Scout Proficiency Badge Book

Revision 1 2018

Notes

1. This replaces the Scout Book of Rules

2. There is no progression from Wolf Cub to Scout proficiency badges, they are not intended to be linked, unlike Scout and Senior Scout proficiency badges.

3. Please remember that these badges must be earned, not just given for attending sessions, they show a Scout is proficient in a subject.

4. The requirements for each badge are laid out clearly in the document, with alternatives where applicable. There is no reason to self amend badges, if you think you have a reason to make a change, to help an individual please contact the NC Scouts to discuss the reasons.

5. The badges will be reviewed annually.

ACCIDENT PREVENTION (Public Service)

I. Know, and where possible demonstrate, how to guard against accidents when using gas and electrical appliances, camping stoves, naked lights and open fires.

2. Know what special precautions to make in a house with:
   a) small children
   b) old people

3. Know at least three different ways of preventing accidents:
   when boating and bathing.
   when using public transport, cars and cycles.
   with animals.

4. Know what special precautions to take in the country with regards to barbed wire, electric fences, broken glass, poisonous vegetation, storms and other hazards.

5. Complete a risk assessment set by the examiner on a topic of his or her choice.

AIR APPRENTICE

1. Know the proper conduct to adopt and the safety precautions to follow when on an airfield or near aircraft.

2. Know how to be of assistance to a pilot when taxying or picketing an aircraft.

3. Understand the purpose of a signals area at an airfield and know at least 6 different signals that might be there displayed and know the standard light signals used on airfields.

4(a). Be able to point out the following moveable control surfaces of an aircraft and describe their functions: Rudder, ailerons, elevator, flaps.

4(b). Know the meaning of the following terms.
Fuselage, mainplane, tail-plane, leading edge, mono-plane, dihedral and sweep back.

5. Know how to be of assistance in the event of an aircraft emergency.

AIR GLIDER

1. Demonstrate:
   a) Knots, hitches and splices used in launching equipment.
   b) Launching signals.
   c) Handling and parking of gliders.

2. Have had at least two instructional flights and have acted as a member of a ground handling crew in an actual launching.

AIR SPOTTER (Public Service)

1. Recognise correctly 10 photographs or silhouettes of aircraft, shown for 10 seconds each, must be able to identify correctly 75% of the aircraft shown.

2. Be able to recognise and name from a list submitted by the Scout, national aircraft markings, both service and civil, of at least 6 countries, including UK.

3. Produce a log kept by the Scout for a period of not less than 1 month of aircraft seen giving identity or salient features and approximate headings.

4. Describe the recognition features of 6 aircraft selected by the Examiner, in terms commonly used in aircraft identification.

AIRCRAFT MODELLER

1. Learn about aero-logistics, how a wing gives lift and the importance of 'CG'.

2. Learn about the different control surfaces on a fixed wing aircraft.

3. Build a model aircraft using modern build materials. It will ideally meet the following flight performances:
   a) A hand-launched glider must fly for over 10 seconds.
   b) A rubber-powered aircraft must fly for over 15 seconds.
   c) A flat and level flight with a smooth landing.

4. Fly an RC model drone or helicopter to a flight path designed by a mentor.

5. Talk about the experience of building and flying your model and flying an RC model with a knowledgeable adult.

To be carried out in 3 to 4 sessions

1. First session
   Presentation of aeronautical design and how different elements affect flight, followed by a short video of flight logistics, then a Q&A session to gauge the understanding of those taking part. Finishing with some ‘hands-on’ entertaining paper-plane activity which will also identify understanding of flight design.

2. Second session
   Design, cut and build a basic fixed wing model aircraft using modern build materials. The process will test understanding of flight logistics to result in a model that will fly. Note that 25 seconds flight time is probably not realistic at this stage and specification.

3. Third session
   Test flight of model(s) and record performance followed by tuition of RC flying a small indoor model quadcopter (drone) or helicopter.

4. Fourth session
   Evaluation of previous sessions, RC flying exam and award presentation.

ANGLER

1. Make a log of at least three fishing expeditions, keeping records of the species of fish caught and their weight.

2. Have a knowledge of the fish that inhabit the waters of a locality.

3. Know the rules concerning the close season and the size of the fish allowed to be taken.

4. Demonstrate how to fit up a rod, line and casts. Know the size of hooks most suitable and show a knowledge of bait. Demonstrate the correct way to use a landing net. Make a float.

5. Know the Water Safety Rules and understand the dangers of wading, crumbling banks and slippery rocks.

ATHLETE

1. Explain and demonstrate warm up and warm down routines.
2. Discuss safety in athletics particularly throwing and jumping events.
3. Score points in 3 of the following events (must include track and field)

