

# Senior Scout



# Handbook

LOOK WIDE



## The Baden-Powell Scouts' Association



### B-P Publications

Amendments to Senior Scouts Handbook, effective from 2012:

- Page 1 – re. Assessment weekend.
- Page 4 – Silver DofE expedition removed from Venturer badge.
- Page 7 – Ambulance badge requirements changed.
- Page 9 – Cave Explorer badge requirements changed.
- Page 11 – Addition to Crime Watch badge.
- Page 12 – Addition to Fireman badge.
- Page 14 – Addition to Handyman badge.
- Page 16 – Additional badge removed from Interpreter badge.
- Page 17 – Master Canoeist badge requirements changed.
- Page 18 – Addition to Mechanic badge.
- Page 18 – Mountaineer badge requirements changed.
- Page 21 – Rescuer badge requirements changed.
- Page 22 – Rock Climber badge requirements changed.
- Page 23 – Senior Athlete badge requirements updated.
- Page 27 – Amendment to part 4 of Survival badge.
- Page 29 – Amendments to St Georges Award requirements.

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## The Baden-Powell Scouts' Association



### B-P Publications

Amendments to Senior Scouts Handbook, effective from 01.10.2007:

Page 4

#### **Bushman's Thong**

Bushman's Thong, a leather thong worn on the right shoulder. Before being awarded the Bushman's Thong, a Senior Scout must:

**(1) Be at least 16 ½ years of age.**

(2) Hold the First Class Badge, the Venturer Badge and 2 of the following badges: Astronomer, Camp Warden, Forester, Hiker, Master Cook, Meteorologist, Naturalist, Senior Pioneer, Tracker.

(3) Make his own Thong. (The necessary materials and instructions are obtainable from the Equipment Department at H.Q. by Badge Secretaries).

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#### **St. Georges Award**

A St. George's Award indicates a thorough training in Scoutcraft and a desire to place that training at the disposal of the community for public service.

Before being awarded the St. George's Award, a Scout must:

**a) Be at least 17 years of age.**

b) Hold the:

- Bushman's Thong
- Ambulance Badge
- 3 of Senior Public Service Badges or Senior Scout Instructor. I

c) In the opinion of the Group Council be setting a personal example of the Scout way of life.

c) Have an interview with the Area Commissioner or the Headquarters Commissioner Senior Scouts.

d) ***In order to receive St. Georges Award a completed St. Georges Award Record Card must go to HQ Comm. SS.***

Amendments in **bold** and *italic*.

# Senior Scout Training Schemes

(Scouts over 15)

First Class/ Admission Test



**Bushman's Thong**

Be at least 16 ½ Years of Age.  
Venturer Badge  
&  
2 Senior Proficiency Badges  
from  
Astronomer, Camp Warden, Forester,  
Hiker, Master Cook, Meteorologist, Naturalist,  
Senior Pioneer, Tracker.  
(Astronomer & meteorologist may both be used for Bushman's Thong)



**Saint George's Award**

Be at least 17 Years of Age.  
Ambulance Badge  
&  
3 Senior Public Service Badges  
from  
Conservation, Crime Watch,  
Despatch Rider, Fireman, Handyman,  
Interpreter, Leading Signaller, Pathfinder,  
Pilot, Public Health, Quartermaster, Rescuer,  
Senior Scout Instructor  
finally  
Attend St. Georges assessment weekend



Age 18 Rover Scout and/ or Adult Leader

# Senior Scouts Rules

**Ss1** SM(s) and ASM(s) are appointed as in the warrants section, and require the following qualifications.

(1) A general knowledge of "Scouting for Boys", "Rovering to Success", PAR and the associations current literature for Senior Scouts.

(2) For SM(s) an age of not less than 25 years, for ASM(s) an age of not less than 21 years.

**Ss2** The SM(s) takes charge of the Senior troop with the help of any ASM(s)s under the general supervision of the GSM. For matters of discipline and internal administration including the expenditure of troop funds the SM(s) should, as far as possible delegate to the Court of Honour.

**Ss3** In the interests of continuity, it is desirable that every Troop should have at least one ASM(s) and where a Troop consists of more than 4 Patrols, additional ASM(s)s are desirable.

**Ss4** A Senior Troop may consist of one or more senior patrols, but the AC may not permit the development of more than one patrol unless they are satisfied there is a suitable SO available not holding any other rank, except if necessary, that of GSM.

**Ss5** A Senior Troop is divided into Patrols, each usually consisting of not less than 3 and not more than 7 Senior Scouts including a Patrol Leader(s) and a Second(s). The Patrol should be the unit in most activities, ad hoc teams may be formed for special activities.

**Ss6** A Patrol Leader(s) is appointed by the SM(s) in consultation with the Court of Honour or Senior Patrol concerned, to lead a patrol of Senior Scouts.

**Ss7** A Second(s) is selected by the Patrol Leader(s) with the approval of the SM(s) and Court of Honour to assist him and to take his place when absent.

**Ss8** A Senior Troop Leader, if desired, may be appointed by the SM(s) in consultation with the Court of Honour. They will require an ability to lead, service as patrol leader(s) for 6 months, St George award and a general knowledge of 'Scouting for Boys' and current Senior Scout literature.

**Ss9** The Court of Honour is a body comprising of the troop leader(s) (if appointed) and the Patrol Leaders(s) along with their seconds. In the event of there being only one Patrol the Patrol Council will take the place of the Court of Honour. Any SO if present should act in an advisory capacity only. The Court of Honour is responsible for arranging the programme of the troop, and internal administration (including expenditure of funds).

**Ss10** A Senior Scout is invested as laid down in current senior scout literature, during which he reaffirms the Scout Promise.

**Ss11** Before being invested as a Senior Scout, a person must either hold the First Class Badge or pass the Senior Scout Admission Test to the satisfaction of the SM(s).

**Ss12** (1) To become a Senior Scout the person must have reached the age of 15 but not yet have reached the age of 18.

(2) For reasons of physical and mental development, with the approval of the SM, SM(s) and GSM a scout may become a Senior Scout not more than six months before or after their 15th birthday.

(3) A Senior Scout in a separate Troop may continue to be a PL in the scouts until their 16th birthday

(4) In special circumstances the AC may give permission for a Senior Scout to remain in the Troop until their 19th birthday.

**Ss13** (1) A Senior scout wear the uniform of a Scout except:

Headgear: Khaki hat (4 dents) flat brim, leather band round crown and lace worn at the back and tied in the front on the brim of the hat OR a maroon beret, with the senior arrowhead badge above the left eye. (all members of a section (other than SO) must wear same type of headgear).

(2) Shoulder patch: Of patrol colour, instead of shoulder knot, parti-coloured diagonally worn on the top of the left sleeve. A senior Scout who remains in the scout troop will continue to wear the shoulder knot of their patrol.

(3) Garter Tabs: Maroon

(4) Epaulettes: Maroon with arrow head badge and Senior Scouts below.

(5) Thumb stick as an alternative to staff.

**Ss14** (1) A Second(s) wears the badges of a Senior Scout along with one maroon braid, roughly three inches (75mm) long by half an inch (12mm) wide, on the left pocket, on the right hand side of the senior arrowhead badge.

(2) A Patrol leader(s) wears the badges of a Senior scout along with two maroon braids, on the left pocket, on either side of the senior arrowhead badge.

(3) A Troop leader(s) wears the badges of a patrol leader(s) along with a third maroon braid, under the senior arrowhead badge.

**Ss15** The general scheme for Senior Scout is as follows:

(1) Hold the First Class Badge or pass the Admission Test

(2) Proficiency badges

(3) Bushman's Thong

(4) St George's Award

(ii) The requirements for each of these badges will be set out in the association's current literature for senior Scout's.

**Ss16** A Senior Scout cannot usually earn badge from those designed for under fifteens, but may continue to wear any he already earned before turning fifteen, until he earns the senior equivalent. Senior badges will be square (except the Ambulance Badge, Friendship Badge, Discovery Award and St. Georges Award).

**Ss17** Proficiency badges are worn on the right arm in parallel rows, with the exception of:

(1) The First Class is worn at the bottom of the left arm..

(2) The Ambulance Badge is worn at the top of both sleeves, above any other badges.

(3) Public service badges are worn on the left sleeve.

(4) The Bushman's Thong is worn around the right shoulder.

(5) The St George's Award is worn on the left arm in the place of the First Class and surrounded by the qualifying public service badges.

**Ss18** (i) Senior Scouts in an Area may meet together as desired for training or other activities, but such a combination may not be registered as an Area Senior Troop.

(ii) Such activities will be stimulated and co-ordinated by the AC or such other experienced SO as the AC may appoint for this purpose.

