks & Fossils Seashore or Pond life Trees & shrubs, Wild animals Wild flowers, Produce collections, specimens, and logbooks of five or more field trips.
2	Discuss with the Examiner your observations and the sources of information (Libraries, Internet sites, etc) you may have used.

Orator

1	Demonstrate the duties of a chairman by taking the chair at a meeting.
2	Speak on a prepared subject to an audience of not less than 10 people, speech to last not less than 10 minutes. Record your text and date presented.
3	You must: (a) Propose a toast of thanks. (b) Make an impromptu speech of 3 - 5 minutes duration on subject of the Examiners choice. Both to be done at 5 minutes notice.
4	Know the ordinary rules of debate and have taken a leading part in not less than 6 debates or set discussions. Record the dates, locations and topics of debate

Pathfinder: corresponding badge for B-P Woodsman - Guide.

1	Pass or have passed the Guide Badge
2	Demonstrate that you have thoroughly explored a local area (minimum ~1.3 sq. Km. = 1/2 sq. mile) of wilderness by submitting log books of your expeditions showing details of 2 of the following specific objects:
2a	Following all trails, bridlepaths and waterways shown in past and present maps and reporting on their present existence and condition.
2b	Preparing a full report on the agriculture and industries of the locality and the use to which the land is put.
2c	Making a full report on the history of the locality, giving particulars and history of any antiquities or places of special interest, and the extent to which it is disfigured naturally or by modern development.
2d	Preparing a full report on the soil, trees, shrubs, flowers, birds and animals found in the area
2e	Making a full report on not less than 8 Km of a navigable river or canal, including tides, channels, shoals or mud banks, local rules and customs, including 'local rules of the road (waterway)' and any regulations affecting the use of the waterways by BPW. The report is to include full details of 2 campsites adjacent to mooring places in the area.

Philatelist:

1	Show that the stamps you have collected are well mounted and arranged.
2	Show that you have started to specialize by producing a written up collection in a proper album of: (a) Selected stamps of countries from a general collection. OR (b) Stamps of 1 country or group of countries. OR (c) Stamps illustrating a subject or theme. Discuss and record your selection choices and the start date of your collection
3	Discuss the history of stamps and stamp collecting.

Photographer: corresponding badge for B-P Woodsman - Photographer.

1	Demonstrate an understanding of the mechanism of the camera, shutter, stops and focussing device.
2	Show a knowledge of lighting of indoor and outdoor subjects.
3	Diagnose common faults in composition, exposure, developing and fixing from specimens shown by the examiner.
4	Take, with any camera, develop and print: (in B+W) 3 portraits, 3 landscapes, 3 photographs of buildings of different architectural styles.

Public Health:

1	Know and record what is meant by Public Health - what it is and how it developed.
2	Have a general knowledge of the functions of the human body and how it works explaining respiration, circulation and digestion
3	Know the rules of healthy living in camp, and construct to a high degree of efficiency: (a) A properly screened Kybo for a Patrol camp of 7 days. (b) Grease pit. (c) A camp urinal. Record the date and location of the camp.
4	Have knowledge of modern methods of disease prevention.
5	Know how to improvise and safeguard your own personal health.
6	Understand the dangers of infections and contagious diseases, including HIV & AIDS, and the measures taken by local boards of health to prevent their occurrence.
7	Describe methods used in your area to ensure sanitary storage, collection and destruction of household garbage. Understand the importance of such measures.

Quartermaster:

1	Have acted as Quartermaster for a Group or Section for at least 6 months.
2	Show knowledge of sound methods of inventory control and examination.
3	Demonstrate your ability to re-haft and re-wedge an axe.
4	Demonstrate 2 of the following: (a) Repairing a tear in a patrol tent. (b) Replacing a guyline on a Patrol tent. (c) Re-water proofing a Patrol tent.
5	Demonstrate how to sharpen an axe using a hand or powered stone, and how to sharpen and re-set a saw.
6	Show you have kept simple, but efficient records of an Equipment Store.