Points	100m	200m	400 m	800m	1500m	High Jump	Long Jump	Discus	Cricket Ball
8.0	13.3sec	27.0	1.05min	225	5.03	1.48m	4.9m	25.50m	65m
7.5	13.8	28.0	1.06	2.30	5.18	1.39	4.4	23.00	60
7.0	14.1	29.0	1.07	2.40	5.33	1.34	4.0	21.25	55
6.5	14.4	30.0	1.08	2.50	5.48	1.29	3.8	20.00	50
6	14.6	31.0	1.11	3.00	6.03	1.24	3.6	18.75	45
5.5	14.9	32.0	1.16	3.10	6.18	1.19	3.5	17.50	40
5.0	15.2	33.0	1.21	3.20	6.33	1.14	3.3	16.25	35
4.5	15.6	34.0	1.26	3.30	6.48	1.09	3.2	15.00	30
4.0	16.1	35.0	1.31	3.40	7.03	1.04	3.0	13.75	25
3.5	16.6	36.0	1.36	3.50	7.18	0.99	2.9	12.50	20
3.0	17.1	37.0	1.41	4.00	7.35	0.94	2.7	11.25	15
2.5	17.6	38.0	1.46	4.10	8.00	0.89	2.6	10.00	10
2.0	18.1	40.1	1.51	4.20	8.25	0.84	2.4	8.50	8
1.5	18.6	43.0	1.56	4.30	8.50	0.76	2.3	6.00	6
1.0	19.2	45.5	2.00	4.40	9.15	0.74	2.1	4.00	4

Minimum points to earn the badge

Age	Female points	Male points
11 years	6.5	9.0
12 years	8.0	10.5
13 years	9.0	12.0
14 years	11.0	13.5
SENIOR BADGE		
15 years	12.0	15.0
16 years	14.0	16.0
17 years	15.0	17.0

Scouts may use times and distances registered at school or athletic events if confirmed by a teacher or coach.

BACKWOODSMAN

1. Make a satisfactory shelter for two people using natural materials. Sleep in it for one night.

2. Skin and cook (without utensils) a rabbit **or** cook in clay a bird at least as large as a pigeon**, or** clean and cook a fresh fish.

3. Demonstrate three of the following:
   (a) The ability to deal with an accident or injury when in isolated situations.

   (b) Climb a tree to a height of at least 2 metres from the ground and lash on the foundation spars of a platform.

   (c) Construct a raft (real or model) capable in construction of transporting at least two persons. (If model is made, must carry weight in proportion to scale).

   (d) The construction of a sundial, or gadget to find the true North.

   (e) Any method of purifying contaminated water and of straining muddy water.

4. Demonstrate a knowledge of the dangers of exposure and its treatment.

Note: The badge is designed to be completed in wooded lowlands. Wild mountainous country is not intended

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BANDSMAN

1. Be a member of a band, either at school, in your Scout Group or with another organization.

2. Understand how and be able to countermarch.

3. Be able to follow instructions from the bass drum for stopping and changing marches.

4. Demonstrate your proficiency in one of the following band instruments.

SIDE DRUMS
Beat in 2/4, 6/8 and 3/4 time.
Play a good roll.
Show Stick Drill when beating at the halt and on the march.

TENOR DRUM
Beat in 2/4 and 6/8 time.
Play 'off beats' in 2/4. 6/8 and 3/4 time.
Play a good roll.

Show a good stick drill when beating at the halt and on the march.
March more than 50 metres beating:

1. Strict 116 paces to the minute.
2. In slow time-65 paces to the minute.
3. Perform routine maintenance of your instrument.
4. March well with drum sling and sticks carried correctly.

BASS DRUM
Show a good stick drill when beating at the halt and on the march with simple flourishing.
March more than 50 metres, beating:

1. Strict 116 paces to the minute.
2. In slow time-65 paces to the minute.
3. Perform routine maintenance of your instrument.
4. March well with drum sling and sticks carried correctly.

BASKET MAKER

1. Produce an article of practical use in basket, cane, rushes or straw work made entirely by themselves.

2. Show a general knowledge of the raw material used, where it is obtained and how it is prepared for working.

BELLRINGER

1. Have a knowledge of the parts of a bell and its fittings.

2. Demonstrate maintenance and rope splicing.

3. Be proficient in handling a bell up to 6/7 cwt (300-350kilos) to keep it in full control and be able to 'set' it as required by the Examiner.

4. Be able to ring a bell in rounds in proper times and to 'stand when ordered.

5. Know how to clean a bell and the safety points when working on a bell.

ALTERNATIVE FOR HANDBELLS

I. Have a knowledge of the construction of handbells and their tuning.

2. Demonstrate as a member of a team that they can give a performance of simple tunes in harmony.

3. Be able to ring a pair of handbells in rounds.

BOOKBINDER

Bind a book, including the following operations:

1. Prepare the parts or sections for sewing and sew sections on tapes.

2. Fold and paste on end papers, glue up and line with mull, round the back and add second lining.

3. Cut boards and covers with cloth or paper and put book into case.

CAMPER

1. Know what the normal requirements are for;
   (a) Personal kit for a week's camp.
   (b) Personal kit for a weekend hike.
   (c) The equipment, rations and menu for a weekend Patrol camp.
   (d) Demonstrate the packing of your kit in a rucksack.

2. Know the principle points to look for when selecting a Patrol or troop campsite and describe with a rough plan how you would lay out the camp with relation to tents, kitchen, sanitation etc.

3. Have a knowledge of the B-PSA Camping Handbook.

4. Make and show the following knots in use:
   Slip reef, Double sheet bend, Figure of eight, Bowline on a bight and Sheepshank.

5. Pitch, strike and pack a Patrol tent. Storm lash a Patrol tent and show you can carry out simple tent repairs.

6. Show a knowledge of methods of waste disposal and hygiene at camp.

7. Whilst living in camp, cook all meals for yourself for 24 hours and make satisfactory arrangements for the storage of food.