## **The Senior Scout Investiture**

A boy becomes a Senior Scout by investiture, during which he makes or re-affirms the Scout Promise. To become a Senior Scout a boy must have attained the age of 15, but not have reached his eighteenth birthday.

Before being invested as a Senior Scout he must either hold the First Class badge; or complete the Admission Test.

## **The Admission Test**

(1) Understand the Scout Promise and Law in accordance with his age and development.

(2) Have a knowledge of the life and work of B-P and the broad outlines of the history of the Movement.

(3) Have sufficient knowledge to train a boy or girl of Scout age in the Tenderfoot tests.

(4) With at least 3 other Seniors, one of which will make a report to the S.M.(S), go on foot across country or by boat, sailed or propelled by himself a total distance of not less than 22 kilometres, carrying his kit and sleeping out (in tent, hut or barn according to season) for not less than one night, lighting a fire and cooking for himself and his companion.

(5) If not previously a Scout, the Scout must have spent a total of at least 3 nights away from home in the company of Scouts (if possible Senior Scouts) sleeping in a tent, hut or barn, or similar shelter.

## Venturer Badge



(1) Complete an adventure journey as a member of a Patrol in which he 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, night work, decoding.

(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, roller-skating, sailing, gliding, canoeing, car-driving and motor cycle riding.
- (c) Swimming, diving.
- (d) Gymnastics, tumbling.
- (e) Rock climbing, rope-spinning, caving.
- (f) Track athletics, field events, cross-country running.
- (g) Rifle shooting, archery.

(3) Be able to perform 3 of the following:

- (a) Climb a tree to a height of 9m from the ground.
- (b) Vault a fence two-thirds his own height.
- (c) Throw an 18½m line to fall between 2 pegs 122cm. apart at a distance of 15½m. twice out of every 3 times.
- (d) Swim 18½m wearing clothes.
- (e) Climb a rope to a height of 4½m from the ground.

(4) Make a journey of at least 32 km on foot or by boat, with 3 other Scouts, route must be one with which the Scout is not familiar and should, if possible, include stiff country. Sleep out, using only kit carried in rucksack.

The Examiner may set the candidate 1 or 2 tasks which require a specific report but no general log of the journey is required.

The journey must be such as will constitute a definite test of determination, initiative, and self-reliance.

**Or** have passed the Senior Scout Hiker Badge.

**N.B. - All hikes must be checked by person holding B-PSA Safety on the Hills Certificate.**

## Bushman's Thong

Bushman's Thong, a leather thong worn on the right shoulder. Before being awarded the Bushman's Thong, a Senior Scout must:

- (1) Be at least 16 ½ years of age.
- (2) Hold the First Class Badge, the Venturer Badge and 2 of the following badges: Astronomer, Camp Warden, Forester, Hiker, Master Cook, Meteorologist, Naturalist, Senior Pioneer, Tracker.

(3) Make his own Thong. (The necessary materials and instructions are obtainable from the Equipment Department at H.Q. by Badge Secretaries).

## Adventure Pursuit

Have a reasonable beginner's knowledge of, and make a satisfactory beginner's attempt at a minimum of 9 activities (not more than 5 from any 1 section) from Sections A & B below:



### SECTION A - PRIMARY OUTDOOR EXERCISE

Archery *	Canoeing	Caving *
Cycling	Driving	Gliding
Go-Carting	Golf	Gymnastics *
Hill Walking	Judo/Karate	Lifesaving
Parascending	Pony Trekking	Rafting
Rifle Shooting *	Rock Climbing *	Rowing
Sailing	Skating	Snow Skiing
Sub Aqua Swimming	Survival Swimming	Table Tennis
Trampolining	Water Skiing	Wrestling

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

### SECTION B - HOBBY ACTIVITY

Archaeology	Architecture	Astronomy
Botany	Casualty-faking	Civic
Country Dancing	Field Studies	Geology
Map Making	Meteorology	Model Making
Photography	Printing	Signalling
Surveying		

## Aircraft Constructor

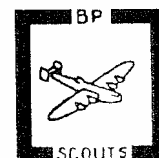
(1) Make any 2 of the following, 1 of which shall be of the Scout's own design and is to be accompanied by his working drawing. (The use of kit in 1 section is permitted.)

- (a) Rubber-driven model to fly for 60 sec.
- (b) Glider (tow launched with 50, max, line) to fly for 90 sec.
- (c) Glider (hand launched) to fly for 40 sec.
- (d) Engine-powered model (15 sec max. motor run) to fly for 90 sec.
- (e) Water plane (to rise off water) to fly for:
 

Seaplane	-	40 sec
Flying boat	-	20 sec
- (f) Flying scale model to fly for 20 sec.
- (g) Control line - start his model and get it airborne in 5 mins. Perform at least 15 laps demonstrating his control of the model by performing such manoeuvres as are appropriate to its type, followed by a smooth landing.
  - e.g. Trainer, sports, team racer or scale - climb and dive.
 

Stunt	-	climb, dive and loop.
Speed	-	10 laps level at 2m.

(2) Discuss his models with the Examiner with special reference to the methods of construction and the general aero-dynamic principles affecting flight, e.g., how lift is obtained; causes and effect of drag; stall and method(s) of curing.



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 Edge: Maroon



## Air Mechanic

(1) Know the basic principles of operation of:

- (a) Piston Engine
- (b) Turbo-Jet Engine

and understand how the power of these units is adapted to propel an aircraft.

(2) Be able to recognise and name the main components, i.e. Crankshaft, piston, compressor, turbine, reduction gear.

(3) Have a knowledge of methods used for cooling the various components, and know the reason for this cooling.

(4) Drill and tap a hole and fit a stud in metal, or drill and ream a hole to a good finish with a hand reamer.

(5) Show correct use of spanners, and demonstrate 2 methods of tightening and locking nuts. Understand the importance of properly locked nuts on an aero engine.

(6) Be able to read a simple engineering drawing of not more than 4 views, properly dimensioned and projected.

### Alternative

(1) Have an elementary knowledge of the principles governing the theory of flight.

(2) Drill and tap a hole and fit a stud in metal, or rivet 2 small plates together by hand.

(3) Have an elementary knowledge of aircraft controls and of the main airframe components.

(4) Have a knowledge of the approved methods of supporting, towing, picketing and ground handling of aircraft. Demonstrate aircraft marshalling signals.

(5) Show a knowledge of simple fabric repairs.

(6) Be able to read a simple engineering drawing of not more than 4 views, properly dimensioned and projected.

## Air Navigator

(1) Understand what is meant by latitude and longitude and be able to explain the difference between a great circle and a plumb line.

(2) Understand what is meant by magnetic dip, variation, deviation, heading, track and drift.

(3) Show a knowledge of the conventional signs used in air maps and which types of landmark are most useful in cross-country flying.

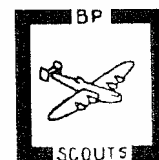
(4) Plot the true heading required to make good the track between 2 places on a chart, given an airspeed and a forecast wind velocity. Given a time of departure, work out the estimated time of arrival (E.T.A.) from a timed fix indicated on the chart during an imaginary flight, work out the track made good, actual wind velocity, new track required, true heading to steer and revised E.T.A.



**Colour**  
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Inner Square: Green  
Background: Maroon  
Edge: Maroon

## Air Observer

- (1) Recognise correctly from photographs or silhouettes shown for 10 sec, each, of the aircraft shown by the examiner.
- (2) Pass or have passed Part 3 of the Air Spotter badge.
- (3) Be able to recognise and name from a list submitted by the Scout the International aircraft markings both service and civil of at least 12 countries, including U.K.
- (4) Understand the R.A.F. system of letter designation according to aircraft duties and give examples of 3 designations.
- (5) Be able to distinguish the various marks of 2 aircraft types selected by himself. (Each type to have more than 1 mark or series number.)



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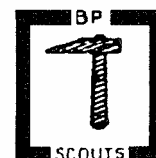
## Ambulance

Pass the 'Emergency First Aid at Work' certificate.



## Archaeologist

- (1) Have a knowledge of 1 of the periods in human history (e.g. Palaeolithic, Mesolithic, Neolithic) and know something of 1 of the cultures of the people of the period chosen.
- (2) Draw a sketch map to scale of 1 of the British prehistoric sites.
- (3) Understand the value of conservation and reconstruction of antiquities.
- (4) Know 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" he has assisted with; or a survey he has made of a site which has produced items of archaeological interest.



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Background: Maroon  
Edge: Maroon

## Artist

- (1) Show knowledge and ability in 1 of the forms of art as given in the Designer's badge.
- (2) Show specimens of his own work and discuss them with the Examiner with particular reference to:
  - (a) any necessary preparation of media and materials.
  - (b) opportunities for further study of the art.
  - (c) examples of masters which he has seen or books which he has studied, and his opinions of them.