Radio Mechanic: corresponding badge for under 15 - Wirelessman.

1	Assemble a simple radio receiver in temporary form and be able to draw a diagram of the layout, using the correct technical symbols.
2	Be able to locate and cure a simple fault in a portable radio.
3	Have an elementary knowledge of how a transistor works. Know the functions of a condenser, a resistor, and a transformer.
4	Know the main characteristics of HF VHF & UHF radio bands, and show how these characteristics dictate the use to which the bands are put.
5	Be able to solder and to use simple tools such as cutters, pliers & screwdrivers.

Rescuer: corresponding badge for B-P Woodsman - Lifesaver.

1	Perform in the water 4 methods of rescue.
2	Dive from the surface to a depth of at least 2 m and bring up a stone, brick or iron object of not less than 2 kg, at least twice.
3	Swim 400m attired in shirt, trousers, and undress in the water.
4	Throw a life line to within 1 m of a small object 15 m away. Thrower to be up to waist in the water.
5	Lead a team to deal with emergencies as given in the Lifesaver Badge

NOTE: Holders of the LSS Bronze Medallion qualify for this Badge.

Rock Climber:

1	Find your way to a given point in a mountainous area using a 1:50000 topographical map.
2	Demonstrate, in a mountainous area, what should be done in emergencies such as being overtaken by darkness or mist. Know treatment of fractures, bruises, concussion and shock.
3	Know how to coil a rope, how to select a belay, and belay himself securely, and generally understand the principles and safety-first precautions of rock climbing.
4	To take part in 5 rock climbs of a standard not less than moderately difficult such climbs to be led by an experienced climber who will judge and report on your competence.
5	Demonstrate your ability to rappel down a vertical of not less than 14m.

Senior Explorer: corresponding badge for B-P Woodsman - Explorer.

1	Pass or have the Explorer Badge
2	<p>Take part in an expedition with 5 other Sr. B-P Woodsmen.</p> <ul style="list-style-type: none">- the expedition may be on foot, boat, horseback or bicycle.- the expedition must be planned to last at least 4 days, and at least 3 nights must be spent in tents. All necessary equipment and food must be taken and all meals prepared by members of the party.- all Woodsmen in the party will take an equal part in the planning arrangements before and during the expedition, but it is not necessary that all participants should be under test.- a detailed log of the expedition must be kept by each member of the party, having previously agreed between themselves a different 'theme' for each log - eg weather, geography, history, architecture, archaeology, botany, ornithology.- the route and special log subjects must have the prior approval of the examiner.- an expedition on foot will cover at least 60 km. in natural country. The 3 nights will be spent at different campsites.- an expedition by water will cover at least 60 km. and the log will cover such points as the state of the river, conditions of banks, obstructions to navigation etc.- an expedition on Horseback will cover at least 120 km in natural country, camping at 3 different camp sites.- an expedition on bicycle will cover at least 150 km. in natural country, camping at 3 different camp sites.

Senior Pioneer: corresponding badge for B-P Woodsman - Backwoodsman & Pioneer.

1	Pass or have passed the Backwoodsman badge.
2	Show a knowledge of the subjects covered in the following chapters of 'Pioneering by Gilcraft': Chapter 4 - Moving Heavy Weight and Straining a Rope. Chapter 5 - Anchorages and Sheer -Legs. Chapter 6 - Rafts. Chapter 7 - Ropeways. Chapter 8 - Simple and Light Bridges. Chapter 14 - Instructional Models. Attain a high standard in the making of all knots and lashings referred to in that book.
3	Take charge or take a leading part in the making of 3 structures of different types, eg: a raft, a bridge, and a Flag staff.
4	Make a camp kitchen.
5	Prove your skill by finding a way across unknown country, not using roads, with a map, to a point invisible from the start for you and your Patrol. Distances to be no more than 3 km by day, and 1 km. by night.

Swimmer: corresponding badge for B-P Woodsman - Swimmer.