8. Have camped under canvas with a Troop or Patrol for not less than 15 nights.

CANOEIST

Either

Be competent in the following skills

1. Lifting, carrying and launching.

2. Forward paddling over 100m.

3. Steering and controlling.

4. Return to the bank and get out.

5. Capsize the craft and be rescued or swim to the shore (whichever is most appropriate to the craft and conditions)

6. Emptying boats.

7. Provide evidence of 1 journey of about 1-hour (3 km) duration (this could take place during the assessment).

Or

Complete the Paddle Power level 4 award
(BCU One Star is recommended for 14 yrs and older, Paddle Power for younger ages.)

CHILD CARER **(Public Service)**

This badge may only be taken by a scout over 12 years old. The tests apply throughout to children who may be left in the Scouts care. You must have a sense of responsibility and a high standard of personal cleanliness and when dealing with children, do as you have said you will do and do not resort to bribery.

1. Know how a child should be clothed in summer and winter.

2. Know what food is suitable for the child.

3. Know what kind of play material should be given.

4. Plan a day for the child recognising the importance of a regular routine and the need to report to the mother any irregularities in this routine.

5. Know how to prevent accidents in the home or garden

6. Take charge of a child for the day under the supervision of the parent helping with meals, washing and play.

7. Tell a story.

COLLECTOR

1. Over a period of six months, make or add to a collection of stamps, fossils, cheese labels, coins etc.

2. Organise your collection and display it to your Patrol.

3. Know about the history of your collection.

4. Explain why you find your collection interesting and be able to talk about with the Examiner with understanding.

CONSERVATIONIST **(Public Service)**

1. Know the meaning of the words: conservation, habitat, environment, population and community.

2. Explain the differences between renewable and non-renewable energy sources. Find out ways in which your family wastes materials or other natural resources. Suggest how this can be remedied.

3. Choose an area such as a churchyard, roadside verge or piece of waste ground and Carry out a simple survey of a habitat. Identify at least 10 plants and /or animals including one producer, one herbivore and one carnivore. Write a simple food chain for your habitat.

4. Help wildlife by doing two of the following:

(a) make a home for wildlife- for example create an insect, bird, bat, reptile or hedgehog home.

(b) check everything that can be reduced, reused or recycled in your house for 1 week.

(c) plant an area for wildlife by creating a patch of wildflowers or planting a berry-bearing plant for birds or nectar-rich plants for insects with permission from the landowner.

(d) join a local conservation event such as a litter pick, beach clean, tree planting, scrub clearance etc. or join in with a National conservation event such as the RSPB's Big Bird count or Wildlife Trusts 30 Days Wild or OPAL explore nature survey.

(e) find out how to make a water station for bees and birds then make one.

(f) find out what food to feed birds at each time of year and set up a bird feeder.

(g) learn about composting and set up a home composting area or wormery.

Note: In 3 and 4(c), permission must be obtained from the owner of the land.

COOK (Camp)

I. Make a properly equipped camp kitchen for a Patrol, with an open fire and a camp oven then use it to cook a balanced three course meal and make a hot drink.

2. Know how to store, prepare and serve foodstuffs in a safe and hygienic manner and bring proof that you have cooked satisfactorily for a patrol in camp, for not less than a complete day.

3. Make two of the following:
   Twist, Damper or Flapjack

4. Cook without utensils but using foil, a two-course meal for yourself and at least one other person.

5. Draw up two menus (including quantities) of three courses each (not all of which require cooking) for a Patrol of six.

COOK (Home)

PRACTICAL

1. Bring a letter to say that you have prepared, cooked and served a complete dinner and cleared away afterwards.

2. Be able to cook at least one dish from sections a-e at the choice of the examiner.

a. Boiling:	Soup, Potatoes, Fresh vegetables, Porridge, Custard, Blancmange
b. Steaming:	Puddings, Suet mixture, Suet crust, Plain cake mixture.
c. Stewing:	Meat, Fruit.
d. Baking:	Pastry, Milk Puddings, Scones, Rock buns, or equivalent, plain cakes,
e. Frying and Grilling:	Sausages, Bacon, Eggs, fish in shallow fat.

3. Make tea, coffee and cocoa.

4. Washup the utensils from the test and be aware of kitchen hygiene requirements.

5. Lay a table.

ORAL Answer questions on food and the dishes just prepared. Have a knowledge of the prices of the materials used. Understand why special care is necessary when cooking vegetables and how their nutritional values may be most easily conserved.

COXSWAIN (Public Service)

1. Identify not less than 4 types of pulling boat and name the various parts of the boat by demonstration.

2. Take charge of a boat's crew and demonstrate:
   a) Use of correct pulling orders. Bring a boat alongside a vessel or landing stage.
   b) Anchor correctly.
   c) Maintain boat discipline.

3. Know the elementary Rule of the Road at sea for both steam and sailing ships, together with any local rules for small boats.

4. Use properly the following:
   a) Clove Hitch
   b) Rolling Hitch
   c) Anchor (or Fisherman's) Bend

5. Know the gear that should be properly carried in a pulling boat.

6. Form part of a crew of a pulling boat for an expedition of not less than 24 hours duration to include a night spent in camp.

CRIME PREVENTION (Public Service)

I. (a) Obtain from your local Police Station, or search and discover, leaflets on home security and explain to the Examiner how a householder can make their home more secure.