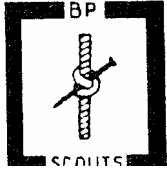
## Astronomer

- (1) Know the chief stars and constellations visible in his latitude and 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.
- (3) Know what is meant by: the Galactic system, star clusters.
- (4) Make a simple astronomical model to illustrate some features of the solar system.
- (5) Discuss the instruments used and the work carried on in an observatory. Know the principal observatories of the world, their situations and natural advantages, the special work undertaken by any of them and some details of their telescopes.



## Boatswain

- (1) Know the different kinds of canvas, use a palm and needle, make a cringle, sew a flat and round seam, herringbone and make small repairs to sails.
- (2) Make an eye-splice in rope.
- (3) Overhaul and repair a set of standing rigging in rope or cordage or an open sailing boat.
- (4) Be able to worm, parcel and serve, and make the following:  
Turk's Head, 2 kinds of sennit, long splice, chain splice, and be able to point a rope (any method) and apply West Country and Sailmaker's Whipping.
- (5) Know the different types of purchase tackle and rig a handy-billy.
- (6) Make a kitbag or similar article in canvas.
- (7) Be proficient in pulling boat, or kayak, or sailing dinghy.



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## Bookman

- (1) Supply the Examiner, previous to the test, with a list of at least 18 books from those he has read during the previous 12 months. The list must include some standard literary works. Technical books may not be included.
- (2) Write his own review of a book lent him to read by the Examiner.
- (3) Explain how he decides which books to read, and understand the facilities which exist in his district for obtaining books.
- (4) Demonstrate how books should be cared for by producing some of his own volumes.



## Camp Warden

- (1) Pass or have passed the Camper badge.
- (2) Have camped 10 nights since reaching the age of 15.
- (3) Camp for the weekend at a site (other than the one visited under (6)) and report on the differences, advantages and disadvantages of this site e.g. Ground, soil, trees, aspect and general suitability as a camp site.
- (4) Show practical knowledge of the subjects covered in "Camping - Get it Right" (the Association's "Camping Standards") and apply that knowledge in planning a camp for at least 3 Patrols, from finding the site to the return home.
- (5) Make a tent, groundsheet, rucksack or other similar of camp equipment.
- (6) Have helped satisfactorily at a permanent camp site for not less than 6 nights, or, where this is not possible, have taken sole charge of a camp for a weekend, such camp to have not less than 8 campers and to be visited by the Examiner.



## Caterer

**ALL parts to be completed.**

PART 1.

- (a) Make a scrapbook or collection or file of 1 type of cooking, e.g. Cooking for children; cooking with cheese; cooking for vegetarians; buffet; Chinese; etc.
- (b) Present findings neatly and attractively - information, pictures, recipes, etc.



## PART 2.

- (a) Work out a menu, lay a table, then prepare, cook and serve a 3-course meal for 6 people and serve coffee.
- (b) Write a menu for the table, write invitations to the Examiner and 5 guests.
- (c) Clear up after the meal and leave the kitchen clean and tidy.

The help of 1 other Scout who is taking the test may be obtained.

## PART 3.

Prepare a buffet for approximately 20 people. Most of it is to be prepared the previous day (to show the keeping qualities of food). Show how a buffet meal can be varied and adventurous.

## PART 4.

Know:

- (a) how convenience foods can be widely used.
- (b) how to plan a balanced diet.
- (c) how to store food at home.
- (d) how to make use of kitchen aids, such as kitchen roll, cling film, foil etc.
- (e) what is meant by culinary terms; roasting, grilling, steaming, boiling, frying, basting etc.

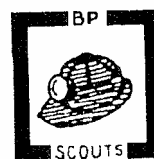
Be ready to answer questions on any part of the test.

## Cave Explorer

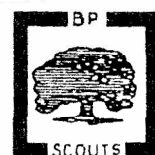
- (1) Take part in at least six trips to at least two different cave systems, three of these trips should include sections involving supervised descent of vertical pitches. Each visit must be as a member of a properly led group. Keep a record of these trips and the routes followed.
- (2) Explain how caves are formed.
- (3) Rig and use ladder pitch under supervision.
- (4) Know the cave conservation code and discuss measures that can be taken to promote conservation of formations and the cave environment.
- (5) Study an aspect of speleology agreed beforehand and discuss the findings. Examples might be the fauna and flora found in caves, cave photography or bat conservation.

## Conservation (Public Service)

- (1) Be able to describe the effect on wild life resulting from: fire, overgrazing, unwise forest practice, soil erosion and water pollution. Know how erosion affects fish feeding grounds and spawning grounds. List the main sources of pollution of streams.
- (2) Know the relationship between wild life and natural habitat and how the activities of man affect the natural environment.
- (3) Know the relationship in nature between the units of 1 of the following groups:
  - (a) Foxes, mice, and young forest plantations
  - (b) Trees, insects, birds.
- (4) Know why the laws are made setting definite seasons and bag limits on shooting and fishing, and know the proper dates and bag limits on 2 species of game and 2 of game fish.
- (5) Do 1 of the following:
  - (a)\* Make a list of the kinds of birds, mammals, insects and wild flowers on a plot of ungrazed woodland of about 4 acres (130m, x 130m, sq.). Make a similar list for an area of 4 acres of woodland grazed by cattle, and state why the populations are so different.
  - (b)\* Select 1 species of wild life common in his neighbourhood and find out what are the best ways to protect it.
  - (c)\* Go out for at least 2 days with a fisherman, Game Keeper, Fishery Officer or conservationist, and write a report on the methods he uses.



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**Colour**  
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- (6) Do 1 of the following:
- (a)\* Help stock or fertilise a fish pond.
  - (b)\* Plant 100m of stream banks to control erosion.
  - (c)\* Set out 100 food plants for birds and mammals.
  - (d)\* Help plant a windbreak or hedge or other suitable winter cover for wild life.
  - (e)\* Build and set out in suitable places 8 nesting boxes.

**Alternative**

- (1) Know 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) (a) Name 3 causes of floods.  
(b) State 3 methods of controlling floods.
- (3) Name 3 different causes of pollution in rivers or streams, and indicate how these can be controlled.
- (4) Explain how water conservation is related to soil conservation.
- (5) Do 1 of the following:
- (a)\* Follow a small stream to its source, and see where it originates.
  - (b) Estimate the flow of water in a stream indicated by the Examiner.
  - (c)\* Help make a farm pond.
  - (d)\* Carry out or assist with bank erosion control or other improvement project on a stream, pond or lake.
- (6) Do 1 of the following:
- (a)\* 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.
  - (b)\* Visit a farm pond and write a report on the type and purpose of the pond.
  - (c)\* Visit a stream or river and write a report on its condition under the heading of:  
(i) colour; (ii) smell; (iii) fish; (iv) swimming.
  - (d)\* Find out what happens to domestic and industrial waste in his community and give a written report on (i) the methods used to purify the waste and prevent pollution or (ii) what should be done to prevent it polluting waterways.

**Alternative**

- (1) Name and describe 5 kinds of soil.
- (2) Know the meaning of the terms: organic, inorganic, soil profile, humus and tilth.
- (3) Explain what is meant by: contour, deep and shallow ploughing.
- (4) Describe what is meant by crop rotation and how it assists more efficient production.
- (5) Explain 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 1 of the following:
- (a)\* Examine soil profile and identify the different layers (horizons).
  - (b)\* Help carry out a soil conservation project on a farm or Scout camp site.
  - (c)\* Plant at least 100 shrubs or trees as part of a soil conservation plan to prevent erosion.
- (7) Do 1 of the following:
- (a) Take a photograph or make a sketch of 1 form of erosion mentioned in (5) above.
  - (b) Plant 2 bean seeds in a flower pot of topsoil, and 2 bean seeds in a flower pot of subsoil. Tend them for a month and report of difference in rate of growth in 2 pots, appearance of plants, and other differences.
  - (c) In a glass jar collect muddy water from a stream and allow to stand for 6 hours. Observe the amount of soil which settled to the bottom. State where you think the soil originated.
  - (d) In a shallow dish, place vet samples of 2 different soils, 1 low in organic matter and the other high. Dry out thoroughly and make a brief report of the effect on each.

