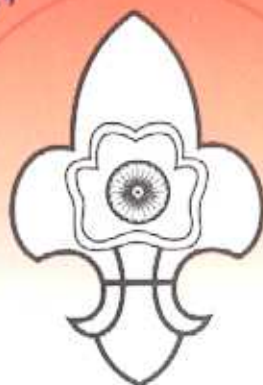


AIMS, POLICY, RULES & ORGANISATION



**PART II
SCOUT WING**



THE BHARAT SCOUTS & GUIDES

NATIONAL HEADQUARTERS,
LAKSHMI MAZUMDAR BHAWAN,
16, M. G. MARG, L. P. ESTATE,
NEW DELHI - 110002

THE SCOUT PROMISE

On my honour, I promise that I will do my best:

- (i) To do my duty to God* and my country,
- (ii) To help other people and
- (iii) To obey the Scout Law.

*Note: The Word 'Dharma' may be substituted for the word 'God' if so desired.

THE SCOUT LAW

- (i) A Scout is Trustworthy.
- (ii) A Scout is Loyal.
- (iii) A Scout is a Friend to all and a Brother to every other Scout.
- (iv) A Scout is Courteous.
- (v) A Scout is a Friend to Animals and Loves Nature.
- (vi) A Scout is Disciplined and helps protect public Property.
- (vii) A Scout is Courageous.
- (viii) A Scout is Thrifty.
- (ix) A Scout is pure in Thought, Word and Deed.

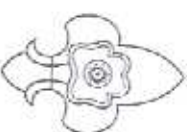
AIMS, POLICY, RULES AND ORGANISATION

THE BHARAT SCOUTS & GUIDES INDIA

Established on November-7, 1950 as a result of the Merger of Boy Scouts Association, India, The Hindustan Scouts Association, The Girl Guides Association, India joined on 15th August, 1951. Recognised by the World Organisation of Scout Movement and the World Association of Girl Guides and Girl Scouts.

A.P.R.O. Part II have been amended from time to time. The latest amendments were made in the meeting of the National Council on 28.11.2008

PART II - SCOUT WING



The Bharat Scouts & Guides
NATIONAL HEADQUARTERS
Lakshmi Mazumdar Bhawan
16, Mahatma Gandhi Marg, 1st Estate,
New Delhi-110002

Publisher's Note

The main purpose of the APRO is to keep the members of the Organisation technically sound in view of changing needs of the Youth. Obviously, the needs of the young people cannot be over looked and therefore, it is necessary to make certain changes in APRO without compromising with the principles, purpose and methodology of the Movement.

It is hoped that the revised APRO Part - II will be found useful by the Adult Leaders to enable them to satisfy the needs of the Cubs, Scouts and Rovers. It is hoped that the leaders will offer this revised programme in the Patrol System which is the life breath of Scouting.

Let us dedicate ourselves to the services of the youth.

PART - II SCOUT WING CHAPTER I-CUB SECTION

Cub, Cub Pack, Cubmaster, & Assistant Cubmaster, Qualifications for Cubmaster and Assistant Cubmaster, uniform for Asst. Cubmaster, & Lady Cubmaster, Asst. Lady Cubmaster, The Six System, Senior Sixer, Sixer Second, Sixers' Council, Cub Instructor, Cub, Pravesh, Cub Uniform, Scheme of Advancement of a Cub, Pratham Charan, Dwitiya Charan, Tiritiya Charan, Chaturtha Charan, Cub Proficiency Badges, Golden Arrow, Camps for Cubs, 1-18.

CHAPTER II - SCOUT SECTION

PUBLISHER

Scout, Scout Troop, Scoutmaster and Assistant Scoutmaster, Qualifications for Scoutmaster and Assistant Scoutmaster, Uniform for Scoutmaster, Assistant Scoutmaster and Lady Scout Master, Asst. Lady Scout Master, Uniform for Sea Scoutmaster and Assistant Sea Scoutmaster, Uniform Air Scoutmaster and Assistant Air Scoutmaster, The Patrol System, Troop Leader, Assistant Troop Leader, Patrol Leader, Second, Court of - Honant, Patrol-in-Council, Scout Pravesh, Scout Uniform, Uniform for Sea Scout, Uniform for Air Scout, Scheme of Advancement of a Scout, Pratham Sopan, Dwitiya Sopan, Tiritiya Sopan, Rajya Puraskar, Kashitrapati Scout Award, Scout Proficiency Badges, Hikes, Treks and Camp for Scouts 19-51

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THE SCOUT PROMISE

On my honour, I promise that I will do my best:

- (i) To do my duty to "God and my country,"
- (ii) To help other people and
- (iii) To obey the Scout / Guide Law.

*Note : The Word 'Dharma', may be substituted for the word 'God' if so desired.

THE SCOUT LAW

- (i) A Scout is Trustworthy;
- (ii) A Scout is Loyal.
- (iii) A Scout is a Friend to all and a Brother to every other Scout.
- (iv) A Scout is Courteous.
- (v) A Scout is a Friend to Animals and Loves Nature.
- (vi) A Scout is Disciplined and helps protect public Property.
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- (ix) A Scout is pure in Thought, Word and Deed.

AIMS, POLICY, RULES AND ORGANISATION

PART - II SCOUT WING

CHAPTER I CUB - SECTION

1. **Cub :-** A boy who is a citizen of India and who has completed five but not ten years of age is eligible to become a Cub, provided he subscribes to the Cub Promise and the Cub Law and becomes a member of a Cub Pack.
2. **Cub Pack :-** (i) A Cub Pack shall consist of not less than 12, but not more than 24 Cubs.
 - (ii) Every Cub Pack shall be a unit of a Group of Cub Pack, Scout Troop and Rover Crew, provided, however, where there is no such Group, a Cub Pack shall be treated as a Group.
 - (iii) Every Cub Pack shall be registered in accordance with the procedure prescribed.
 - (iv) Every Cub Pack shall have a name where a Cub Pack is a unit of a Group; it shall take the name of the group. A group may be named after the locality, an institution or a past hero of India. Every Group shall also have a serial number assigned by the Local or District Association, as the case may be.
3. **Cubmaster and Assistant Cubmaster:**
 - (i) There shall be a Cubmaster for each Cub Pack.
 - (ii) A Cubmaster and an Assistant Cubmaster shall function subject to general supervision of the Group Leader where there is a Group; Cubmaster affairs of the Cub pack and Assistant Cubmaster shall assist the Cubmaster.
 - (iii) Cubmaster and Assistant Cubmaster shall be

(iv)

appointed by the State Chief Commissioner in consultation with the concerned State Commissioner on the recommendation of the Local Association or the District Association as the case may be and the concerned District Commissioner.

(iv) On appointment, Cub master and Assistant Cub master shall be issued each a warrant.

4. Qualifications for Cub master and Assistant Cub master:

(i) Both men and women are eligible to be appointed as Cub master, Assistant Cub master.

(ii) A person who has completed 18 years of age is eligible for appointment as Cub master or Assistant Cub master.

(iii) He/She must possess matriculation or an equivalent certificate, provided however, in exceptional cases, exemption from the educational qualification may be granted by the State Chief Commissioner on recommendation of the concerned District Commissioner.

(iv) He/She must be a person of good character, conduct and antecedents.

(v) He/She must have knowledge of Scout Movement and its methods, in particular an appreciation of its religious and moral basis and A.P.R.O in its application to his/her work.

(vi) He/She must be a person with special aptitude to deal with children.

(vii) He/She must have satisfactorily completed a period of training prescribed by the National Association.