(b) Find out how a 'Neighborhood Watch Scheme' operates. if there is one in your neighborhood, know how to be of assistance to them.

Give examples of how neighbors can protect your home from burglary or damage.

tell the Examiner what a Crime Prevention Panel is, what its aims are and give examples of projects it could undertake.

2. Know what drivers should do to try to keep their parked cars and contents secure and if you own a cycle, what steps you can take to make your cycle secure when left unattended.

3. Explain:
   (a) The benefits of a door chain and a door viewer
   (b) The possible dangers to an elderly person leaving a door chain fastened all the time.

(c) What you can do to make sure that a caller at the door is genuine.

4. Explain:

The advice that parents should give to their children about talking to strangers.

What children must tell their parents if going out alone or with other children.

5. Design a poster and a slogan warning other children about 'Stranger danger'

6. Explain:

(a) Property marking using the postcode,

(b) Visible and invisible marking and how they are achieved and take to the Examiner examples of property which are suitable for visible and invisible marking.

7. Know what steps to take if you see someone burgling or causing damage.

CYCLIST **(Public service)**

1. Demonstrate that you own or have use of, and have used satisfactorily for at least six months, a cycle, properly equipped and in good working order.

2. Demonstrate that you can make simple repairs which might include (chosen at the discretion of the Examiner), change tyre and inner tube, mend a puncture, replace a brake, adjust a wheel bearing or any part of the machine.

3. Demonstrate that you know the Highway Code, traffic signals, lighting up times, road signs, the national system of road numbering and can read a road map.

4. Repeat correctly a verbal message after a ride of at least one hour’s duration.

DESIGNER

1. Demonstrate your interest, practice and proficiency in some form of two the following:

a) Graphic art- sketching, painting, etching, wood cuts, linoleum cuts etc.

b) Decorative work- wallpaper design, printed or woven fabrics, posters, book jackets, wrought iron etc.

c) Plastic art- modeling in clay, plasticine, designing and making pottery etc.

d) Carving- wood, stone or semi-permanent material eg soap

e) Lettering- Roman, Gill Sans, Script etc.

In no case is the work to be copy or tracing and you must be prepared to state on your honor that the work is entirely by your own hand.

2. In the presence of the Examiner, make a sketch of some object, or group of objects, or design selected by him, relating to the subject chosen in (1).

ENTERTAINER

I. Perform two items, each to last at least two minutes, from the following: Dancing, Singing, Playing an instrument, Reciting.

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

2. Entertain Scouts for ten minutes with at least two of the following: other than items performed under section 1. a) Conjuring tricks, b) Playing whistle, guitar or other portable instrument, c) Character sketches, d) Stories, e) Songs with a chorus, f) Mime.

Note: The standard need not be so high as in (1) - but suitable for a campfire.

EXPLORER

1. Arrange and carry out an expedition for yourself and at least three other Scouts, preferably members of your Patrol, of at least 2 days and one night's duration in country not previously visited. All equipment to be carried in rucksacks and to include all food. Each rucksack to weigh not more than 14kgs.

2. Plan a project and submit it to the Examiner for approval. Carry it out with a companion to the Examiner's satisfaction.
   (The type of project should be a simple exploration, such as identifying and mapping all footpaths or bridleways or waterways within a mile radius of a given point.)

3. Complete a journey with a companion of 3 miles by compass bearings only. Four different bearings by degrees to be used. A map may be used.

4. From a map, select 3 areas, where a good hike camp site should be possible giving reasons for your choice of the site.

5. Make an article of hiking kit such as a tent, sleeping bag, campfire blanket, rucksack or a bag or other container in which to pack a billy, food or toilet necessities etc.

6. Show a knowledge of personal hygiene and the care of feet and footgear.

FIREFIGHTER (Public Service)

1. Understand how your local Fire Brigade works.

2. Explain simply the process of combustion. Know the effects of smoke and heat and how to act in smoke. Know the dangers involved and understand the fire precautions necessary in the home relating to:

a) electrical wiring, appliances and fuses
b) airing linen
c) oil and solid fuel heaters
d) flammable adhesives
e) candles
f) party decorations
g) household uses of gas, petrol and paraffin (kerosene) and flammable furniture

material.

3. Know the dangers of fire at camp and what precautions should be taken. Know the causes of and how to deal with heath and grass fires.

4. Explain what action should be taken, and why, for an outbreak of fire indoors and out. Know the correct procedure to be followed when calling the fire brigade.

5. Know how to use fire extinguishers and on what fires they are to be used on. Know how to deal with a person whose clothes are on fire.

6. Demonstrate how to make a Fireman's Chair Knot and Bowline and how to rescue an insensible person through smoke.

This badge should be completed with the assistance of the local Fire and Rescue Service

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FIRST AID **(Public Service)**

1. Using a manikin or mask, demonstrate CPR. Show how to place the patient in the recovery position and how to manage an unconscious person after an accident, fit, fainting or other causes.

2. Understand the dangers of moving or handling a patient when the extent of the injury is unknown.

3. Have a basic understanding of the circulation of the blood showing:
   (a) how to stop bleeding
   (b) how to dress a wound.