**Note:** Items marked\* may be carried out in company with other Scouts taking the same test but reporting separately.

## Crime Watch (Public Service)



- (1) Pass or have passed the Crime Prevention badge.
- (2)
  - (a) Take part in a group visit to your local police station or arrange for someone from your local police station to visit your Group.
  - (b) Show a knowledge of the:
    - (i) history of the Police Force;
    - (ii) organisation of the Police Force;
    - (iii) duties of a Crime Prevention Officer.
- (3)
  - (a) Compose from life:
    - (i) a pedal cycle checklist;
    - (ii) a motor vehicle checklist;
    - (iii) a personal description;
    - (iv) a vehicle description.
- (4)
  - (a) Show a knowledge of:
    - (i) crime prevention in the home;
    - (ii) holiday security;
    - (iii) security of personal possessions.
  - (b) Carry out a survey of your home and Scout H.Q. with regard to (a) above.
- (5) Know:
  - (a) what steps to take for personal security;
  - (b) how to summon urgent assistance by either telephone or runner;
  - (c) what is meant by 'Hue and Cry'.
- (6) Design a crime prevention poster and slogan other than that as covered in Section 5 of the Scout Crime Prevention Badge.
- (7) Give a talk on a crime prevention topic or on crime prevention generally to other members of your Group or Area.

## Despatch Rider (Public Service)



- (1) Demonstrate that he knows the Highway Code, traffic signals, lighting-up times, road signs, National system of road numbering and is also able to read a road map.
- (2) Own, or have the use of, a cycle, motor cycle or motor car.
- (3) Be able to carry out running repairs to the cycle, motor cycle or car.
- (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 he 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 motor accident, giving adequate 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) Have an elementary knowledge of the terms and measurements used in electrical work.
- (2) Make connections in electrical wiring and replace defective switches, lamp-holders fuses and fuse wires correctly.
- (3) Make a simple electro-magnet. Construct a Morse buzzer set which can operate between 2 rooms.
- (4) Explain the difference between A.C. and D.C.

- (5) Explain the purpose of fuses and earthing and the dangers caused by improper connection and use of domestic electrical appliances. Discuss the precautions to be taken when handling electrical apparatus.
- (6) Know the action to be taken in case of electric shock.
- (7) Be able to read a domestic electricity meter and calculate cost of current consumed since the last reading.

## Farmer

- (1) Demonstrate practical work of 1 of the following: horseman, shepherd, cowman, pigman, herdsman, poultryman.
- (2) Show as general knowledge of haymaking, sowing, harvesting, and an acquaintance with routine seasonal work on a farm, including the care of cattle, horses, sheep, pigs and poultry.
- (3) Recognise common crops and show some knowledge of rotation.
- (4) (a) Keep satisfactorily 1 of the following over a period of a year:  
Bees, rabbits, chickens, ducks, geese, turkeys, pigeons, pigs, goats (Produce proper accounts showing business methods).
- OR** (b) Know the way in which soil is kept fertile; have a general knowledge of the rotation of crops, the chief pests and diseases: and know the locally important breeds of sheep and cattle.
- (5) (a) 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.
- OR** (b) Make a general agricultural survey of a village (under 1,000 inhabitants) giving details of local crafts, crops, markets and transport.



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## Fireman (Public Service)

- (1) Pass or have passed the Firefighter badge.
- (2) Explain the fire risks and proper precautions to be taken in his home and Scout Headquarters. Show that he understands what is meant by "spontaneous combustion", where it is likely to arise and the precautions to take.
- (3) Know where to install smoke alarms and how to maintain them.
- (4) Understand the functions of 2 of the following:  
fire-resisting doors, sprinkler systems, rescue reels, hose reels, private fire-alarms and internal hydrant systems.
- (5) Demonstrate that he understands the fire risks and precautions to be taken in places of public entertainment.
- (6) Plan the fire precautions and seating arrangements for a Scout event or similar entertainment performance.
- (7) Be able to recognise the dangers of using open fires in camp and what precautions must be taken.
- (8) Visit your local Fire Station and find out how the local Fire Service works with and for the community or attend a fire awareness course provide by your local Fire and Rescue Service.



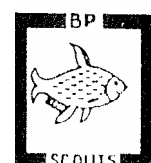
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## Fisherman

The Senior Scout may choose to complete all of the elements from either section A, B or C

### A Course Angling\*

- (1) Load a fixed spool reel with line.
- (2) Make up both; a float rod, and a feeder rod.



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- (3) Make up a cast for a waggler float, a stick float, and a ledger rig.
- (4) Tie a spade end hook to a trace.
- (5) Show a knowledge of local waters, both lakes and rivers, and the types of bait used.
- (6) Demonstrate a Blood Knot and a stopper knot.
- (7) Produce photographs of recent catches.
- (8) Identify, from pictures, six coarse fish.

### **B Game Angling\***

- (1) Make up a cast and attach dropper flies using a Blood Knot.
- (2) Tie three different varieties of fly.
- (3) Demonstrate an overhead cast, with the fly coming to rest in a 1 metre circle, at a distance of 10 metres, 5 times out of 10.
- (4) Be able to identify both Rainbow and Brown Trout.
- (5) Produce photographs of recent catches.

*\*In both A and B know the "Close Seasons" and licenses required.*

### **C Sea Angling**

- (1) Load either a fixed spool reel or a multiplier reel with line.
- (2) Tie a 'Shock Leader' to the main line.
- (3) Make up a trace of two paternoster hook lengths.
- (4) Discuss with the examiner the difference between pier and beach fishing.
- (5) Explain the dangers involved in:
  - (a) Tides and their movements.
  - (b) Fishing during darkness.
  - (c) Wading.
- (6) Produce photographs of recent catches and identify baits used to catch different species.

### **Forester**

- (1) Be able to identify, in summer and in 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 and woods may be exposed, ie. 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) Know how to select an axe, name the parts, how to take care of it and the safety rules of axemanship.
- (6) Know how to use a felling axe in felling and logging up. Use a cross-cut saw and wedges.
- (7) Demonstrate the general principles of felling, trimming, logging up, moving and stacking timber, and calculate the amount of useful timber in a given tree.





## Glider Pilot

- (1) Gain the Gliding Certificate issued by the British Gliding Association with an "A" endorsement.
- (2) Be able to carry out the daily inspection on 1 type of glider under supervision and have assisted in rigging or de-rigging.
- (3) Explain the formation of soaring currents i.e. hill, thermal and wave lift.



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## Handicraft

- (1) Show that he has successfully pursued 1 of the following for not less than 1 year, and produce 6 appropriate articles made by himself:

Basketwork	Bookbinding	Carpentry
Leatherwork	Metalwork	Spinning
Weaving	Parquetry.	



- (2) Discuss his work with the Examiner with particular reference to:
  - (a) Tools and materials used.
  - (b) Possible projects for the future.
  - (c) Sources of information which he has consulted.

## Handyman (Public Service)

Be able to do 10 of the following, at least 6 of which (selected by the Examiner) must be demonstrated:

- (a) Build a bird/ bat box or bird table.
- (b) Paint or stain a window frame or door.
- (c) Paint a ceiling, paper or paint a room, including wood work.
- (d) Know what precautions to take against frost and how to thaw out frozen pipes in a dwelling or house.
- (e) Repair defective plastering.
- (f) Re-hang a door and repair door furniture, including handles, locks etc.
- (g) Effect minor repairs to furniture, such as broken castors, and minor upholstery repairs.
- (h) Lay and repair block paving.
- (i) Put a neat patch on a garment.
- (j) Lay lino or laminate flooring.
- (k) Clean and polish a car.
- (l) Wash and iron a shirt.
- (m) Mix concrete and effect simple repairs with it.
- (n) Repair children's toys.
- (o) Wire a plug.



## Helmsman

- (1) Pass or have passed the Oarsman badge.
- (2) Show a knowledge of different types of local craft.
- (3) Point out and name parts and uses of sails, running and standing rigging, masts and spars for ketch, yawl, and cutter type of sailing craft.
- (4) Be able to sail a boat and be able to tack, wear, reef, make and shorten sail and be able to get under way and come alongside with the wind from any reasonable direction. Anchor correctly and be able to sail up to and make fast to a buoy.
- (5) Make and use a sea anchor.
- (6) Show how to leave a sailing craft with all sails and gear properly stowed.
- (7) Discuss the rules of the road, at sea.



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Centre: Gold  
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## Hiker

- (1) Demonstrate methods of packing and carrying a complete hiking kit for a 24-hrs. Be prepared to justify his choice of kit.
- (2) Take part in 3 hikes, during each of which kit is carried and the Scout sleeps out, distance of 2 hikes to be at least 16 km each; distance of the other to be not less than 48 km, with 2 nights camping out. Logs of high standard to be produced.
- (3) Select a route for a 24 km hike from a 1:25 000 or 1:50 000 O.S. map, not necessarily of his own district, giving reasons for his choice of route.
- (4) From a map select 3 areas of 1 km square, approximately, where a good hike camp site should be possible, giving reasons for choice of the areas.
- (5) Make an article of hiking kit, such as tent, sleeping bag, camp fire blanket, rucksack, or a bag or other container in which to pack billy, food or toilet necessities, etc.
- (6) Show a knowledge of personal hygiene and the care of feet and footgear.