1	Swim 90m in any over-arm or crawl style.
2	Swim without rest, at least 800m.
3	Perform the dives: from a) the edge of the pool, b) the 3m board, c) a spring board or running dive from a pool edge.
4	Perform some individual stunt in fancy diving or in swimming.
5	Satisfy the Examiner that you are capable of instructing a non-swimmer in the basic principles of swimming.
6	Pass or re-pass Test 1 of the swimming badge.

Tracker: corresponding badges for B-P Woodsman - Observer

1	Pass or have passed the Observer Badge.
2	Recognize and explain 2 different characteristics in each of 3 different human footprints.
3	Solve with reasonable accuracy, 3 tracking stories in sand, dirt, or snow.
4	Make 6 plaster casts of the tracks of birds, animals, car, or bicycle. All casts to be taken unaided and correctly labelled with date and time and place of making. 3 must be of animals.
5	Lay a trail of at least 800m. in length containing at least 4 different kinds of sign made of natural materials. 40 to 60 signs to be used and the route to be over ground with which the Sr. Woodsman is unfamiliar. Roads may be crossed but not followed. The trail to be followed by Woodsmen of Second Class standard.

Venturer:

1	Complete an adventure journey as a member of a Patrol in which you shall play a leading part. The journey, which may be short in length, must include at least 5 'incidents' such as rescues from fire or heights, compass work, or signalling over distance.
2	Be reasonably proficient in 2 of the following. Each of the 2 must be selected from different groups, as under: (A) Boxing, Fencing, Wrestling, Judo. (B) Rowing, Riding, ice-skating, sailing, gliding. (C) Swimming, Diving. (D) Gymnastics, Tumbling. (E) Rock climbing, Rope Spinning, Caving. (F) Athletics, Field events, Cross country events. (G) Rifle Shooting, Archery.
3	Be able to perform 2 of the following: (A) Climb a tree to a height of 9m. (B) Vault a fence two-thirds of your height. (C) Swim 20m wearing clothes.
4	Make a journey of at least 32km. on foot, with not more than 2 other Sr. Woodsmen. Route must be one with which the Sr. Woodsman is not familiar and should, if possible, include stiff country. Sleep out, using only the gear carried in a rucksack. Maximum weights 14 kg. Which must include food. The Examiner may set the candidate 1 or 2 tasks that require a specific report and a general log of the journey is required.

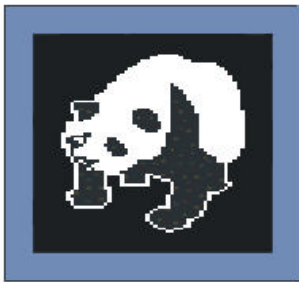
Winter Camper : corresponding badge for B-P Woodsman - Winter Camper.

1	Pass or have passed the Winter safety and Winter Camping Badges.
2	With your Patrol, go on three overnight winter camps. Each camp must last a minimum of 44 hours, with one camp lasting a minimum of 66 hours.
3	Your Patrol must keep a detailed logbook of the three camps that are to be presented to your Examiner. Include date, location, menu, daytime activities and weather conditions.
4	Demonstrate, with your patrol, how to properly lash equipment to a toboggan. You must hike with this loaded toboggan for 3 Km.
5	With your Patrol, build a temporary shelter out of natural materials or plastic sheeting Such a shelter may be a lean-to or a quinzee, and sleep one night in it.
6	Demonstrate how to get safe water from snow and ice.
7	Prepare and record a proper menu and duty roster for each camp.

World Friendship:

1	Have an elementary knowledge of the geography, history, and people of at least 3 countries other than your own.
2	Have corresponded regularly and for not less than a year with a Scout in a different country.
3	Have some knowledge of the organisation and activities of international Scouting.
4	Have camped or hiked at least 5 days with Scouts of another country.
5	Have kept a scrap book for 1 year which depicts the national affairs, sports, culture and Scouting activities of another country.
6	Know the main points of the UN Charter, and the functions of its main agencies.
7	Have taken part in some activity of an international character and assisted in some project of a non-partisan organisation for the promotion of World Brotherhood.