4. Know how to guard against shock following an accident and electric shock.

5. Show how to prevent and deal with hypothermia.

6. Demonstrate the first-aid treatment for burns, including those caused by acid and friction.

7. Bandage an injured ankle.

8. Know what to do if you suspect that someone has swallowed a poisonous substance.

9. Understand the limits of capability and importance of summoning help.

10. Know how to deal with a foreign body in the eye, ear, nose or throat.

11. Prepare a simple first aid kit for home or camp and know how to use the contents.

Note: A person holding either British Red Cross Youth First Aid, St Johns Ambulance Essentials of First Aid or St Andrews Ambulance Association Junior First Aid cert, automatically qualifies for this badge.
The Examiner for this badge must be an Instructor in First Aid, or a Health Care Professional ie Nurse, Paramedic or Ambulance Technician.

GARDENER

I. Cultivate for 6 months a piece of ground. Plan, plant and grow successfully 6 kinds of vegetables and flowers from seed and cutting.

2. Know the names of 12 plants pointed out in an ordinary garden.

3. Discuss with the Examiner the different treatment for bulbs, annuals, biennials and perennials and the planning of colour in the bed or border.

4. Know how to make a compost heap and understand the principles of manuring, both natural and artificial.

GUIDE **(Public Service)**

1. Show (wherever reasonable in a practical way) that they know the locality surrounding their home and Scout HQ up to a radius of 1 mile in urban areas and 2 miles in rural areas. (The Examiner may at their discretion vary the area to exclude undesirable neighborhoods, parks or other open spaces and include an equivalent area).

2. Know the whereabouts of the following:
   Doctors, Veterinary Surgeons, Dentists, Hospitals and Ambulance Station.

Fire station, police Station, Petrol Station, Public Telephones.
Bus stops, Railway Station(s), and routes of buses and trains to surrounding areas.
Scout HQ's, Public Parks, Theatres, Cinemas, Churches, Museums, Barracks, Public Conveniences and any building or place of local interest.
Homes of SM, GSM, and the Scouts in his Patrol.

3. Show that they understand how to use a map of the district and use it to point out at least 6 examples of (2) above. The scout should guide the Examiner to any place covered by the above by the quickest route.

4. Know the history of a local building or place of historical interest.

HOMEMAKER **(Public Service)**

1. Demonstrate that they have been thorough in their work and tidy and helpful in the home.

2. Demonstrate:
   (a) Carry out the following for a period of seven consecutive days or 4 consecutive weekends clean their own and another person's shoes. Air and make beds satisfactorily.
   (b) Lay the table for a two-course meal for the family. Clear away and wash up afterwards leaving the kitchen tidy.
   (c) Carry out the weekly cleaning of a room including glass, floor and furniture.

3. Clean a cooker hob, grill and oven.

4. Know how to use and clean a dustbin, and how to clean the sink and keep it free from grease.

5. (a) Understand simple food values, plan a balanced meal for a family
   (b) Know how to do the family shopping. How to choose fresh food and how to store it at home.
   (c) Know how to store and use leftover food safely.

6. Know how to prevent accidents in the home.

HOST

1. Entertain someone at morning coffee, or afternoon tea or a party or suitable Scout event.

2. Know and if possible, demonstrate the chief things to remember when entertaining a guest:
   (a) Coming to stay. Eg preparing a guest room.
   (b) Coming to a party. Sending invitations, introductions, arrangement of rooms refreshments, cloakrooms.

3. Write a letter (2 from 4) chosen by the Examiner:
   Invitation to a party.
   Inviting a friend to stay.
   Accepting an invitation, refusing an invitation (one to be formal)
   A thank you after a visit.

INFORMATION TECHNOLOGY

All tasks to be set by the Examiner:

1. Technical**.** A Scout is required to explain the functions of the following:
   Sound card; Modem; Motherboard; CD / DVD Drive; USB storage; Monitor; Keyboard; Graphics card; Hard Disk.

2. Maintenance A Scout is to demonstrate how to carry out maintenance and explain why it is necessary, areas covered should be:
   De-fragment Hard Disks
   Checking for viruses
   Update drivers/ programs

3. General Usage: The Scout should be able to demonstrate the uses of the computer / device:
   Entertainment (Games, music, watching DVDs)
   Excel—show how to set up an account document
   Publisher- Make a poster advertising your Group.
   Word- Produce a camp letter and program
   Power point- Produce a presentation of a camp or hike.

4. Internet Usage: The Scout should be able to demonstrate the uses of the device

(computer, phone, tablet, ipad etc) on the internet

a) send an e-mail.

b) communicate with another Scout using an online program of their choice.

5. Safety: The Scout should also be able to explain-

a) how to stop getting hacked.

b) how to stay safe when online.

JOBMAN **(Public Service)**

Be able to do 8 of the following, at least 4 of which will be selected by the Examiner to be demonstrated:

1. Paint a door or gate and know how to clean paint brushes.

2. Emulsion a wall and clean the brush afterwards.

3. Demonstrate the correct method of wiring a three-pin electric plug and the various fuse ratings to suit the appliance.

4. Replace a tap washer.

5. Clean a carpet.

6. Know how to lag pipes and what immediate steps to take in case of burst water pipes or gas leak. Know the location of both the water stop tap and the gas main stop valve.