**Note:** This badge is a requirement for the Senior Explorer Badge.

**N.B. – All hikes to be checked by person holding the B-PSA Safety on the Hills Certificate**



## Horseman

- (1) Should be an active horseman 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 horse's mouth and loin. Be able to jump fences at all paces.
- (2)
  - (a) Be able to fit saddlery.
  - (b) Have a 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

- (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 for the layout of an herbaceous border with particular reference to continuity of bloom, colour schemes and comparative height; OR a plan for an ornamental bed of trees, shrubs, bulbs and herbaceous perennials to give bloom all the year round.
- (3) Give a plan for a 10-rod allotment for supplying vegetables for 1 year, listing the seeds necessary.
- (4) Show shrub or fruit tree pruned by himself 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 his own district: apples, pears, plums, blackcurrants, raspberries, strawberries and gooseberries. In giving these selections the importance of pollinators, where necessary, should be considered. and maintain the fertility of his own garden soil.
- (7) Understand the importance of control of pests and diseases. Know how and when to use sprays, dusts, grease-bands.
- (8) Know how to cultivate and maintain the fertility of his own garden soil.

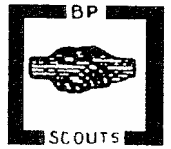


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## Interpreter (Public Service)

Pass the following tests in any language other than his own:

- (a) Carry on a simple conversation lasting about 15 minutes and introducing some of the basic Scout vocabulary, e.g. the words for Scout, Patrol, camp, tent.
- (b) Write a letter of about 300 words dealing with a simple Scout topic chosen by the Examiner.
- (c) 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.



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## Leading Piper

Submit to the Examiner 3 sets of march, strathspey and reel tunes, the selection of which rests with the Examiner, any of which the piper must be prepared to play.

**Note:** Where Northumbrian or Irish Pipes are used, alternatives may be accepted at the Examiner's discretion.



## Signaller (Public Service)

- (1) Send and receive a message of not less than 150 letters, at a rate 9 in Semaphore (45 letters per minute).
- (2) Send and receive a similar message in Morse: on buzzer at rate 8 (40 lpm) - on lamp at rate 6 (30 lpm).
- (3) Demonstrate that he knows 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 rate 4 (20 lpm).

**Note:** 90% accuracy to be required in all tests. Outdoor sending and receiving stations to be a minimum of 185m apart. Buzzer stations to be in separate rooms.

### **Alternative for Sign Language**

- 1) Pass or have passed the sign language part of the Scout Signaller Badge.
- 2) Find out about facilities and products for Deaf People
- 3) Understand the importance of inclusion for Deaf People
- 4) Interact with Deaf People (e.g. at a deaf club or school)



## Map Maker

(1) Make a map on the ground, by triangulation using prismatic compass or plane table, of an area of about 40 acres, chosen by the Examiner, at the scale of 1:4 000 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 3km of road, showing all main features and objects within a reasonable distance on either side, to a scale of 1:16000. The field book must be produced for inspection.

(3) Enlarge such portions of an O.S. map either 1:25 000 or 1:50 000 editions as the Examiner may determine, to a scale of 1:21000.

(4) Draw a simple cross section from a 1:25 000 or 1:50000 O.S. map (Line chosen to include varied features, gradients etc.)

(5) Show a working knowledge of metric scales.



## Master Canoeist



- (1) Pass or have passed the Canoeist Badge.
- (2) Demonstrate efficient forward, backward and sideward paddling.
- (3) Know and demonstrate how to prevent a capsize.
- (4) Capsize a canoe and self-rescue
- (5) Peer Rescue; Rescue a capsized canoeist, empty their boat and help them back into their boat safely.  
(Note: Candidates to participate as both rescuing and capsized parties in turn)
- (6) Stow a canoe with kit for 2 days' journey.
- (7) Make a 24-hour journey, camp overnight and keep a log.  
**N.B. – All canoeing to be supervised by qualified BCU Coach.**

## Master Collector



- (1) Show that the stamps he has collected are in good condition, well mounted and arranged.
- (2) Show that he has started to specialise by producing a written up collection in a loose-leaf album of:
  - (a) Selected issues of countries from a general collection, OR
  - (b) Stamps of 1 country or group of countries, OR
  - (c) Stamps illustrating a subject or theme (eg. Scouting, flowers, transport, printing processes etc.)

**Note:** Other articles may be collected, the tests to be of equal standards.

## Master Cook



- (1) Cook for a Patrol, both in camp (open fire and camp oven) and indoors (any type of stove), including roasting, boiling, frying and the making of bread, cakes, puddings, drinks and sauces. Prepare and serve food punctually and hot, following the niceties of good manners. Demonstrate carving.
- (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 Scouts each. A limit for the cost of catering will be laid down by the Examiner.
- (3) Know how to prepare a hot meal (2 courses) and a hot drink, without utensils except a billy.

## Master Swimmer



- (1) Swim 100m in any over-arm or crawl style.
- (2) Swim at least 1600m.
- (3) Perform the following dives:
  - (a) Racing dive from the edge of the bath.
  - (b) Dive from a board not less than 3m above the surface of the water.
  - (c) Neat dive from a spring-board.
- (4) Perform some individual stunt in fancy diving or in swimming, (such as swallow dive, backwards and forwards somersaults in water).
- (5) Satisfy the Examiner that he is capable of instructing a non-swimmer in the basic principles of swimming.
- (6) Pass or re-pass Test 1 of the Swimmer badge.

## Mechanic



- (1) Demonstrate how to lift bonnet of vehicle.
- (2) Demonstrate how to check brake fluid.
- (3) Demonstrate how to check clutch fluid.
- (4) Demonstrate how to check oil and power steering oil.
- (5) Demonstrate how to check radiator level.
- (6) Demonstrate how to check wind screen washer levels and how to change windscreen wipers.
- (7) Know where the spare wheel is kept.
- (8) Demonstrate how to change a wheel and know the safety precautions.
- (9) Demonstrate how to check tyre wear.
- (10) Demonstrate how to check lights are working and be able to change defective bulbs.
- (11) Know what points to check before driving a vehicle.

## Meteorologist



- (1) Pass or have passed parts (3) & (4) of the Weatherman badge.
- (2) Keep, from his own personal observations a daily record of the weather, for 1 month (as for Weatherman's badge but for all headings).
- (3) Explain the purposes and principles of the simple thermometer, wet and dry-bulb thermometer(s), barometer and 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



### Aim

To demonstrate the core skills required to plan expeditions and navigate safely in mountain terrain (terrain 2) in summer conditions and gain experience towards leading remotely supervised mountain journeys as part of the DofE scheme or under the supervision of a qualified person.

### Complete the requirements below:

- (1) Demonstrate a knowledge of the differences between the contents of a mountain day sack, a mountain leaders day sack and a mountain expedition rucksack including group equipment.
- (2) Demonstrate a working knowledge of Naismith's Rule, pacing and timing on different terrain at night or very low visibility (such as fog) by navigating to at least 6 features over 3 km in wild country (terrain 1), to pin point accuracy using a 1:25 map.
- (3) Demonstrate the safe creation and use of at least 1 direct and indirect belay using only a rope on steep ground.
- (4) Explain the dangers of River crossings and the use of a rope for this purpose, plus describe 2 other types of river crossing process.
- (5) Tie and use of a Thompson knot for a lower from a belay.
- (6) Plan, complete and log at least 4 full mountain days (a minimum of approximately 7 hours each) in different seasons and on different mountains (considered to be Terrain 2) supervised by a qualified mountain leader.
- (7) Plan, complete and log a 2 day, 1 night mountain expedition carrying your own shelter and wild camping supervised by a qualified mountain leader.

### Note

While Senior Scouts should complete their own planning and execute their own terrain 2 journeys they should be supervised by a qualified Mountain Leader who should remain with them at all times in line with the B-PSA insurance requirements.

## Musician

- (1) Sing effectively a solo suitable for the camp-fire.
- (2) Sing a solo with chorus and take part as alto, tenor or bass in a part song (or equivalent).
- (3) Lead singing at a camp-fire 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.



## Alternative

- (1) Play 2 solos, 1 of his own choice and the other at sight on any recognised musical instrument.

**Note:** Jew's harp, drum and other percussion instruments are not allowed.

- (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.  
In the case of concertina or accordion, accompany varied kinds of camp-fire singing.