SENIOR B-P WOODSMAN SERVICE BADGES



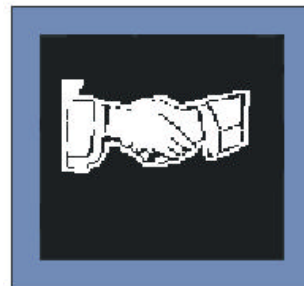
Conservation Badge



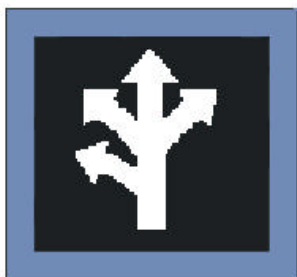
Fireman Badge



First Aid Badge



Interpreter Badge

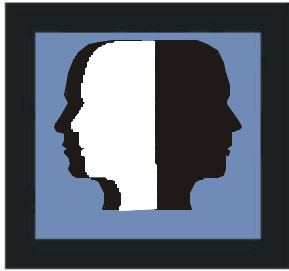


Pathfinder Badge



Rescuer Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



Adventure Pursuit Badge



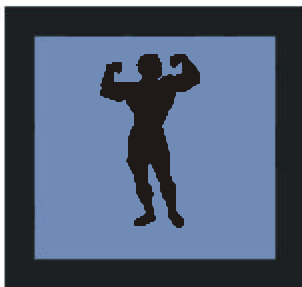
Archaeologist Badge



Artist Badge



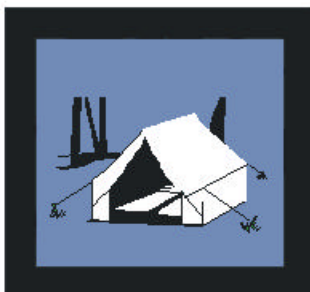
Astronomer Badge



Athlete Badge



Bookman Badge



Camp Warden Badge



Canoeist Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



Cave Explorer Badge



Civics Badge



Cook Badge



Crime Watch Badge



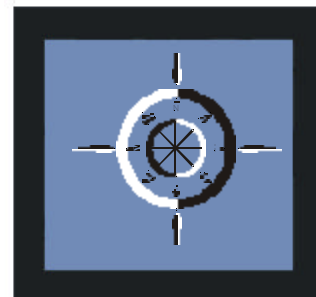
Dispatch Rider Badge



Electrician Badge



Entertainer Badge

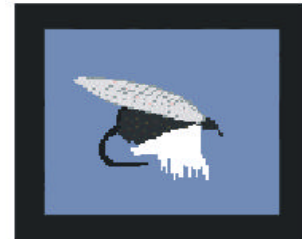


Explorer Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



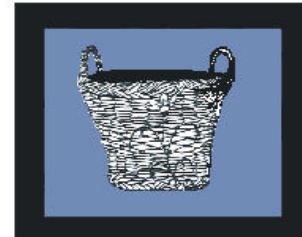
Farming Badge



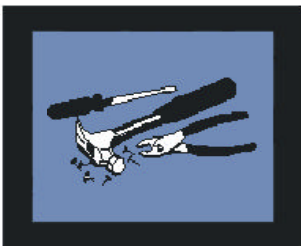
Fisherman Badge



Forester Badge



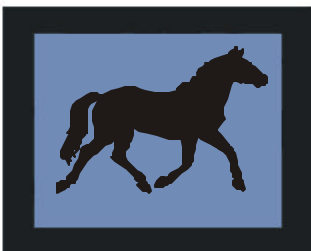
Handicraft Badge



Handyman Badge



Hiker Badge

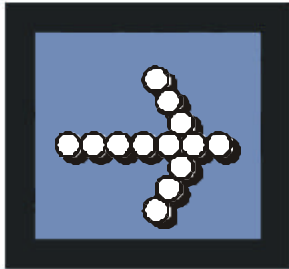


Horseman Badge



Horticulturist Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



Mapmaker Badge



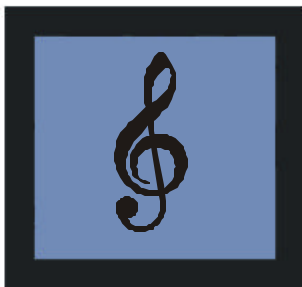
Mechanic Badge



Meteorologist Badge



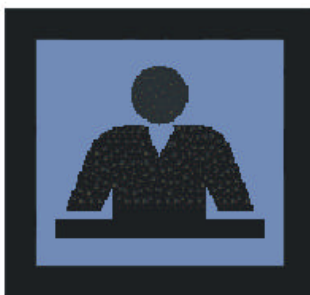
Mountaineer Badge



Musician Badge



Naturalist Badge

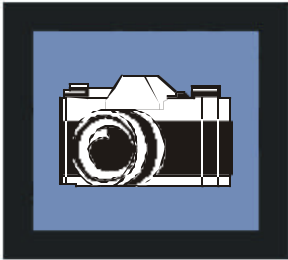


Orator Badge



Philatelist Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



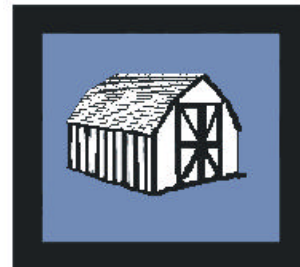
Photographer Badge



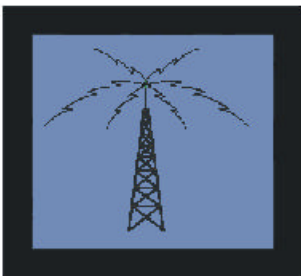
Pioneer Badge



Public Health Badge



Quartermaster Badge



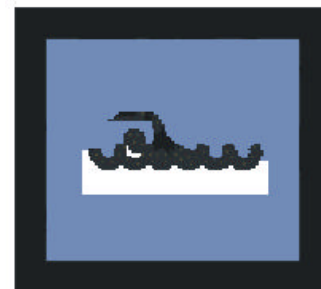
Radio Mechanic Badge



Rock Climber Badge



Signaller Badge