5. Uniform for Cub master and Assistant Cub master: Cub master and Assistant Cub master shall wear uniform as follows:-

A. (MEN)

(i) **Shirt:** A steel Grey shirt with two patch pockets with shoulder straps with half or rolled up sleeves; sleeves may be turned down in cold weather.

(ii) **Shorts or Trousers:** Navy blue shorts or trousers shall be worn.

(iii) **Head-Dress:** Dark blue cap with the official cap badge supplied by the National Association. A Sikh may wear a dark blue turban with the official cap badge. Head dress in compulsory during ceremonies.

(iv) **Belt:** Grey Nylon belt with official buckle of the Bharat Scouts & Guides supplied by the National Association.

(v) **Scarf:** A Scarf of the group colour, other than green, purple or yellow and pattern approved by the Local or District Association as the Case may be, with the group Woggle, other than Girl Well Woggle. The shape of the scarf shall be triangular with a base and two sides, each of two sides shall have a minimum length of 70 cms and a Maximum of 90 cms. A scarf shall be worn round the neck, over the collar and shoulder straps.

(vi) **Shoulder badge:** A Shoulder Badge of 6 to 8 cms. length and 1.5 cms. width with white background and the serial number (optionally name of the group/District/State in red letters shall be worn on both the shoulders immediately below the seam.

(vii) **Membership Badge:** A cloth badge with green background with fleur-de-lis in yellow superimposed by the Tretail with Ashoka Chakra also in yellow in the centre shall be worn in the centre of the pleat of the left pocket of the shirt.

(viii) **World Scout Badge:** World Scout Badge should be

worn in the centre of the pleat of the right pocket of shirt.

(ix) **Rank Badge :** Cub master shall wear a cloth rank badge of the Bharat Scouts & Guides Emblem of blue colour with blue border with Fleur-de-lis, Trefoil and Ashoka Chakra in yellow and Assistant Cub master shall wear a cloth rank badge of the Bharat Scouts & Guides Emblem of blue colour with red border with Fleur-de-lis, Trefoil and Ashoka Chakra in yellow. The badge shall be worn with its base 4cms above the left pocket.

(x) **The name stripe containing "** The Bharat Scouts & Guides" supplied by National Headquarters may be worn on just above the right pocket of the shirt. The size of the stripe is 8cm x 2cm should be of colour of National Flag (size is 2x3 cm) and rest for the title of " The Bharat Scouts & Guides".

(xi) **Socks or Stockings :** Black Socks or Stockings may be worn. Stockings should be rolled down below the knees with blue garter tabs 1.5cm visible outside stockings will be worn with shorts only.

(xii) **Footwear :** Black shoes (leather or canvas) with laces to be worn.

(xiii) **Metal Badge :** In mufti, a metal badge of the Bharat Scout & Guides may be worn.

(xiv) **Lanyard :** Grey lanyard worn round the neck, a whistle tucked in the left hand pocket of the shirt during the pack activities.

(xv) **Over Coat, Mackintosh or Jacket :** A Navy Blue over coat, Navy blue wind cheater or Navy Blue Jersey, Navy blue blazer may be worn during winter season only.

(xvi) A white plastic nameplate of 8cm length x 2cm width inscribing the name of Adult Leader in black colour shall be worn above the right pocket of the shirt just below the BS&G Stripe.

(xvii) A small pouch designed by the NHQ may be worn on the belt.

(xviii) World Brotherhood woggle may be either leather or cane with uniformity of colour.

1. **Working Casual Wear.** Working uniform or field activity uniform as optional items with the deep blue jeans' Trousers/Shorts with plain sky blue colour T-Shirt with collar, having a pocket super imposed with Scout emblem and dark blue "P" cap with BS&G emblem at the centre may be worn during the field activity along with comfortable shoes.

2. **Lady Cub Master** may wear casual as prescribed for Cub Masters.

C. (Women):

A Lady Cub master and a Assistant Lady Cub master shall wear uniform as follows:

Salwar Kameez and Dupatta : Steel Grey colour Salwar and Kameez of plain non-transparent material; length of the kameez shall be up to the knees; kameez shall have two patch pockets; and two side pockets half sleeves 8 cms above the elbow, with turned up and stitched down cuffs, 4cm wide, open sports collar with epaulettes, on both shoulders; Salwar and Kameez shall not be tight-fitted; Dupatta shall be steel grey in colour made of plain non-transparent material.

OR

Midl Skirt and Blouse : Steel Grey midl skirt made of plain

non-transparent material; white blouse made of plain non-transparent material with two patch pockets; half sleeves 8 cms. above the elbow with turned up and stitched down cuffs; 4cms wide open sports collar with epaulettes on both shoulders; blouse shall not be tight-fitted;

OR

Saree and Blouse : Steel grey saree made of plain non-transparent material; a steel grey blouse made of plain non-transparent material with two patch pockets; half sleeves 8 cms. above the elbow with turned up and stitched down cuffs 4 cms. wide, open sports collar with epaulettes on both shoulders. The blouse shall not be tight-fitted.

(ii) **Belt :** Grey Nylon belt with the official buckle of the Bharat Scouts and Guides supplied by the National Association.

(iii) **Scarf :** A scarf as prescribed for the Cub master shall be worn.

(iv) **Shoulder Badge :** A shoulder badge as prescribed for the Cub master shall be worn.

(v) **Membership badge :** Lady Cubmasters and Assistant Lady Cub masters shall wear the badge as prescribed for men Cub masters and men Assistant Cub masters on the middle of the left sleeve.

(vi) **World Scout Badge :** may be worn on the middle of the right sleeve.

(vii) **Rank Badge :** Lady Cubmasters and Assistant Lady Cub masters shall wear the cloth rank badge as prescribed for men Cub master and Assistant Cub masters respectively above the left pocket on salwar and kameez, shirt and blouse and above right pocket for saree and blouse or on the side not covered by

saree.

(viii) **Socks :** Black Socks may be worn.

(ix) **Footwear :** Black Leather or Black Canvas Close shoes may be worn.

(x) **Metal Badge :** In Mufti, a metal badge of the Bharat Scouts and Guides may be worn.

(xi) **Lanyard :** Grey Lanyard worn round the neck with a whistle tucked in left side pocket.

(xii) **Hair Ribbon :** Black hair ribbon may be worn.

(xiii) **Jewellery :** No jewellery shall be worn except those enjoined by religious custom. A haversack or Rucksack may be carried during outdoor activities.

(xiv) **Over Coat, Mackintosh or Jacket :** A navy blue over coat, navy blue wind cheater or navy blue jersey may be worn during winter season only.

6. The Six System :

(i) A Cub Pack shall be divided into Sixes. Each Six may consist of 4 to 6 cubs, inclusive of Sixer and Second.

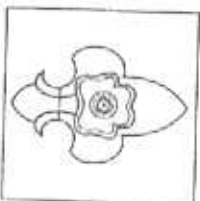
(ii) Each Six shall bear the name of a colour chosen in consultation with the Sixer.

(iii) Every member of the Six shall wear a shoulder patch of the colour on uniform. Shoulder patch is an equilateral triangular piece of cloth of Six's colour 4 cms. a side.

(iv) **Senior Sixer :** A senior Sixer is one of the Sixer appointed by the Cubmaster. He shall wear uniform and badge as Cub and in addition he shall wear three inches of blue wool or cotton piping 1 cm wide each 2 cms apart between the left shoulder and elbow. Senior Sixer shall assist Cub master and Asst. Cub master as directed.

- (v) **Sixer** : a Sixer is a Cub. Appointed as a Sixer by the cub master to lead a Six of Cubs. Sixers shall wear uniform as a Cub and in addition he shall wear two armlets of blue wool or cotton piping 1 cm wide each 2 cms apart between the left shoulder and elbow :

- (vi) **Second** : Second is a Cub appointed by the Cub master in consultation with the Sixer concerned. Second shall assist the Sixer and take his place in his absence. He shall wear uniform and badge as a Cub and in addition he shall wear one armlet of blue wool or cotton piping 1 cm wide between the left shoulder and the elbow.



- (vii) **Sixers' Council** : Sixers' Council shall consist of the Scouters of the Pack and Sixers. Second may be invited; it shall look after the internal affairs of the Cub Pack.

7. **CLB** : (i) A Boy who is a citizen of India and who has completed five but not more than 10 years of age is eligible to be registered as a recruit.

- (ii) He will work for 3 months to the satisfactions of the Cub Master before investiture as Cub.

- (iii) **PRAVESH** Requirements :

1. Be told the first jungle story.
2. Understand the meaning of Cub Law, Cub Motto, Cub Promise and Cub Greeting.
3. Demonstrate correctly Cub Salute and left handshake.
4. Offer daily prayers as told by parents.
5. Do a daily Good-turn at home.

- (iv) He then makes Cub Promise to the Cub master and is invested as a Cub.

- (v) He is eligible to wear Cub Uniform and Membership Badge. Membership badge is a cloth badge with blue background with Fleur-de-lis in yellow superimposed by Trefoil with Ashoka Chakra also in yellow in the centre. Membership badge is worn in the centre of the pleat of the left pocket of the shirt or at the same place on the jersey. Membership badge shall be issued by the Local or District Association, as the case may be, on the recommendation of the Cub master.

Note :

- (a) The Cub Motto is DO YOUR BEST.
- (b) The Cub Prayer Song (Haan Haan Chhote Chhote Bhai Should be adopted and practised.)
- (c) The Cub Promise is :

"I promise to do my best

To do my duty to God and my country

To keep the Cub Law and To do a Good-turn every day."

* The word 'Dharma' may be substituted for the word "God" if so desired.

- (d) The Cub Law is :

(i) A Cub gives in to the elders.

(ii) A Cub is clean and courteous.

- (e) The Cub salute is given by raising the right arm smartly to the level of the shoulder, palm to the front, first two fingers stretched apart, first finger touching the forehead and the thumb pressing on the last two

fingers. After the salute the arm is smartly brought down.

8. Cub Uniform : A Cub shall wear uniform as given below.

- (i) **Shirt :** A steel Grey shirt with two patch pockets with shoulder straps, with half sleeves or rolled up sleeves. The sleeves may be turned down in cold weather.
- (ii) **Shorts :** Navy blue shorts.
- (iii) **Head-Dress :** A blue cap with yellow piping and logo of wolf cub supplied by the National Association. A Sikh may wear dark blue turban with logo of wolf cub supplied by National Association. A turban badge in place of cap badge may be introduced by National Association.
- (iv) **Scarf :** A triangular scarf of the Group colour other than green, purple or yellow and pattern approved by the Local or District Association as the case may be. It shall be worn round the neck over the collar and shoulder straps with the Group woggle, other than Girlwell woggle. Two sides of the scarf shall have each a minimum length of 70 cms and maximum of 80cms.
- (v) **Belt :** Grey Nylon belt with official buckle of the Bharat Scouts & Guides supplied by the National Association.
- (vi) **Shoulder Patch :** An equilateral triangular piece of cloth of six's colour base of which shall be four in length, sewn at the top of left sleeve immediately below the shoulder badge with point upwards.
- (vii) **Shoulder Badge :** A Shoulder Badge of 6 to 8 cms length and 1.5 cms width with white background and the serial number and name of the Group in red letters shall be worn on both the shoulders immediately below the seam.
- (viii) **Membership Badge :** A cloth badge with blue

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background and Fleur-de-Lis in yellow superimposed by the Trefoil with Ashoka Chakra also in Yellow in the centre shall be worn in the centre of the pleat of left pocket of the shirt or at the same place on jersey.

- (ix) **World Scout Badge :** Should be worn in the centre of the pleat of the right pocket of the shirt.
- (x) **Stockings :** Black socks below the knee may be worn.
- (xi) **Footwear :** Black shoes with lace.
- (xii) **Over Coat, Blazer or Jacket :** A Navy Blue coloured overcoat or a navy blue Blazer or a navy blue jacket may be worn, during winter season only.
- (xiii) **Metal Badge :** In mufti, a metal badge of the Bharat Scouts & Guides may be worn.
- (xiv) **A name stripe -** The name stripe containing "The Bharat Scouts & Guides" supplied by National Headquarters may be worn on just above the right pocket of the shirt. The size of the stripe should be 8cm X 2cm, the right corner of which should be in colour of National Flag of the size of 2cm X 3cm and rest for the Title of "The Bharat Scouts & Guides".

Casual Wears : A working uniform /field activity uniform as optional item With Deep Blue Jeans/Trousers or shorts with plain sky blue T-shirts with collars having a pocket super imposed with scout Emblem of BSG and a deep blue Colour "P" cap with BSG emblem at the centre may be worn during the field activities along with black sports shoes.

Note: P cap is not permissible in uniform

9. Scheme of Advancement of a Cub :

- (a) A Praveshi Cub is eligible to become a Pratham Charan Cub.
- (b) A Pratham Charan Cub is eligible to become a Dwitiya Charan Cub.
- (c) A Dwitiya Charan Cub is eligible to become a Tritiya Charan Cub.

- (d) A Tritiya Charan Cub is eligible to become a Chaturtha Charan Cub.
- (e) A chaturth charan cub is eligible for, Golden Arrow Award Certificate.
- (1) A Boy can be invested as a Cub on completion of five years of age and requirement of the pravesh Test.
- (2) A Pravesh Cub will work atleast for three months to qualify for pratham Charan.
- (3) A Pratham Charan Cub will work atleast for three months to qualify for Dwitiya Charan.
- (4) A Dwitiya Charan Cub will work for atleast nine months and complete 7 years of age to qualify for Tritiya Charan badge.
- (5) A Tritiya Charan Cub will work for atleast nine months to qualify for Chaturtha Charan.
- (6) After gaining Tritiya Charan a Cub may win any of the other Proficiency Badges.
- (7) For Pravesh and Pratham Charan the Cub master will arrange for training and testing.
- (8) From Dwitiya Charan onwards and for Proficiency Badges Training Counsellors will arrange testing.

10. Tests for Pratham Charan :



1. Know how to keep personal effects (Clothes, footwear etc.) neat and tidy, and be able to sew buttons garments.
2. Learn to pray before meals.
3. Do daily good - turn at home and at school.
4. Do knee bending and toe touching exercises regularly and maintain good health habits.

5. Practise any two of the following physical activities.
(a) somersault (b) leap frog (c) hopping (d) skipping.
6. Make a collection of ten different leaves, ten flowers and tell the name of each.
7. Be able to tell time by clock.
8. Tie a Reef knot and Clove hitch and show their uses.
9. Demonstrate any three of the following :
(a) Climb up a tree or a rope.
(b) Ride a bicycle safely.
(c) Write address and affix stamps on an envelop for posting.
- (d) What to do, when the National Flag is flown and the National Anthem is sung or played.
- (e) Find out the meaning of the Badge given at the time of Investiture.
- (f) Use of basic Communication device (telephone, cell phone, web phone, Internet)
10. Be able to sing Cub Prayer and Flag song.

Note : On completion of the Tests, a Pravesh Cub shall be awarded the Pratham Charan Badge by the Local Association or the District Association, as the case may be, on the recommendation of the Cub master. Pratham Charan Badge and star shall be a five pointed star in white. It shall be worn above the right pocket touching the seam of flag or at the same place on jersey.

11. Tests for Dwitiya Charan :



1. Know from your parents about a few important people

- in your village/locality and tell about them to Cub master.
2. Learn from your parents about care to be taken of brittle, sharp and valuable things in the house.
3. Prepare a handicraft out of waste material or do clay modeling.
4. Observe flowers in the garden. Trees in the locality/ mohalla and make a chart fixing ten flowers and ten leaves in a chart.
5. Be able to preserve things collected by you.
6. Tie a Sheet bend and a Fisherman's knot and show their uses.
7. Render First aid for small cuts, burns and scratches.
8. Along with your Six, do a Good-turn in school/locality under the supervision of the Cub master.
9. Demonstrate ANY THREE of the following:
 - (a) Make your own bed daily for atleast a month
 - (b) Know the importance of the National Flag.
 - (c) Sow seeds and grow a plant. Growth may be recorded and reported to the Cub master.
 - (d) Draw or paint a picture of any subject of your choice.
 - (e) Trim, fill, light and put off a hurricane lantern and use and operate dry cell torchlight.
 - (f) Run for five minutes on cycle for three minutes along a prescribed route with verbal message of not less than ten words and deliver it correctly.
10. Follow a trail not less than half a kilometer and not exceeding one kilometre.

11. Attend at least eight pack meetings as Pratham Charan.

Note : On completion of the tests , a Pratham Charan Cub will be awarded the Dwitiya Charan Badge by the Local Association or the District Association, as the case may be, on the recommendation of the Training Counsellor or examiner appointed by the Badge Committee, who arranged the testing. Dwitiya Charan Badge is a cloth badge . The background shall be blue in colour , containing two five-pointed stars in white. It shall replace on Uniform the Pratham Charan Badge.

12. Tests for Tritiya Charan : ☆☆☆

1. Prepare handicraft, preferably for a disabled child in the locality.
2. Know the eight principal points of a compass.
3. Have Knowledge of your village/town regarding availability of Railway, Bus, Medical and Educational Services.
4. Render First aid for sprains, stings and be able to clean a wound.
5. Participate in at least two prayer meetings during the Pack Programme.
6. Participate in a Pack Good - turn activity by adopting a public place.
7. Participate successfully in at least three sense training games.
8. Go on a day hike with your pack.
9. Help a younger child in habits of cleanliness.
10. Know how to welcome and receive a guest in a social

way.

11. Qualify one of the following Proficiency Badges.

- (a) Observer (b) Team Player
- (c) Home Craft (d) Guide

12. Know the wood craft signs and traffic signs and follow a marked track for one kilometre.

13. Attend at least 8 pack meetings after Dwitiya Charan.

Note : On completion of the tests a Dwitiya Charan Cub will be awarded the Tritiya Charan Badge by Local Association or District Association as the case may be, on the recommendation of the Training Counsellor or examiner appointed by the Badge Committee who arranged the testing. Tritiya Charan Badge is a cloth badge. The background shall be blue in colour containing three five pointed stars in white. It shall replace on the uniform Dwitiya Charan Badge.

13. Tests for Chaturtha Charan



1. Observe a pet animal and take care of it at least for three months.
2. Participate in an overnight Pack Camp.
3. Participate in a Pack Expedition.
4. Tie a Bowline, a Round turn and two half hitches and show their uses.
5. Open a small Savings Account Post Office or Bank or plant at least two tree saplings in your locality and ensure their growth for at least six months.

6. Participate in a religious function and describe to the Cub master your experiences.

7. Qualify for one of the following Proficiency Badges not earned earlier.

- (a) World Conservation (b) First Aider
- (b) Cyclist (d) Gardener

8. Observe for a month a Patrol Troop at work in the locality and discuss with the Cub Master about your impressions.

OR

Collect from the locality addresses of those who are Scouts and hand it over to the Cub Master.

Note : On completion of the tests a Tritiya Charan Cub will be awarded the Chaturtha Charan Badge by Local Association or District Association, as the case may be, on the recommendation of the Training Counsellor or examiner appointed by the Badge Committee who arranged the testing. The Chaturtha Charan Badge will be presented along with a certificate signed by the State Chief Commissioner. Chaturtha Charan Badge is a cloth badge. The background shall be blue in colour containing three five - pointed stars with an arrow below them, all in white. It shall replace on uniform the Tritiya Charan Badge.

14. Cub Proficiency Badges

- (A) A Tritiya Charan Cub may earn any or all remaining Proficiency Badges

- (B) Proficiency Badges are divided into five groups as follows:

Group I :

CHARACTER 1. Collector.

2. Gardener.

3. Observer.
4. Entertainer.
5. Story Teller

Group II:

PHYSICAL HEALTH

1. Athlete.
2. Cyclist.
3. Swimmer.
4. Team Player.

Group III:

HANDICRAFT

1. Artist.
2. Home craft.
3. Toy maker.
4. Book Binder

Group IV:

SERVICE

1. Cook.
2. First Aider.
3. Guide.
4. House Orderly.

Group V:

1. Conservation.
2. Heritage Badge

(d) Syllabus for the Proficiency Badges is as given in the Appendix.

(e) All Proficiency Badges shall be worn on right arm in parallel rows.

15. A Charitra Charan Cub having earned totally six Proficiency Badges covering minimum one Badge from each section of the Proficiency Badge Group will be awarded a special badge called "Golden Arrow". The Badge will be on blue background with golden border with a prominent golden arrow with Bharat Scout and Guides Emblem in the center. The Badge will be worn above the right pocket of the shirt.

Golden Arrow: On the recommendation of State Commissioner,

National Commissioner who is the final authority to grant the Golden Arrow Badge and Certificate shall issue from time to time suitable directives in respect of Golden Arrow Badge. State Association will organize a re test camp under the supervision of State Organizing Commissioner (S).

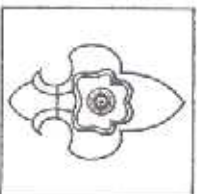
A Cub Master who is advanced trained and has a valid warrant will be competent to produce Golden Arrow Cub.

16. Camps for Cubs:

- (i) Only a Cub who has earned Pratham Charan Badge and who has completed eight years of age is eligible to camp.
- (ii) A Cub Pack camp shall not ordinarily last for more than two nights.
- (iii) A Cub Pack shall normally be conducted in permanent shelter with ample safety measures.
- (iv) No Cub shall camp except with the permission of the parent or guardian.
- (v) A Cub shall not camp with Scouts.
- (vi) A Cub "not in good health" is not eligible to attend camp.
- (vii) No Cub camp shall be held outside the State except with the written permission of the concerned State Commissioner.
- (viii) There shall be not less than two adult leaders for a Cub Camp; there may be one adult for every six Cubs in a Camp.
- (ix) No Cub master or Assistant Cub master shall conduct a Cub Camp without prior written permission of the concerned District Commissioner.

CHAPTER II SCOUT SECTION

1. **Scout :** A boy who is a citizen of India and who has completed 10 but not 17 years of age is eligible to become a Scout, provided he subscribes to the Scout Promise and the Scout Law and becomes a member of Scout Troop. If a Scout continues to be in the School he should be allowed to remain in the unit till he is 18 years of age.



2. **Scout Troop :**
 - (i) A Scout Troop shall consist of not less than 12 and not more than 32 Scouts.
 - (ii) A Scout Troop shall be a unit of a Group of Cub Pack, Scout Troop and Rover Crew provided, however where there is no such Group, a Scout Troop shall be treated as a Group.
 - (iii) Every Scout Troop shall be registered in accordance with the procedure prescribed.
 - (iv) Every Scout Troop shall have a name. Where a Scout Troop is a unit of a Group it shall take the name of the Group. A Group may be named after the locality, the institution or any past hero of India. Every Group shall also have a serial number assigned by the Local or District Association, as the case may be.
3. **Scoutmaster and Assistant Scoutmaster :**
 - (i) There shall be a Scoutmaster for each Scout Troop. There may be one or more assistant Scoutmaster for a Scout Troop.
 - (ii) Scoutmaster and Assistant Scoutmaster shall function

subject to general supervision of the Group Leader where there is a Group. Scoutmaster shall be responsible for the management of the affairs of Scout Troop; he shall however, delegate matters of discipline, administration and finance to the Court-of-Honour. Assistant Scoutmaster shall assist the Scoutmaster.

- (iii) Scout Master / Lady Scout Master / Assistant Scout Master/ Assistant Lady Scout Master shall be appointed by the State Chief Commissioner on the recommendation of the Local Association or District Association as the case may be and the concerned in charge Assistant District Commissioner for Local Association or District Commissioner and District Chief Commissioner.
 - (iv) On appointment Scoutmaster and Assistant Scoutmaster shall be issued each with a Warrant.
- Qualification for Scout master and Lady Scout Master and Assistant Scout Master and Assistant Lady Scout Master.**
- (i) (a) A person who has completed 21 years of age is eligible for appointment as a Scoutmaster.
 - (b). A person who has completed 18 years of age is eligible for appointment as an Assistant Scoutmaster.
 - (ii) He/She must possess matriculation or an equivalent Certificate. Provided however, in exceptional cases exemption from educational qualification may be granted by the State Chief Commissioner on the recommendation of concerned incharge Assistant District Commissioner/ District Commissioner and District Chief Commissioner.
 - (iii) He/ She must be a person of good character, conduct and antecedents.

- (iv) He/She must have knowledge of Scout Movement & its methods, in particular an appreciation of its religious and moral basis and A.P.R.O. in its application to his work.
 - (v) He/She must be a person with special aptitude to do with young boys.
 - (vi) He/She must have satisfactorily completed a period of training prescribed by the National Association.
- 5. Uniform for Scoutmaster and Assistant Scoutmaster :**
- (i) **Shirt :** A steel Grey shirt with two patch pocket & shoulder straps, with half or rolled up sleeves; sleeve may be turned down in cold weather
 - (ii) **Shorts or Trousers :** Navy blue shorts or trousers shall be worn.
 - (iii) **Head-Dress :** Dark blue beret cap with the official badge supplied by the National Association. A Scout may wear a blue turban with the official cap but Head dress is compulsory during ceremonies.
 - (iv) **Belt :** Grey Nylon belt with official buckle of the Bharat Scouts & Guides supplied by the National Association.
 - (v) **Scarf :** A Triangular scarf of the group colour other than yellow, green and purple and pattern approved by Local or District Association as the case may be shall be worn round the neck over the collar shoulder straps with the group Woggle, other than Gilwell Woggle. Each of the two sides of Scarf shall be minimum length of 70cms or a Maximum of 90cms
 - (vi) **Shoulder Badge :** A shoulder Badge of 6 cms. length and 1.5 cms. width with white background and the serial number (optional name of the group) and the District/State in red letters shall be worn on both shoulders immediately below the seam.
- Note :** Members of the Group which consists of Sea Scouts or Air Scouts shall not include on shoulder badge the words "Sea Scout" or "Air Scout", instead a white slip with the words "Sea Scout" or "Air Scout" in red colour supplied by the National Association shall be worn on shoulder straps on both sides.
- (i) **Membership Badge :** A cloth badge with green background with Fleur-de-lis in yellow superimposed by the Trefoil with Ashoka Chakra also in yellow in the centre shall be worn in the centre of the pleat of the left pocket of the shirt.
 - (ii) **World Scout Badge :** World Scout Badge should be worn in the centre of the pleat of the right Pocket of shirt.
 - (iii) **Rank Badge :** Scoutmaster shall wear a cloth rank badge of Bharat Scouts & Guides Emblem of green colour with green border with Fleur-de-lis, Trefoil and Ashoka Chakra in yellow and Assistant Scoutmaster shall wear cloth rank badge of Bharat Scouts & Guides Emblem of green colour with red border with Fleur-de-lis, Trefoil and Ashoka Chakra in yellow. The badge shall be worn with its base 4 cms. above the left pocket.
- The Name stripe** containing "The Bharat Scout & Guides" supplied by National Headquarters may be worn on just above the right pocket of the shirt. The size of the strip should be 8cm x 2cm, the right corner of which should be in colour of National Flag of the size of 2cm x 3cm and rest for the Title of "The Bharat Scout & Guides".
- Socks or Stockings :** Black Socks or Stockings may be worn. Stockings should be rolled down below the knees with green garter tabs 1.5cm visible from outside

stockings will be worn with shorts only.

(xii) Socks : Black socks may be worn.

(xiii) Footwear : Black shoes (leather or canvas) with laces to be worn.

(xiv) Over Coat, Mackintosh or Jacket : A navy blue overcoat, navy blue blazer, navy blue wind cheater or navy blue jersey, may be worn during winter season only.

(xv) Metal Badge : In multi, a metal badge of the Bharat Scouts & Guides may be worn.

(xvi) Lanyard : Grey Lanyard worn round the neck with a whistle tucked in the left pocket of the shirt.

(xvii) A Haversack or Rucksack may be carried during outdoor activities.

Casual Wears

1. Working Casual wear, Working uniform or field activity uniform as optional items with the deep blue jeans, trousers, shorts with plain sky blue colour. Shirt with collar, having a pocket super imposed with Scout emblem and dark blue 'P' cap with BS&G Emblem at the center may be worn during the field activity along with comfortable shoes.

2. A white plastic name plate of 8cm length X 2cm width inscribing the name of Adult Leader in black colour, shall be worn above the right pocket of the shirt just below the BSPG strip.

3. Small pouch designed by NHQ may be worn on the belt.

4. World Brotherhood woggle may be either leather or cane with uniformity of colour.

5 a. Uniform of Lady Scoutmaster and Asst. Lady Scoutmaster :

Lady Scoutmaster and Asst. Lady Scoutmaster will wear uniform as given for Lady Cub master and Asst. Lady Cub master respectively with differences as follows.

Rank Badge : Rank Badge as prescribed for Scoutmaster and Asst. Scout master.

Scarf : A scarf as prescribed for the Scoutmaster and Asst. Scoutmaster.

Shoulder Badge : Shoulder Badge as prescribed for Scoutmaster and Asst. Scoutmaster.

b. Uniform for Air Scoutmaster and Assistant Air Scoutmaster :

All Air Scout Masters and Asst. Air Scout Masters shall wear uniform as for a Scout Master and an Asst. Scout Master respectively. He shall also wear the Air Scout Badge 4 cms. above the right pocket.

c. Uniform for Sea Scoutmaster and Assistant Sea Scoutmaster :

Sea Scoutmaster and Assistant Sea Scoutmaster shall wear uniform as for a Scoutmaster and an Assistant Scoutmaster respectively. He shall also wear the Sea Scout Badge 4 cms. above the right pocket.

6. The Patrol System :

(i) A troop shall be divided into patrols. Each patrol will have patrol corner, patrol song, patrol yell, patrol sign, patrol cry, patrol flag.

(ii) Each patrol may consist of six to eight scouts inclusive of Patrol Leader and Second.

(iii) **Troop Leader :-** One of the Patrol Leaders with experience of not less than six months as a Patrol Leader.

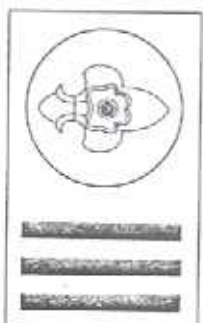
preferably with Dwitiya Sopan Badge. may be appointed as Troop Leader by the Scoutmaster in consultation with the Court-of-Honour. He



shall wear the Scout Uniform and in addition wear two green stripes made of wool or cotton 6 cms long and 1.5 cm wide on either side of the membership badge on the left pocket and Troop Leader's Badge above Service star worn above the left pocket of the shirt or at the same place on Jersey. He offers active assistance to the Scoutmaster and Assistant Scoutmaster and takes charge of the unit in the absence of the Adult Unit Leaders. Troop Leader's Badge is rectangular Badge with emblem in yellow on green background with a yellow ring round it and three green vertical stripes to the left of the emblem.

(iv) Assistant Troop

Leader : One of the patrol Leaders with not less than six months service as a Patrol Leader, preferably with



Dwitiya Sopan Badge, may

be appointed as Assistant Troop Leader by the Scoutmaster in consultation with the Court of Honour. He shall wear the Scout Uniform and in addition wear two green stripes on the left pocket and Assistant Troop Leader's Badge above Service star worn above the left pocket of the shirt or at the same place on jersey. Asst. Troop Leader assists Troop Leader as directed. Assistant Troop Leader's Badge is a rectangular badge with emblem and ring around it in

green colour and three green vertical stripes To the left to the emblem.

(v) Patrol Leader : There shall be a Patrol Leader for each patrol. A Patrol Leader is a Scout appointed as Patrol leader by the Scoutmaster in consultation with the Court-of-Honour and the concerned patrol to lead the patrol of Scouts. He shall wear Scout uniform and in addition wear two green stripes made of wool or cotton 6cms long and 1.5cms wide on either side of the membership badge on the left pocket. He shall carry the Patrol Flag.

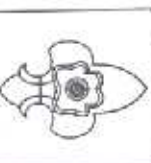
(vi) Second : There shall be a Second for each patrol. A Second is a Scout selected by the patrol leader with approval of the Scoutmaster and the Court of Honour. He shall assist Patrol Leader and take his place in his absence. He shall wear Scout uniform and in addition one green stripe made of wool or cotton 6cms long and 1.5cms wide on the right hand side of the membership badge on the left pocket.

(vii) Court-of-Honour : There shall be a Court-of-Honour for every Troop. The Court-of-Honour shall consist of Troop Leader, Asst. Troop Leader and Patrol Leaders. Seconds may be admitted as members of the Court-of-Honour except when matters of discipline are dealt with. Troop Leader, Asst. Troop Leader or one of the Patrol Leaders elected shall function as the Chairman and one of the members shall function as Secretary. The Court-of-Honour shall plan the activities and deal with internal matters of the Troop and also matters of finance and discipline. The Scoutmaster and Assistant Scoutmaster shall act as advisers.

(viii) Patrol-in-Council : There shall be a patrol-in-Council for every Patrol. The Patrol-in-Council shall consist

of all members of the Patrol. Patrol Leader shall be the chairman. The Patrol-in-Council shall deal with all affairs of the Patrol.

7. Scout :



- (1) A boy who is a citizen of India and who has completed 10 years but not completed 17 years of age is eligible to become a Scout.
- (2) (i) A recruit shall complete Pravesh requirement and will work for three months to the satisfaction of the Scoutmaster before being invested as a Scout.

(ii) PRAVESH Requirements

1. Have a brief information of the origin of Scouting.
2. Scout Promise and Law.
3. Scout motto, Sign, Salute and left hand shake.
4. Daily good turn at home and maintain a diary at least for a month.
5. Know the parts of Scout Uniform and how to wear it correctly.
6. Know the composition and significance of the National Flag, The Bharat Scouts & Guides Flag and the World Scout Flag.
7. Sing correctly National Anthem, BSKG Prayer and BSKG Flag Song.
8. Attend at least four Troop Meetings.

(iii)

He then makes the Scout Promise to the Scoutmaster and is invested as a Scout. He is eligible to wear Scout uniform and membership badge.

The Membership Badge is a cloth badge with green background and Fleur-de-lis in yellow superimposed

by the Trefoil with Ashoka Chakra also in yellow in the centre. The badge is worn in the centre of the pleat of the left pocket of shirt or at the same place on jersey. Membership badge shall be issued by the Local or the District Association as the case may be, on the recommendation of the Scoutmaster.

Note (a) Scouts should be given opportunity so that they acquire the habit of doing at least one Good Turn every day.

(b) THE SCOUT PROMISE :

"On my honour, I promise that I will do my best

To do my duty to God and my country,*

To help other people and

To obey the Scout Law"

*The word 'Dharma' may be substituted for the word 'God', if so desired.

(c) THE SCOUT LAW :

- (i) A Scout is Trustworthy.
- (ii) A Scout is loyal.
- (iii) A Scout is a friend to all and a brother to every other Scout.
- (iv) A Scout is courteous.
- (v) A Scout is a friend to animals and loves nature.
- (vi) A Scout is disciplined and helps protect public property.
- (vii) A Scout is courageous.
- (viii) A Scout is thrifty.
- (ix) A Scout is pure in thought, word and deed.

(d) MOTTO:

The Scout motto is "Be Prepared". This has to be achieved by being physically strong, mentally awake and morally straight.

(e) SIGN :

The Scout sign is given by raising the right hand in level with the shoulder, palm to the front with three fingers stretched together and the thumb closing on the little finger.

(f) SALUTE :

The Scout Salute is given by raising the right arm smartly to the level of the shoulder, palm to the front with three fingers stretched together, the first touching the forehead above the right eye and thumb closing on the little finger. After salute the arm is smartly brought down. If a stick or thumb stick is carried, it must be passed to left hand or kept under left arm pit. When a staff is carried the salute is given with left forearm bent at right angle at elbow with three fingers open, thumb closing on the little finger palm down wards, the first finger touching the staff. When hands are occupied, the salute is given by eyes left or right as the case may be.

8. SCOUT UNIFORM: A Scout shall wear uniform as follows:-

(i) **Shirt :** A steel Grey shirt with two patch pockets with shoulder straps with Half or rolled up sleeves, sleeves may be turned down in cold weather.

(ii) **Shorts or Trousers :** Navy blue shorts or trousers shall be worn. But at the time of Rashttrapati Scout Testing camp and Rashttrapati Award Rally- Trousers are compulsory. Trousers shall neither be loose fitting nor tight fitting and shall have two side pockets and one back pocket.

(iii) **Head-Dress :** Dark blue beret cap with the official cap badge supplied by the National Association. A Sikh may wear a blue turban with the official cap badge.

Head Dress is compulsory during ceremonies.

(iv) **Belt :** Grey Nylax belt with official buckle of the Bharat Scouts & Guides supplied by the National Association.

(v) **Scarf :** A triangular scarf of the Group colour other than green, purple or yellow and pattern approved by the Local or District Association as the case may be, shall be worn round the neck over the collar and shoulder straps with the Group woggle, other than Gilwell woggle. Each of the two sides of scarf shall have a minimum length of 70cms and a maximum of 80cms.