**Note:** A certificate that the Scout is a regular member of an orchestra may be accepted.

- (3) Recognise 4 out of 6 popular tunes played by the Examiner.
- (4) Know what is meant by a Sonata, Concerto and Oratorio.

## Naturalist

- (1) Show evidence of an intelligent interest in the whole field of nature and with particular regard to 1 of the following:

- (a) Trees and shrubs
- (b) Wild flowers (produce photos or sketches, DO NOT pick.)
- (c) Bird life (DO NOT collect birds eggs.)
- (d) Butterflies or moths or other insects
- (e) Wild animals (native)
- (f) Ferns or grasses
- (g) Seashore or pond life
- (h) Rocks or fossils

and produce collections, specimens, log books, etc, as the pursuit may warrant.

- (2) Discuss with the Examiner his observations and the sources of information (Museums etc.) he may have used.

**Note:** Follow the Country Code and protect the countryside at all times.



## 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.
- (3) Must:
  - (a) propose a vote of thanks.
  - (b) make an impromptu speech of 3-5 minutes' duration on a subject (choice of 3 allowed).

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.





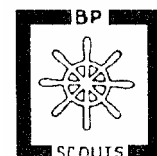
## Pathfinder (Public Service)



- (1) Pass or have passed the Guide badge.
- (2) Demonstrate that he has thoroughly explored an area of at least 3 km radius (not around their own home or H.Q.) by submitting logs of his expeditions for 2 of the following specific objects:
  - (a) Following out all footpaths, bridle paths and waterways shown in past and present maps and reporting on their present existence and condition.
  - (b) Preparing a full report on the agriculture and industries of the locality and the use to which the land is put.
  - (c) 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 by modern developments including advertising etc.
  - (d) Preparing a full report on the soil, trees, shrubs, flowers, birds and animals found in the area.
  - (e) 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 rule of the road" and any regulations affecting the use of the waterways by Scouts. The report to include full details of 2 camp-sites adjacent to mooring places in the area.

**Note:** The logs submitted will give a mileage covered and be accompanied, as far as possible, by explanatory sketches, maps and photographs.

## Pilot (Public Service)



- (1) Pass or have passed the Coxswain badge.
- (2) Be able to read a chart, plot a position by 3 methods and lay off a course; making allowance for variation and deviation of compass and tidal set.
- (3) Know the different types of buoys, lighthouses and light-vessels in general use, the usual danger, storm and fog signals. Discuss the Beaufort Wind and Sea Scales. Understand the use of a Barometer in forecasting the weather.
- (4) Demonstrate how to take soundings.
- (5) Know the proper gear that should be carried in a sailing boat to ensure safety of the vessel under all conditions.
- (6) Organise and take charge of a Patrol expedition of 48 hrs minimum duration in a sailing boat or motor cruiser. Journey to a point at least 16 km from start and return. Keep a log showing courses and distances. Route to be prepared by candidate with proper reference to tides etc. Member of Patrol to be properly organised as a boat's crew.
- (7) Read a Mariner's Compass marked in points and degrees and be able to estimate roughly (using chart and tide table) the depth of water at any state of the tide.

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Background: Maroon  
Edge: Maroon

## Public Health (Public Health)



- (1) Know what is meant by Public Health - what it is and how it has developed.
- (2) Have a general knowledge of the functions of the human body and how it works.
- (3) Have a knowledge of the modern methods of disease prevention.
- (4) Know the rules of healthy living in camp and construct to a high degree of efficiency:
  - A camp incinerator.
  - A properly screened and fitted latrine suitable for a Patrol camp of 7 days.
  - A grease pit.
  - A camp urinal.
  - A camp larder, proof against flies, to take perishable food for a Patrol.
- (5) Know how to improve and safeguard his own personal health.

(6) Understand the dangers of infectious and contagious diseases, including venereal diseases, and the measures taken by the Local Authorities to prevent their occurrence.

(7) Describe methods used in his district to ensure sanitary storage, collection and destruction of house refuse, and understand the importance of such measures.

### **Quartermaster (Public Service)**



(1) Have acted as Quartermaster for a Scout Group or Section for at least 6 months.

(2) Show a knowledge of sound methods of storing tents, tools, cooking equipment and ropes, and show that he is carrying these methods out in practice.

(3) Demonstrate his 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 guy line on a patrol tent.
- (c) Re-proofing a hike tent.

(5) Demonstrate how to sharpen an axe using a grindstone and a carborundum stone, and how to replace a saw blade.

(6) Show that he has kept efficient simple records of an Equipment Store, including issues and returns. Show a knowledge of how to make provision in his records for the replacement of expendable items, and how to deal with depreciation.

### **Alternative**

(1) Have acted as Quartermaster to a Troop or Colony/ Pack Camp or Colony/ Pack Holiday of at least 5 days duration.

(2) Display a knowledge of how to store in camp:

- (a) Foodstuffs.
- (b) Equipment.

(3) Produce a set of menus covering 48 hrs that he has actually used in connection with a Troop or Colony/ Pack Camp, and be prepared to discuss the menus.

(4) Show that he understands the need for a balanced diet in camp, and that he is able to produce it at reasonable cost, and keep simple accounts.

(5) Demonstrate 2 of the following:

- (a) Repairing a tear in a patrol tent.
- (b) Replacing a guy line on a patrol tent.
- (c) Re-proofing a hike tent.
- (d) Re-hafting an axe.

(6) Submit to the Examiner a list of the tools which he would take to camp, including those required for emergency repairs; show that he can use and take care of all of them and justify his inclusion of each tool on the list.

### **Rescuer (Public Service)**



Hold the Royal Life Saving Society National Pool Lifeguard Qualification (NPLQ) or National Beach Lifeguard Qualification (NBLQ).



## Rock Climber



### Aim

To demonstrate a growing understanding of the breadth of climbing experience available and the technical and safety aspects of climbing required to move safely towards lead climbing and single pitch supervision in the long term.

### Complete the requirements below:

- (1) Know how to put on a harness, set up and use a belay device safely and the calls used in climbing.
- (2) Show knowledge of the rope types used for rock climbing and abseiling and explain how to coil and maintain them.
- (3) Explain the safety rules for climbing on both natural and artificial rock faces.
- (4) Show an awareness of the environmental issues around climbing on natural rock faces.
- (5) Explain the differences between Bouldering and Sports Climbing.
- (6) Have experience of at least one session (two hours) of single-pitch climbing on a man-made climbing wall, either indoors or outdoors.
- (7) Be able to use information given in a climbing guidebook. Explain the grading systems for climbs.
- (8) Select at least five separate climbs from a guide book, locate the starts on the ground and climb them with the aid of a top rope system or as a second, set up or led by a qualified leader. (the standard should be at least Very Difficult and may be single or multi pitch).
- (9) Be able to abseil down a face of not less than 15 metres also using a safety rope.
- (10) Demonstrate the safe placement of nuts and cams and the principles behind adding quick draws and how a lead climber would use them as a safety rope.
- (11) Demonstrate the safe placement and rigging of a 3 point top anchor used for a bottom roping system.

### Notes

Senior Scouts should only undertake these climbing activities as a member of a properly organised climbing group, run by experienced adult climbers authorised within the B-PSA activities insurance.

## Senior Athlete

(1) Pass in 3 out of the 5 groups, 1 event from Groups (i) or (ii) or (iii) or (iv), 3 events from Group (v)



**Colour**  
 Centre: Gold  
 Inner Square: Green  
 Background: Maroon  
 Edge: Maroon

Group (i)		Event	Under 16's	16+
(a)	Running	100m	13 sec	12.5 sec
		200m.	27 sec	26 sec
		400m	66 sec	63 sec
		800m	2m.26 sec	2m.30 sec
		1500m	5m 45 sec	5m.30 sec
		3000m	12m.45 sec	12m.30 sec
(b)	Road Walk	5000m	36 min	34 min
(ii)	Jumping	Long Jump	4.9 metres	5.2 metres
		High Jump	1.3 metres	1.4 metres
		Pole Vault	2.3 metres	2.4 metres
(iii)	Throwing	Shot	9.4 metres (4½ kg)	9.75 metres (5.4 kg)
		Discus	25 metres (1 kg)	28 metres (1.5 kg)
		Javelin	32 metres (2.2m)	36.5 metres (2.3m)
		Hammer	24.4 metres (4 kg)	26 metres (5.4 kg)
		Cricket Ball	53 metres	56 metres

(iv)	Swimming 100 metres		Under 16's	16 +
		Freestyle	1m 30 sec	1m 25 sec
		Butterfly	1m 50 sec	1m 45 sec
		Breaststroke	1m 50 sec	1m 45 sec
		Backstroke	1m 45 sec	1m 40 sec
(v)	Physical Efficiency (Standards to be arranged locally)			
	Sub-group			
(a)	Stamina	-	Skipping	
		-	Running	
(b)	Strength	-	Medicine ball	
		-	"Press-ups"	
(c)	Skills	-	Dribbling Football	
		-	Dribbling Basket Ball	
		-	Basket Ball Shooting	
		-	Bowling	
		-	Hand walk	
		-	Accurate Throwing	
(d)	Speed	-	Shuttle Relay	
		-	Speed Skipping	
(e)	Spring	-	Upward Spring	
		-	Standing Broadjump	
		-	Standing Hop-Step-Jump	
<i>Note: For girls a 10% allowance should be made all round.</i>				

## Senior Bellringer

- (1) Pass or have passed the Bellringer badge.
- (2) Be able to give the name by which methods are identified on different numbers of bells.
- (3) Be able to write out the changes of 2 simple methods, 1 on an odd number and 1 on an even number of bells, and to describe the working of any 1 bell in these methods.
- (4) Be able to ring a plain course in the methods in No 3.