Swimmer Badge

SENIOR B-P WOODSMAN PROFICIENCY BADGES



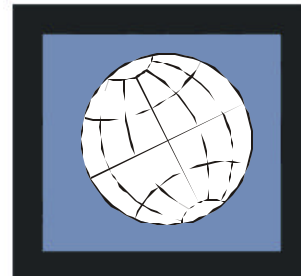
Tracker Badge



Venturer Badge



Winter Camper Badge



World Friendship Badge

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 B-P Woodsman no less than 30 nights (6 of which must be Winter Camping) and have records of all 30 nights of camping.
3.	Make your own 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 First Aid badge (St. John Standard or equivalent).
4.	Have an interview with the District Commissioner or commissioner of next senior council.
5.	Have camped as a B-P Woodsman no less than 40 nights (7 of which must be Winter Camping) and have records of all 40 nights of camping.

SENIOR B-P WOODSMAN PATROL NAMES AND COLOURS

Sir John A. MacDonald:	Red & Gold
Hamilton Gault:	Scarlet & Grey
Sir Arthur Currie:	Royal Blue & Scarlet
Buzz Beurling DFC	Brown & Gold
AVM Billy Bishop VC:	Light Blue & Dark Blue
AVM Ray Collishaw:	Dark Blue & Light Blue
Terry Fox CC	Purple & Gold
Sir Sam Steele RCMP	Yellow & Navy Blue
Laura Secord	Yellow & Grey
Samuel Hearne	White & Scarlet
Alexander McKenzie	Black & Maroon
John Cabot	Light Blue & Grey
Pierre Radisson	Light Blue & Scarlet
Sieur d'Iberville	Scarlet & Yellow
Bill Mason	Green & Light Blue
Major General Sir Isaac Brock	Green & Grey
John Graves Simcoe	Scarlet & Brown
Joseph Brant	Scarlet & Black
Sir Humphrey Gilbert	Grey & White
Lief Ericsson	Black
Dr Banting	Orange
Dr Best	Brown
Henry Frobisher	Blue & Grey
Simon Fraser	Royal Blue & Maroon
Sgt. Henry Larson RCMP	Black & grey
Jerry Potts RCMP	Orange & Black
Commissioner Sir J.H. MacBrien, RCMP	Orange & Grey
Herman "Jackrabbit" Smith-Johannesen	Yellow & Scarlet
Admiral Henry Bayfield RN	Navy Blue & White
Major General Guy Simonds	Navy Blue
General H.D.G. Crerar	Black & Yellow
General J.A. Dextraze	Grey & Scarlet