7. Attend to blocked gutters or waste pipes.

8. Repair a gate or fence.

9. Sew on a button and a badge neatly.

10. Know the uses of a circuit breaker when working out of doors with electric appliances eg lawnmowers.

11. Treat a fence and clean the brush afterwards.

12. Fix a curtain rail and hang curtains correctly.

JOINER

1. Drive in screws up to 4cm without damage to wood or screws.

2. Construct a simple duck board from old timber using nails.

3. Divide lengthways with an ordinary saw a 24mm board 60cms long. The cut not to deviate from the line more than 2mm.

4. Sharpen a chisel and plane iron.

5. Make a housing, mortise and tenon and a halved joint.

6. Produce a scale sketch of one of the following and make it to the sizes shown on the sketch. Bird box, bird table, Patrol notice board.

7. Distinguish woods in local use and know the nature and common uses of each.

LEATHER WORKER

1. Produce an article made by the Scout, such as a handbag, wallet or specific container on which design must be modelled by either stamp or stain.

2. Show a knowledge of the tools required and how to use them safely.

3. Know the different kinds of leather used and how to select them.

LIFESAVER **(Public Service)**

1. **Resuscitation:** Demonstrate effective CPR.

2. **Swim**: Swim 400 metres continuously within 13 minutes. 100m freestyle, 100m breaststroke, 100m survival backstroke, 100m sidestroke.

3. **Timed Tow**: Swim 50 metres, then tow a patient 50m within 3 min 15 sec.

4. **Spinal Injuries**: Basic management of a suspected spinal injury in shallow water.

5. **Rescue Initiative**: Demonstrate initiative in effecting a rescue of two people who are in difficulty up to 15 metres from safety.

6. **Skills**: Throw a 10 mm line to fall between two pegs one and a half metres apart and 12 metres away from the thrower twice out of every three throws.

7. **Help**: Know how to summon the emergency services appertaining to water rescues.

If a Scout holds the Royal Lifesaving Society, bronze medallion they qualify for this badge.

LINGUIST **(Public Service)**

Carry out the following in any language other than their own:

I. Carry out a simple conversation for 10 minutes.

2. Write a simple letter of at least 100 words.

3. Translate in their own time and with the help of a dictionary an easy passage from a book or periodical. (Scout literature to be used where available).

MARKSMAN

I. Know the usual safety-first rules for rifle shooting and have a knowledge of the parts of a rifle in use, its care and cleaning.

2. Produce two targets fired by the Scout within the previous 4 weeks either concurrently or preferably on different dates showing that on both occasions not less than the minimum score has been gained. The target must be certificated by the instructors. Edge of shot hole nearest the center of the target to decide the value of the hit.

AIR RIFLE (0.177inch) Any single loading type. Position standing or prone. Sling may be used. Ten shots at the following range

Distance (metres)	Min Score	Targets
5.5	55	NSRA Air 7 or R2

MASTER-at-ARMS

1. Demonstrate proficiency in one of the following: Single stick, Quarterstaff, Fencing, Boxing, Judo, Wrestling, Archery or any recognised Martial art.

2. In all the 'contest' events, Scout must have taken part in an encounter under proper ring conditions and be able to demonstrate the correct methods of attack and defense.

3. Give evidence of being in training for the scheduled item for a period of not less than 3 months.

METAL WORKER

1. Execute some work in beaten brass, copper or sheet iron.

2. Exhibit tools used and demonstrate the safe use of each.

3. Explain the composition and properties of solders and fluxes and demonstrate tinning using a soldering iron.

MUSIC MAKER

1. Demonstrate the meaning of time signatures and the ordinary musical signs denoting pitch length in staff notation.

2. Do 3 of the following:

(a) Play 3 contrasting pieces.

(b) Sing or play a piece of simple music at sight.

(c) Show that you have made a regular contribution to the music of an instrumental group, choir or orchestra over a period of 6 months.

(d) Choose a song with 2 parts and sustain the second part while the Examiner sings the air.

(e) Compose a piece about 16 bars in length.

3. Either:

(a) Sing 2 songs. I of them to be a folk song or traditional song (Suitable for unaccompanied singing at a camp-fire).

(b) Sing a part (treble or alto) in a part-song or sing a song with a chorus and lead the chorus at a camp-fire.

Or

(a) Play two tunes (1 fast, 1 slow) on a pipe or other instrument.

(b) Whistle or sing a tune with a good chorus OR train and lead a small party of whistlers or singers in a tune at a camp-fire.

NEEDLE WORKER

I. Have a working knowledge of:

(a) The correct use of paper patterns, including planning on material and cutting out.

(b) The use of a sewing machine.

(c) At least 2 methods of making seams.

(d) 1 or 2 methods of disposing of fullness.

(e) Neatening a raw edge.

(f) Setting in a sleeve.

(g) Making a buttonhole.

2. Submit two garments, at least one to contain some hand sewing, showing the correct use of the processes in (1) above. Be prepared to demonstrate 1 or 2 of these processes as required by the Examiner. 1 garment only may be made at school.

3. Answer questions concerning day-to-day repairs on own garments. Bring to the test 1 or 2 repairs they have done.

OARSMAN

1. Take charge of a small dinghy or small craft ie rowing boat, in response to orders which shall include sculling over the stern, anchoring, bringing alongside and making fast.