### Alternative for hand Bells

- (1) Pass or have passed the Bellringer badge.
- (2) Be able to give the name by which methods are identified on different numbers of bells.
- (3) Understand what is meant by the "Position" of a pair of bells in "plain hunting" on 6 bells.
- (4) Be able to ring a pair of bells in either the plain course of Bob Minor *or* the plain course of Grandsire Triples.



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## Senior Entertainer

- (1) Perform 3 items, each to last at least 3 minutes, from the following:  
dancing, singing, playing an instrument, reciting.

**Note:** The items may be of the same kind e.g. 3 contrasted songs. The standard is to be very high and suitable for a public entertainment.

- (2) Entertain *Scouts* for 12 minutes with at least 3 of the following (other than items performed in (1)):  
conjuring tricks; magic; juggling; playing whistle, guitar or other portable instrument; character sketches; stories; songs with chorus; mime; jokes.

**Note:** The standard need not be so high as in (1), but suitable for a parents evening or camp fire.

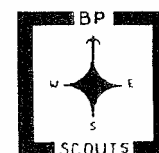
- (3) Either:
  - (a) Use theatrical makeup to make a clown face, or
  - (b) Design a stage costume.



## Senior Explorer

- (1) Pass or have passed the Hiker badge.
- (2) Take part in an expedition with not less than 3 other Scouts. The expedition may be on foot, by cycle, kayak or pulling dinghy, or on horseback.  
The expedition must be planned to last for at least 4 days, and at least 3 nights must be spent away from home under canvas, rough shelter or in the open. All necessary equipment and food must be taken and all meals prepared by members of the party.  
All Scouts 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 log of the expedition must be kept by each member of the party, having previously agreed between themselves a different "emphasis" for each log – e.g. 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 80 km in wild country. The 3 nights will be spent on different camp sites.  
An expedition by water will cover at least 80 km and the log will cover such points as the state of the river, conditions of banks, obstructions to navigation, etc.  
An expedition by cycle will cover at least 320 km as far as possible off Class A roads.  
An expedition on horseback will cover at least 192 km in wild country, camping in 3 different camp sites.  
An expedition, whether on foot or otherwise, must be a test of determination, courage, physical endurance and a high degree of co-operation among those taking part.

**N.B. – All hikes to be checked by person holding a B-PSA Safety on the Hills Certificate.**



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## Senior Information Technology



- (1) Pass or have passed the Information Technology Badge.
- (2) **Technical** – The Scout must be able to change at least one of the following:
  - CD Drive
  - DVD Drive
  - Soundcard
  - Graphics Card
  - Floppy Drive
  - Motherboard
  - Hard Disk
- (3) **Maintenance** – The Scout must be able to remove spy-ware from a computer, he must also show knowledge of how to prevent junk email.
- (4) **General Usage** – Be able to set up an in-depth account spreadsheet for a camp or similar activity.
- (5) **Internet Usage** – Set up a pilot web page advertising your Scout Group, using pictures, text and graphics. (Note: This page does not have to be launched on the web.)

## Senior Orienteer



- (1) Know about the following types of event:
  - Cross Country, Score, Line, Night.Know about the general organisation of these events, team scoring and relay work.
- (2) Know how to apply rules of competition.
- (3) Be able to explain Control Terminology and Definition of Feature.
- (4) Be able to discuss any of the following techniques and skills:
  - Choice of route, use of guide lines, aiming off, collecting features, step counting, height v. distance, rough v. smooth.
- (5) Explain methods of map and compass and physical fitness training, and know how to set a course.
- (6) Pass or have passed the Orienteer badge.

## Senior Photographer



- (1) Demonstrate an understanding of the mechanism of the camera and focusing device.
- (2) Demonstrate a knowledge of lighting of indoor and outdoor subjects.
- (3) Take, with any camera and print:
  - 3 portraits, 3 landscapes, 3 pictures from unusual angles (eg. Scouter taken up a tree),
  - 3 photographs of buildings of different architectural styles.
  - 1 at least of the above to be taken indoors.

## Senior Pioneer

- (1) Pass or have passed the Pioneer Badge.
- (2) Show a knowledge of and demonstrate the following subjects:
  - Moving Heavy Weights and Straining a Rope;
  - Anchorages and Sheer-Legs;
  - Rafts;
  - Ropeways;
  - Simple and Light Bridges;
  - Instructional Models;

(3) Be able to tie the following :- Scaffold Hitch, Water Bowline and Spanish Bowline.

(3) Take charge or take a leading part in the making of 3 structures of different types, e.g. a raft, a bridge and a flag-staff.

(4) Make a camp kitchen.



## Senior Tracker

- (1) Pass or have passed the Observer or Tracker badge.
- (2) Recognise and explain 2 different characteristics in each of 3 different human footprints, barefoot or shod, and recognise and explain 2 different characteristics in each of 3 different types of simple human tracks.
- (3) Solve with reasonable accuracy, 3 tracking stories in sand, snow or other suitable natural material.
- (4) Make 6 plaster casts of the tracks of birds, animals, car or cycle. All casts to be taken unaided and correctly labelled with date and place of making, 2 at least to be of wild birds or 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 Scout is unfamiliar. Roads may be crossed but not followed. The trail to be followed by Scouts of Second Class standard.



## Survival



(1) Participate in an adventure journey in which at least 5 incidents involving survival techniques are used. It should take place preferably at night or in difficult conditions.

(2) Prepare, and use, or show knowledge of, at least 5 of the following items:

Emergency Bridging	Cold/Heat	Diet/Energy
Direction finding	Emergencies	Escape
Expedition Planning	Fire by friction & Trees	Insects
Inventiveness	Lost	Personal Survival
Ropes in emergencies	Resuscitation	River crossings
Shelters - Backwoods etc	Rope stretcher	Tools improvised
Water Still	Shock treatment	Knot nets

Survival versions of:

Cooking	First Aid	Fishing
Foods	Kits	Home
Rafts	Swimming	Signalling

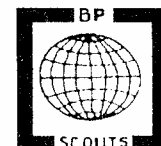
(3) Be able to perform 3 of the following:

- Carry injured persons by improvised methods.
- Improvise a stretcher.
- Understand limitations in moving casualties.

(4) Make a journey with other Scouts, of at least 15km in difficult country. This journey should be made without equipment other than light survival packs. It should take place over at least 2 days and 1 night as an escape-style exercise where Scouters, etc., are attempting to locate the Seniors.

**N.B. – All hikes to be checked by person Holding a B-PSA Safety on the Hills Certificate.**

## World Friendship



(1) Have an elementary knowledge of the geography, history, and people of at least 3 countries other than his own.

(2) Have corresponded regularly and for not less than a year with a Scout of some other country (either individually or as part of a Troop "Link-up").

(3) Have some knowledge of the organisation and activities of international Scouting: and at least 3 of the following:

- Have camped or hiked at least 5 days with Scouts of another country (either in his own or their country) produce a log-book covering this event and his impression of it and show that he has a fair understanding of the Scouts of the other country and their national culture;
- Have kept an album or scrap-book for at least 1 year which depicts the national affairs, sports, culture and Scouting activities of another country (preferably that concerned in 2 or 3(a));
- Know the main points of the United Nations Charter, the purpose and organisation of the United Nations, the functions of its principal subsidiary agencies, the main principles of the Declaration of Human Rights and be able to explain these in simple terms;
- Have taken part in some practical activity of an international character such as the collection or distribution of relief supplies, the reception or settlement of new immigrants, or assisted in some project of a non-partisan organisation for the promotion of World Brotherhood.
- Write a short essay on some aspect of contemporary world affairs.