Senior B-P Woodsman Patrols should be named after Canadian Heroes, Canadian Statesmen, or Canadian Explorers. It is expected that each Senior Woodsman Patrol will know the history of the person the patrol is named after. Patrols should not be named after living persons.

Topographical names may be also used if so desired. The colours for Shoulder Knots will be selected from those listed with the approved names above.

Any Canadian Victoria Cross winner is acceptable as a Patrol name.

Adventure Pursuit: Archaeologist:

Artist: **corresponding badge for B-P Woodsman - Designer**

Astronomer: **corresponding badge for B-P Woodsman – Space and Beyond**

Athlete: **corresponding badge for B-P Woodsman - Athlete.**

Bookman: **corresponding badge for B-P Woodsman - Reader**

Camp Warden: **corresponding badge for B-P Woodsman - Camper.**

Canoeist: **corresponding badge for B-P Woodsman - Canoeist.**

Cave Explorer: Civics:

Conservation: **SERVICE BADGE corresponding badge under 15 - Conservation**

Cook: **corresponding badge for B-P Woodsman - Camp Cook.**

Crime Watch: **corresponding badge for B-P Woodsman - Crime Prevention**

Dispatch Rider **corresponding badge for B-P Woodsman - Cyclist**

Electrician:

Entertainer: **corresponding badge for B-P Woodsman - Entertainer.**

Explorer: **corresponding badge for B-P Woodsman - Explorer.**

Farming:

Fireman: **SERVICE BADGE corresponding badge for B-P Woodsman - Firefighter**

First Aid: **SERVICE BADGE corresponding badge for B-P Woodsman – First Aid**

Fisherman: **corresponding badge for B-P Woodsman - Angler**

Forester:

Handicraft: **corresponding badges for B-P Woodsman are Basket Maker, Bookbinder, Metal Worker,.**

Handyman: **corresponding badge for B-P Woodsman – Jack of all Trades.**

Hiker: **This badge is a requirement for the Senior Explorer Badge)**

Horseman:

Horticulturist: **corresponding badge for B-P Woodsman - Gardener.**

Interpreter: **SERVICE BADGE corresponding badge for B-P Woodsman - Linguist.**

Map Maker: Mechanic:

Meteorologist: **corresponding badge for B-P Woodsman - Weatherman.**

Mountaineer:

Musician: **corresponding badge for B-P Woodsman - Music Maker.**

Naturalist: **corresponding badge for B-P Woodsman - Woodcraftsman.**

Orator:

Pathfinder: **SERVICE BADGE corresponding badge for B-P Woodsman - Guide.**

Philatelist:

Photographer: **corresponding badge for B-P Woodsman - Photographer.**

Pioneer: **corresponding badge for B-P Woodsman - Backwoodsman & Pioneer.**

Public Health: Quartermaster:

Radio Mechanic: **corresponding badge for under 15 - Wirelessman.**

Rescuer: **SERVICE BADGE corresponding badge for B-P Woodsman - Lifesaver.**

Rock Climber:

Signaller: **corresponding badge for B-P Woodsman - Signaller**

Swimmer: **corresponding badge for B-P Woodsman - Swimmer.**

Tracker: **corresponding badges for B-P Woodsman - Observer**

Venturer:

Winter Camper : **corresponding badge for B-P Woodsman - Winter Camper.**

World Friendship: