

# THE GIRL GUIDES.

## RANGER

TEST



CARD.

### THE RANGER PROMISE.

A Guide at her Enrolment promises on her honour

*To do her best—*

- 1 *To do her duty to God and the King.*
- 2 *To help other people at all times.*
- 3 *To obey the Guide Law.*

As a Ranger her special responsibility is:—

*To render service by taking this Promise out into a wider world.*

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Name .....

Company .....

## THE GUIDE LAW.

- 1 A Guide's honour is to be trusted.
- 2 A Guide is loyal.
- 3 A Guide's duty is to be useful and to help others.
- 4 A Guide is a friend to all.
- 5 A Guide is courteous (polite).
- 6 A Guide is a friend to animals.
- 7 A Guide obeys orders.
- 8 A Guide smiles and sings under all difficulties.
- 9 A Guide is thrifty (does not waste).
- 10 A Guide is pure in thought, word and deed.

### RANGER PRE-ENROLMENT TEST.

- 1 Must have passed the Guide Tenderfoot Test. (A recruit may then be enrolled as a Guide if she wishes.)
- 2 Must know how Scouting and Guiding began and have read "Scouting for Boys," *or* "Girl Guiding" *or* "The Story of the Girl Guides."  
Must know the World Flag and what it stands for.
- 3 Must prove her ability to deal with three emergencies (household and out-of-doors) and know how to arrest bleeding.
- 4 Must follow a map for three miles in unknown country *or* cook a two-course meal out-of-doors.  
Must know the Highway Code and be able to use a public Telephone Call Box.
- 5 Must understand the rules of health, and must have taken twenty minutes exercise in the open air for thirty days, if possible consecutively. (In exceptional cases, exercise near an open window may be substituted.)
- 6 Must have studied and understood the Promise and Law from the Ranger point of view, and prove herself dependable and steadfast of purpose by carrying out some definite undertaking for others.

## RANGER STAR.

To gain her Star a Ranger must pass either in Section A (specialised) or in Section B (general) in each of the eight undermentioned groups. In at least three of these groups she must pass in Section A.

She must be a helpful member of the Company and prove that she is trying to use her knowledge in the service of others.

### SECTION A.

#### Senior Cook Badge

#### GROUP 1.

Cook a two-course meal and understand the storing of food.

Draw up a menu for a week in summer and winter, on a definite sum of money.

#### Ambulance Badge (if under 16) or First Aider.

#### GROUP 2.

Be able to deal with fire, accident, unconsciousness, shock and simple wounds.

Apply artificial respiration and understand the immediate measures to be taken in cases of accidents.

#### Sick Nurse Badge (if under 16) or Probationer.

#### GROUP 3.

Know how to prepare a sickroom and make a bed with a patient in it.

Take a temperature.

Apply a finger bandage and a fomentation.

#### Nurse or Public Health Badge.

#### GROUP 4.

Know the best methods of feeding, dressing and bathing a baby of under a year.

Know the facilities in her area for advice and treatment in the case of expectant mothers, infants and young children, school children, children who are mentally or physically defective, cases of accident or illness.

#### Citizen, or World Citizen, or Empire Knowledge Badge.

#### GROUP 5.

On a given route of about a mile, chosen by the Candidate, be able to direct a stranger to the Town or Village Hall, Fire and Police Stations, nearest Post Office, Doctor, Chemist (with hours of Sunday opening), Garage, Bus Termini and Railway Stations.

Know something of Guides and their life in another country.

Know something of your system of local government.

**GROUP 6.**

**Hiker, or Campcraft, or Explorer, or Pioneer, or Nature Lover Badge.**

Have spent at least half a day alone or with only one companion in the country, cooking her own food and observing the wild birds, animals, plants and flowers, and give a report of what she has observed.

or (with permission of C.C.A.)—

Go for an overnight hike.

Choose *one* of the following:—

Know six constellations, six trees, six birds and ten flowers.

Swim fifty yards.

Visit four places of interest in the neighbourhood and know their history.

Signal and read simple messages in Morse at a distance of 150 yards.

**GROUP 7.**

**Needlewoman Badge (Senior or Junior).**

Make a garment (needlework).

Choose *one* of the following:—

Convert a packing case into something useful for the home.

Use three knots (other than those in the Tenderfoot Test), splice a rope, and know two kinds of lashing.

Darn, mend, and remove stains from material.

**GROUP 8.**

**Book-Lover, or any Art and/or Craft Badge.**

Do *one* of the following:—

Read two books from Book-Lover's Badge.

Perform five Country Dances.

Tell a story for not less than three minutes.

Teach something in the Company (*e.g.*, Handicraft or game).

Make a scrap or log book containing some original work.

Conduct a sing-song.

Section B may be passed by the Captain or by some competent examiner found by her.