**Colour**  
 Centre: Gold  
 Inner Square: Green  
 Background: Maroon  
 Edge: Maroon

## Friendship Badge



- (1) Introduce a friend to Scouting by bringing them along to a Troop meetings until they are invested. This must be arranged with the Scout Officer.
- (2) Take part in a Troop activity out of doors with the friend.
- (3) Help the friend to learn the Scout Laws, Scout Promise and Scout and Senior Scout Mottos.

## Citizenship Award



This badge shall be awarded when the Senior Scout holds 3 public service badges from the following list:

Air Observer	Ambulance	Conservation
Crime Watch	Despatch Rider	Fireman
Handyman	Interpreter	Leading Signaller
Pathfinder	Pilot	Quartermaster
Rescuer		

**Colour**  
Centre: Gold  
Background: Maroon  
Edge: Gold

AND complete the following:

Develop a presentation, liaising with an outside source or agency, on one of the following and deliver to the Scout Troop:

### Project Suggestions

Drug Awareness	Crime Prevention	Child Protection
Health	Anti-smoking	Bullying
Conservation	Re-cycling or other environmental issues	

Once awarded this badge is worn over the right breast pocket.

## Senior Scout Instructor (Public Service)



The Senior Scout Instructor Badge is granted by the A.C. on the recommendation of the S.M.(s). A Senior Scout who is granted this badge will not wear either a Beaver or Cub Instructor Badge. Before being awarded the badge a Senior Scout must:

- (1) Hold the Bushman's Thong.
  - (2) Have shown qualities of leadership and a desire to use these qualities, together with his Scouting knowledge to the benefit of the Wolf Cubs or Beavers.
  - (3) With the approval of his S.M.(s) have completed a probationary period of one month and be prepared to continue, as an Instructor to a Wolf Cub Pack or Beaver Colony to the satisfaction of the G.S.M. and C.M. or B.M. concerned.
  - (4) In the case of Wolf Cub Packs the Senior Scout must:
    - (a) Have a knowledge of, and ability to instruct in, the subjects of the First and Second star badges and any two proficiency badges.
    - (b) Show a reasonable knowledge of the Wolf Cub's Handbook.
    - (c) Know the duties of the C.M. and other Pack Scouters and the difference between the Cub and Scout training methods.
- Or** In the case of the Beaver Colony the Senior Scout must:
- (a) Have a knowledge of, and ability to instruct in, the subjects of the Kitten Badge, the Four Footprint Badges and two of the other awards/ badges available to Beavers.
  - (b) Show a reasonable knowledge of the Beaver Handbook.
  - (c) Know the duties of the B.M. and other Colony Scouters and the difference between Beaver and Scout training methods.

**Note:** The badge will be surrendered within three months of the Senior Scout ceasing to be an Instructor.

## Discovery Award

This is a National Award for Senior Scouts and Rovers (under 25 years old), organised by the Headquarters Commissioner Senior Scouts.



The award consists of:

- (a) A four day expedition in difficult country, on foot or by cycle.
- (b) Senior Scouts/ Rovers will be self sufficient, and be able to navigate to a high standard
- (c) At the conclusion of the expedition a log of the journey is to be submitted.
- (d) Successful Senior Scouts/ Rovers will be awarded a badge and certificate. Badge to be worn above left breast pocket.

The award is a test of map reading, lightweight camping and working as a Patrol; A high standard is expected in all aspects.

**Note:** will cover Gold Duke of Edinburgh expedition.

## St. Georges Award



A St. George's Award indicates a thorough training in Scoutcraft and a desire to place that training at the disposal of the community for public service. Before being awarded the St. George's Award, a Scout must:

- a) Be at least 17 years of age.
- b) Hold the:
  - First Class
  - Bushman's Thong
  - Ambulance Badge
  - 3 of Senior Public Service Badges or Senior Scout Instructor.
- c) In the opinion of the Group Council be setting a personal example of the Scout way of life.
- d) Attend a national assessment run by the Headquarters Commissioner for Senior Scouts.
- e) In order to receive St. Georges Award a completed St. Georges Award Record Card must go to HQ Comm. SS.







# The Duke of Edinburgh's Award



The Award is a four-Section programme with three levels:

- Bronze (for those aged 14 and over)
- Silver (for those aged 15 and over) and
- Gold (for those aged 16 and over).

The Sections involve:

- Service (helping people in the community)
- Skills (covering almost any hobby, skill or interest)
- Physical Recreation (sport, dance and fitness)
- Expeditions (training for, planning and completing a journey on foot or horseback, by boat or cycle)
- Residential Project (Gold Award only) (a purposeful enterprise with people not previously known to the participant)

The delivery of the Award is entrusted to over 400 organisations (Operating Authorities) in the UK of which the B-PSA is one, licensed to run the Programme through Award Groups. Award Groups are run by adults, many of whom are volunteers, including youth workers, teachers, employers, trainers, Instructors, Assessors and individuals from the community, all of whom wish to share their skills, enthusiasm and organising abilities to help young people reach their potential.

It would usually take a participant between 6-12 months to complete a Bronze Award; 12-18 months for a Silver Award and 18-24 months for a Gold Award. It may take less time for completion of the Silver or Gold Awards if the participant holds the preceding Award. All Awards must be completed by the participant's 25th birthday

To take part in The Award you must obtain membership and a record book from Awards Officer:

Norman Boxall  
238 Shinfield Road  
Reading  
Berkshire  
RG2 8EX  
0118 9753 438

On the following pages are some examples of how the Duke of Edinburgh Award and Scout syllabus overlap. The lists are not exhaustive and there are many other forms of Service, Skills and Physical Recreation outside of Scouting that you can take part in to complete your Award.

More ideas can be found in your record book and at The Award website; [www.theawrd.org](http://www.theawrd.org)

## **Bronze Award**

<b>Service</b>	<b>Skills</b>	<b>Physical Recreation</b>	<b>Expeditions</b>
3 Months	3 Months	3 Months	Plan, prepare for and undertake a 2 day/ 1 night venture.
All participants must undertake a further 3 months in either the Service, Skills or Physical Recreation Section.			

### **Service**

Help out with either the Cubs or Beavers, for the required time period, and make a diary so the Assessor can see what you have been doing.

## Skills

Pass any of the badges below:

Air Apprentice	Air Glider	Air Spotter
Aircraft Modeller	Angler	Bellringer
Bookbinder	Gardener	Leather Worker
Maksman	Metal Worker	Music Maker
Needleworker	Photographer	Joiner
Smallholder	Starman	Weatherman
Linguist		

As well as passing one of the above badges the Scout **must** follow the chosen activity and show progression and sustained interest over the **required time period**, leading to a deeper knowledge of the subject and the attainment of an increased degree of skill.

## Physical Recreation

Pass any of the badges below:

Athlete	Canoeist
Master at Arms	Orienteer
Sportsman	

As well as passing one of the above badges achievement **must** be measured by regular participation and improvement in personal performance over the **required period of time**. Participation should be undertaken in accordance with any governing body safety requirements, and where possible through clubs or organisations affiliated to them.

## Expedition

At least 1 practice hike to be undertaken.  
First Class hike to qualify.

## Silver Award

Service	Skills	Physical Recreation	Expeditions
6 Months	One Section for 6 months and the other for 3 months.		Plan, prepare for and undertake a 3 day/ 2 night venture.
<b>Direct Entrants</b> must undertake a further 6 months in either the Service or the longer of the Skills or Physical Recreation Section.			

## Service

Continue helping out with either Cubs or Beavers for the required period of time.

## Skills

Pass any of the following badges:

Archaeologist	Astronomer	Caterer
Fisherman	Leading Piper	Meteorologist
Musician	Naturalist	Philatelist
Senior Bellringer	Senior Photographer	

As well as passing one of the above badges the Scout **must** follow the chosen activity and show progression and sustained interest over the **required time period**, leading to a deeper knowledge of the subject and the attainment of an increased degree of skill.

## Physical Recreation

Pass any of the following badges:

Senior Athlete	Cave Explorer
Horesman	Master Canoeist
Rock Climber	

As well as passing one of the above badges achievement **must** be measured by regular participation and improvement in personal performance over the **required period of time**.

Participation should be undertaken in accordance with any governing body safety requirements, and where possible through clubs or organisations affiliated to them.

## Expedition

Pass the Hiker Badge.

## Gold Award

Service	Skills	Physical Recreation	Expeditions	Residential Project
12 Months	One Section for 12 months and the other Section for 6 months.		Plan, prepare for and undertake a 4 day/ 3 night venture.	Undertake a shared activity in a residential setting away from home for 5 days and 4 nights.
<b>Direct Entrants</b> must undertake a further 6 months in either the Service or the longer of the Skills or Physical Recreation Section.				

## Expedition

Gain either the Senior Explorer badge or Discovery Award.



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