2. Be able to pull an oar as a member of a boat's crew.

3. Know the right way to load a boat with either stores or personnel and how to trim her correctly.

4. Throw a heaving line from a boat.

5. Know the safety rules applicable to boating.

6. Get into a dinghy from the water.

7. Know the names of all parts of a boat and of the gear.

OBSERVER

I. In Kim's game, remember 24 out of 30 well assorted articles after I minutes observation. Test to be performed twice running with different articles and each article to be adequately described.

2. By hearing alone, recognise 8 out of 10 simple sounds.

3. Follow 2 simple nature trails each of 800m (half a mile) length and each containing 20-30 signs made of natural materials. Test to be performed over ground with which the Scout is unfamiliar and, if possible, in varying weather conditions.

4. Give an accurate account of an incident lasting not less than a minute and involving a full description of 1 of the persons involved selected by the Examiner.

ORIENTEER

I. Demonstrate ability to use a compass including knowing the parts of the compass, setting a map and taking a bearing.

2. Demonstrate ability to determine distances by pacing.

3. Demonstrate an understanding of the difference between Ordnance Survey maps and orienteering maps, the symbols and colours used, and IOF control descriptions.

4. Demonstrate an understanding of good route choice and being able to aim off, use hand rails and use catching features in navigation.

5. Demonstrate an understanding of what equipment to take on an orienteering course, and how to stay safe.

6. Carry out a simple 5-turn compass bearing exercise.

7. Take part in at least 2 orienteering events over a course of at least 2.5km. Achieve a finish in both events.

OVERSEAS FRIENDSHIP

I. Maintain a postal friendship with a scout overseas for at least 4 months **OR** take part in a Scout Camp involving overseas Scouts of at least 5 days duration.

2. Complete 4 of the following:
   a) Make illustrations of 4 Scout membership badges and their National flags.
   b) Cook a foreign dish.
   c) Sing a song from another country.
   d) Perform a national dance from overseas.
   e) Tell a legend or folk tale from another country.
   f) Play a game from another country.
   g) Demonstrate a handicraft from another country.

3. Show how you would greet an overseas scout in consideration of their own culture with words of welcome in their own tongue.

PHOTOGRAPHER

I. Using a digital camera produce three photographs of wildlife e.g. birds, trees etc, three different photographic aspects of your campsite and either a still life, landscape or portrait photograph.

2. Discuss 12 photographs supplied by the Examiner, and arrange them in order of merit, giving reasons.

3. Know the meaning of depth of field, shutter speed and how they affect a photograph.

4. Show how to edit a photograph using a computer program.

5. Print off the photograph that was edited in 4.

ALTERNATIVE FOR VIDEO

1. Show a video film you have made, about 5 minutes in length, which demonstrates your understanding of techniques required to produce an enjoyable program including sound, editing, zooming, voice-over and panning.

PIONEER

Pass the following:

1. Demonstrate with ropes etc.,
   a. A Spanish windlass.
   b. A Handy Billy and mouse a block.
   c. Two types of holdfast for different types of soil.
   d. A Sailmaker's Whipping.
   e. A Long Splice.

2. Pass or re-pass the axemanship test in the First Class.

3. Supervise the construction of either a simple bridge of more than 4 metres in length, or a raft to carry yourself and another Scout.

4. Construct a flagstaff from three Scout staffs using sheer end to end lashings.

5. Make a three-strand Turk's Head woggle.

PIPER

I. Show how to tune pipes properly.

2. Play a march, strathspey and reel of the Scouts own choice.

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

PRINTER

I. Set up by them self a handbill or page of type and produce machined prints.

2. Understand the point system of types and know the names of 6 common type faces.

3. Understand the Printer's correction signs and know the names of different paper sizes and their measurements.

READER

1. Supply to the examiner before the test, a list of 12 books from those read during the previous 12 months, not more than 3 books from any one author.

2. Discuss these books with the Examiner and explain why the titles were chosen and answer questions of the contents of the books.

3. Show how books should be cared for.

4. Write a précis (of not more than 200 words) on one of the selected books.

5. Use the Dewey system of cataloguing and be able to catalogue in alphabetical order using authors names.

RIDER

I. Have a seat independent of the reins and be able to maintain the correct seat position of the hands.

2. Have control of the pony or horse, with a knowledge of the correct side in elementary

movements i.e Turns on the move, circles, increase and decrease of pace.

3. Be able to jump low fences.

4. Know the essential grooming kit and its use.

5. Be capable of saddling, bridling and rugging up.

6. Have an elementary understanding of the care and cleaning of saddlery.

7. Have an elementary understanding of feeding, watering and cleanliness of the horse.

8. Have a knowledge of the care and working of a pony or horse off grass.

9. Recognise a loose or worn shoe, risen clench, excessively long foot and know what action to take.

10. Know the points of a horse.

SCRIBE

Pass this test in handwriting.

I. Write a letter on a subject given verbally 5 minutes previously.

2. Demonstrate a knowledge of the different methods of posting items and their cost.

3. Produce an item of calligraphy using ink and an italic nib (or similar). This needs to show only a beginner's skill.

4. Copy or design an illustrated letter (such as those in an old manuscript).

5. Write a satisfactory report of a troop Camp, meeting or other Scout event.

SIGNALLER **(Public Service)**

1. Send and receive a message in semaphore with an accuracy of 80%.

2. Demonstrate that they know the phonetic alphabet when sending spoken messages

over radio (e.g. with radio or walkie talkie sets).