(vi) **Shoulder badge :** A shoulder Badge of 6 to 8 cms x 1.5cm with white background and the serial number and name of the Group in red letters shall be worn on both the shoulders immediately below the seam.

Note : Members of the Group which consists of Sea Scouts or Air Scouts shall not include on shoulder badge the words "Sea Scout" or "Air Scout" instead, a white slip with the words "Sea Scout" or "Air Scout" in red colour supplied by the National Association shall be worn on shoulder straps on both sides.

(vii) **Shoulder stripes :** Two Shoulder stripes indicative of the colour and name of the patrol as shown in Scouting for Boys, each 5 cms long and 1½ cms wide stitched horizontally, each 2 cms apart on a square shape steel grey cloth. This patch shall be worn at the top of the left sleeve immediately below the Shoulder Badge.

Note : If there is Ambulance man badge then, Shoulder stripes

shall be worn below the Ambulance man badge.

- (viii) **Membership Badge :** A Cloth badge with green background and Fleur-de-lis in yellow superimposed by the Trefoil with Ashoka Chakra also in yellow in the centre shall be worn in the centre of the pleat of the left pocket of the shirt.
- (ix) **Socks or Stockings :** Black Socks or Stockings may be worn. Sockings should be rolled down below the knees with green garter tabs 1.5cm visible outside Stockings will be worn with shorts only.
- (x) **World Scout Badge :** World Scout Badge should be worn in the centre of the pleat of the right pocket of the shirt.
- (xi) **Footwear :** "Black shoes (leather or canvas) with laces may be worn."
- (xii) **Over Coat, Blazer or Jacket :** A navy blue overcoat or navy blue Blazer or navy blue wind cheater may be worn in the winter season only.
- (xiii) **Metal Badge :** In mufti, a metal badge of the Bharat Scouts & Guides may be worn.
- (xiv) **Lanyard :** Grey lanyard worn round the neck with a whistle tucked in the left pocket of the shirt. Knotting rope of 3 mtrs. of standard size shall be worn in the uniform.
- (xv) **A Haversack or Rucksack** may be carried during outdoor activities.
- (xvi) **The name stripe** containing "the Bharat Scouts & Guides" supplied by National Headquarters may be worn on just above the right pocket of the shirt. The size of the stripe should be 8cm x 2cm, the right corner of which should be tri colour of National Flag of the size of 2cm x 3cm and rest for the Title of The Bharat Scout & Guides.

Uniform for Sea Scout : Sea Scout shall wear uniform as for a Scout. He shall also wear the Sea Scout Badge 4cms. above the right pocket.

Uniform for Air Scout : Air Scout shall wear uniform as for a Scout. He shall also wear the Air Scout Badge 4cms. above the right pocket.

Working Casual wear : Working uniform or field activity uniform as optional items with the deep blue jeans/trousers/shorts with plain sky blue colour T-Shirt with collar, having a pocket super imposed with Scout emblem and dark blue 'P' cap with BS&G Emblem at the center may be worn during the field activity along with comfortable shoes.

9. Scheme for Advancement of a Scout :

- (a) A Pravesh Scout is eligible to become a Pratham Sopan Scout.
 - (b) A Pratham Sopan Scout is eligible to become a Dwitiya Sopan Scout.
 - (c) A Dwitiya Sopan Scout is eligible to become a Tiritiya Sopan Scout.
 - (d) A Tiritiya Sopan Scout is eligible to become a Rajya Puraskar Scout.
 - (e) A Rajya Puraskar Scout is eligible to become a Rashtrapati Scout.
- Note : (i) Having worked for at least three months, a boy can be invested as a Scout on completion of Pravesh test.
- (ii) A Pravesh Scout will work atleast for six months to qualify for Pratham Sopan.
 - (iii) A Pratham Sopan Scout will work for at least nine months to qualify for Dwitiya Sopan.
 - (iv) A Dwitiya Sopan Scout will work for at least nine months to qualify for Tiritiya Sopan.
 - (v) (a) Tiritiya Sopan Scout will work for at least nine

months.

- (b) A Tṛitya Sopan Scout shall qualify to appear for Rajya Puraskar Test on completion of 13 years of age.
- (vi) A Rajya Puraskar Scout shall work for twelve months to appear for Rashtrapati Scout Award Test.

- (vii) (a) A Scout is eligible to earn six Proficiency Badges in all after Tṛitya Sopan stage for which he will be eligible to wear a Blue cord in addition to Tṛitya Sopan Badge.

A blue cord is worn on right shoulder extending the cord to the top of right pocket.

- (b) A Scout is eligible to earn ten Proficiency Badges in all after Rajya Puraskar stage for which he will be eligible to wear a Green cord in addition Rajya Puraskar Award.

A Green cord, will be worn in place of Blue cord.

- (c) As acquiring Rashtrapati Scout Award is not the end of Scout training, A Scout should be encouraged to work for Proficiency Badges. A Scout after earning Rashtrapati Scout Award can be eligible for Golden cord if he holds 18 Proficiency Badges.

A Golden cord will be worn in place of Green cord.

10. Tests for Pratham Sopan

1. Learn about your Patrol, its Flag, yell, or song and corner and Patrol Call.
2. Learn and practise Hand signals and Whistle signals.
3. Learn wood craft signs and follow a track.
4. Whip the ends of a rope.
5. Tie and show uses of Reef Knot, Sheet-Bend, Clove Hitch, Fishermen knot, Sheep Shank, Bowline and

Round turn and two half hitches.

6. Participate in Troop Games.
7. Practise orderly movements and simple drill for smartness.

8. Know the contents of the First-

Aid-Box. Demonstrate the use of roller bandages and triangular bandages collar and cuff sling and triangular suspension sling. Render first aid for cuts and scratches.

9. Participate in two patrol outdoor meetings or a patrol day-bike.

10. Make a gadget or handicraft useful at home.
11. Adopt for purpose of keeping clean a park or a water-point or a bus-stop or any other public spot or a building for a week.

(OR)

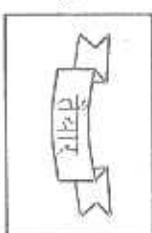
Observe for at least a month breeding places of mosquitoes and flies and look to its cleanliness.

12. Participate in any two of the following activities-
- (i) Undertake a nature study project in consultation with your Patrol leader.

- (ii) Discuss with your Scoutmaster and render some service involving any one of the points of Scout Law and submit a report to your Scout Master.

- (iii) Visit a Village Panchayat Samiti / Block Development office/ Municipal office and learn about the services rendered by one such public organization and submit a report to your Scoutmaster within ten days.

14. Daily Good turn at home and maintain a diary at least for a month.



Sea Scout :

In addition to above tests a Sea Scout will have to qualify for the following :

- (1) Have in general, knowledge of Sea Scouting.
- (2) Know about water safety precautions.
- (3) Get over fear of water.

Air Scout :

In addition to Pratham Sopan tests, Air Scout will have to qualify for the following :

- (1) Have in general, knowledge of Air Scouting.
- (2) Collect photographs/pictures of atleast ten different types of Aircraft.
- (3) Have in general, knowledge of our Air Force- its Ranks, Badges and Flag.
- (4) Recognize atleast ten types of Aircraft used by Air Force/Civil Aviation in the Country.
- (5) Prepare a log of the Aircraft seen during the period fixed by the Scoutmaster.

Note : (i) On the successful completion of the Pratham Sopan tests the Scout shall be issued the Pratham Sopan Badge by the Local or District Association as the case may be on the recommendation of the Scoutmaster who acts as examiner.

- (ii) Pratham Sopan Badge is a scroll with words (Be Prepared) "Tayyar" in Devnagri script, it shall be worn in the centre of the left arm, between the elbow and shoulder.