ALTERNATIVE

1. Pass or have passed the sign language part of the Wolf Cub Visual Communicator Badge.

2. Know and describe various food and drinks using sign language.

3. Be able to give directions and know the signs for places and landmarks.

4. Sign the Scout Promise.

5. Hold a 5-minute conversation with the examiner.

SMALLHOLDER

I. Keep livestock for a period of 12 months, eg sheep, goats, pigs, hens, bees.

2. Have a knowledge of the various breeds of the livestock kept.

3. Demonstrate correct feeding methods.

4. Know how to recognise ailments.

5. Understand hygiene and cleanliness requirements.

6. Understand breeding and care of young.

SPEAKER

I. Recite a piece of good prose and some lines of verse suitable to their age and interests.

2. Make a 5-minute speech on a subject chosen by the Scout.

3. Read aloud a piece of prose selected by the Examiner who will judge diction, emphasis and speed.

4. Take part in a discussion with 1 or 2 other Scouts on a subject chosen by the Scout from a list provided by the Examiner 14 days earlier.

SPORTSMAN

I. Know the rules or law of 2 outdoor games such as Rugby (Union or League), Association football, Cricket, Hockey, Lawn tennis, Netball, etc. Be capable of acting as an official such as a referee or umpire or linesman.

2. Take an active part in 1 winter and 1 summer team game and show reasonable proficiency and good sportsmanship.

3. Know the names and performance of leading national and local players in 2 games chosen by the Scout.

STARMAN

I. Demonstrate with diagrams, drawings or models a good general knowledge of the nature of stars and planets and their apparent movement.

2. Point out and name:

a. The Great Bear (plough)
b. The Little Bear (pelidies)
c. Cassiopeia
d. Vega
e. Capella
f. Any planet visible at the time of the test.

3. Find direction by night by the means of the stars when the Pole Star is obscured.

4. Demonstrate a general knowledge of the nature, relative positions of the sun, earth, moon and planets and of their movements and the cause of eclipses.

SWIMMER

1. Swim 50 metres with clothes over swim wear (shirt, shorts and socks as a minimum) and undress in the water with feet off the bottom.

2. Swim 30 metres on breast and 30 metres on back (either with hands clasped or arms folded in front of body) and then a further 30 metres any style making 90 metres in all.

3. Dive from the surface of the water and recover, with both hands, an object from the bottom. Water not to be more than 2 metres deep.

4. Enter the water from the side of the pool using a straddle jump keeping the head out of the water.

Please check before attending your local baths as some of these activities may not be permitted during normal swimming time.

TRACKER

1. Demonstrate ability to trail animals using cover, camouflage, winds, shadows and background by:

   a) During the day: Cross 800m (Half a mile) of open country to approach an observer in a known position
   OR Shadow a subject over 800m in town and report their actions.

   b) By night: (i) Approach unseen and unheard, within a reasonable distance, a subject whose position is known.

   (ii) Locate and pass between two observers stationed a reasonable distance apart.

2. Camouflage against three different backgrounds under varying weather conditions.

3. Give proof of tracking and studied at least 4 wild birds and animals in their natural environment and record your observations by sketches or photographs.

4. Make at least 3 plaster casts of tracks of animals, one of which must be wild.

***Note**: In all cases, the subject must be known to the Scout.*

WEATHERMAN

1. Keep from own observations a daily record of the weather for l month, using Beaufort letters and symbols including at least 4 of the following:
   a. Wind force and direction.
   b. Temperature
   c. Weather (using Beaufort letters)
   d. Pressure
   e. Rainfall
   f. Cloud type & amount

2. Construct a simple rain gauge and a wind vane and know where to set up these instruments to obtain reliable records.

3. Be able to explain the formation of dew, hoar frost, fog and rime.

4. Be able to name and describe 3 different ways in which clouds are formed.

5. Know at least two natural signs foretelling fine weather and two foretelling bad weather.

WIRELESSMAN

I. Log at least 25 amateur radio stations showing details of date, time, call sign, frequency, readability and location.

2. Demonstrate how to tune a simple receiver.

3.(a) Know the more commonly used HV and VHF amateur frequency bands and explain in simple terms how radio waves travel around the world

Or,

(b) Demonstrate a knowledge of DTI recommended code of practice and the reasons for reserved channels.

4. (a) Know the International phonetic alphabet and define at least 8 international Q code signals and show an ability to recognise call signs from the UK or near continent,
Or,
(b) Show a knowledge of the 'ten codes' used and discuss their advantages and disadvantages.

5. Understand the regulations governing the use of amateur radio equipment.

WOODCRAFTSMAN

1. Keep a woodcraft diary for 2 seasons (spring, summer, autumn or winter) giving a record with dates and places of not less than 10 birds, 10 plants, 10 trees and 10 butterflies or moths seen. Illustrate the records with sketches, photographs or impressions of leaves.

2. Make a photographic collection of 10 different species of wild flowers, ferns and grasses giving names, places and dates collected. Give a short description of 5 of the specimens.

Or,
Make a collection of photographs or impressions or sketches or plaster casts of the leaves of 10 trees giving names, places and dates.
Or,
Make 10 sketches of animals or birds from life and give the life history of three of them.
Or,
Keep a simple aquarium for three months stocked with specimen's self collected and discuss your observations with the Examiner.