11. Tests for Dwitiya Sopan

- (1) Tie and show the uses of Timber hitch, Rolling hitch, Marline spike, Lever hitch, Figure of eight, Sheer, Square and Diagonal lashings, Demonstrate the uses of four camp tools.

(2) Fire :

- (i) Lay and light a wood fire in the open with not more than two match sticks, clean and light a kerosene/gas stove.

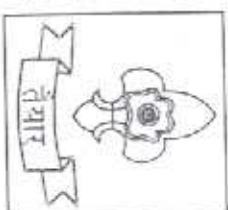
- (ii) Demonstrate any three of the following :

- (a) Safety precautions with regard to fire.

- (b) Bucket Chain method of putting out fire.

- (c) How to tackle dry grass fire.

- (d) Precautions in case of Gas leak.



- (3) **Cooking:** Cook in the open, two simple dishes, enough for two persons and make tea/coffee for one Patrol over wood fire or stove.

(4) Compass :

- (i) Demonstrate practical use of a compass and know the sixteen points.

- (ii) Be able to Find North by atleast two constellations.

- (iii) Have knowledge of paces, bearing and map sketches.

(5) First Aid :

- (i) Demonstrate St. John's sling
- (ii) Improvised stretcher

- (iii) Throw a lifeline for 10 mtrs.
- (iv) Render First Aid for
 - (a) Burns and Scalds (b) Sprains
 - (c) Stings and Bites (d) Bleeding from Nose.
- (6) Satisfy your Scoutmaster that your behaviour at home and at school is good.
- (7) **Estimation :** With the help of improvised apparatus, estimate two distances/width of not more than 100 mtrs.
- (8) Participate in a Troop Wide Game.
- (9) Know and demonstrate Morse Signalling by any one of the methods, Flag/disc/buzzer, or demonstrate semaphore signaling by Flag.
- (10) Qualify for one of the following Proficiency Badges:
 - 1. Cook 2. Debator 3. Friend to Animals 4. Gardener 5. Handyman 6. Cyclist 7. Launderer
- (11) Participate in Troop/Patrol sustained activity organized by the Scout master for a month in your community making use of Scout skills.
- (12) Complete any two of the following:
 - (a) Collect information on our heritage and culture and prepare a log.
 - (b) Undertake a development project in your school with your patrol in consultation with the head of the institution.
 - (c) Participate in a social service camp.
 - (d) Serve in a community fair or melā.
 - (e) Discuss with your parents and neighbours about a pollution problem in your locality and make a report of it.

- (13) Serve as Pratham Sopan Scout for atleast nine months.
- Sea Scout:**
In Addition to above tests a Sea Scout will
- (1) Learn Swimming.
 - (2) Have in general, knowledge about boat, sail, oars, and anchor.
 - (3) Learn about Dos and DON'Ts in a boat.
 - (4) Learn to perform artificial respiration.
- Air Scout :**
In addition to Dwitiya Sopan tests, an Air Scout will.
- (1) Know about history of Air Force in the country.
 - (2) Know about markings on Aircraft both Civil and Military.
 - (3) Have in General, knowledge of an Aircraft and its main parts.
 - (4) Have knowledge of an Aircraft or an Aerodrome.
 - (5) Have in general, knowledge of flying procedures (take off, landing, banking etc.)
- Note :** (i) On the successful completion of the tests for the Dwitiya Sopan Badge to the satisfaction of independent examiners arranged by Training Counsellor and appointed by Local Association District Association as the case may be, on the base of the certificate issued by the examiners, the Scout shall be issued the Dwitiya Sopan Badge.
- (ii) Dwitiya Sopan Badge consists of the Bharat Scouts & Guides emblem with scroll "Tayyar" in Devnagri script under scout emblem.
 - (iv) Dwitiya Sopan Badge shall be worn on the left arm in place of the Pratham Sopan Badge.

12. Tests for Tirthya Sopan

1. Campcraft:

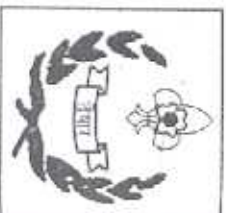
Demonstrate-

- (i) Whipping- other method than by the one done in the Pratham Sopan.
- (ii) Draw hitch, Fireman's chair knot, Marharness knot and splicings - eye, back, short.
- (iii) Pitching, striking and packing a tent or improvise shelter enough for two persons to sleep in.
- (iv) Make a Treacle and a rope ladder with the help of another Scout.

2. Swimming:

- (i) Swim 50 metres.
- (ii) Know the safety rules of swimming and
- (iii) Know how to prevent, minimise and deal with muscle cramps.

OR



Earn one of the following Proficiency Badges:

- (i) Athlete (ii) Camethan (iii) Climber
- (iv) Gymnast (v) Hiker (vi) Games Leader (vii) Yoga

3. Estimation

- (i) Estimate any given two heights / depths not more than 30 mtrs.
- (ii) Two weights not more than 2kg.

- (iii) Two different types of things in numbers.
(items such as coins, marbles, biscuits, etc.)

4. First Aid

- (i) Treat for shock, fainting, choking.
- (ii) Deal with simple fracture of arm, collar bone and jaw fracture.
- (iii) First Aid for cases of drowning and electric shock.
- (iv) Demonstrate mouth to mouth resuscitation.

5. Mapping

- (i) Map Reading, knowledge of scale, conventional signs, contours and grid references. Be able to read a tourist map or Survey of India map and follow a given route or lead a person.

- (ii) Map Making : Triangulation, Plane Table and Road Traverse method.

6. Pioneering:

- (i) Demonstrate use of knife and axe and their safety rules.
- (ii) Build two Patrol Pioneering Projects and demonstrate their uses.

7. Participate in an overnight Troop camp.

8. Hike : Undertake with minimum two members of the Patrol, a cycle hike for 30kms. and submit report to the Scout Master within 10 days.

OR

- A Hike on foot with minimum two members of the Patrol for 10kms. and submit a report to Scout Master within 10 days.

9. Cooking : Cook in the open, meals enough for four

persons.

10. Plan and participate in a Patrol Expedition.
11. Participate in a night game.
12. **Signalling** : Send and receive a message through Semaphore code or Morse code containing atleast 25 words in seven minutes.
13. Qualify for any two of the following Proficiency Badges one from each group

Group A

- (i) Civil Defence (iii) Pioneer
- (iii) Community Worker
- (iv) World Conservation

Group B

- (i) Citizen (iii) Naturalist
- (ii) Book Binder (iv) Path finder

14. Complete any one of the following and prepare a log book
- (i) Talk on National Integration to your Group.
- (ii) Talk in a Troop Campfire or tell the story of a Prophet.
- (iii) Discuss in your Patrol-in- Council how Scouting develops National Integration.
- (iv) Lead your Patrol to a nearby place of historical / Social religious or industrial importance and discuss about what it speaks of.
15. Show the knowledge of Scouting in India.
16. Serve as Dwitiya Sopan Scout for atleast 9 months.

Sea Scout

In addition to Tritiya Sopan tests given above, a Sea Scout will

- (1) Swim thirty metres :
- (2) Learn to dive.
- (3) Have knowledge of different types of boats, oars and sails and anchors.
- (4) Learn signalling by Semaphore method.
- (5) Know any three constellations to find directions.

Air Scout

In addition to Tritiya Sopan tests, an Air Scout will know -

- (1) History of flying.
- (2) Theory of flight.
- (3) About flight Safety Procedures.
- (4) In General knowledge about Civil Aviation National and International Airways/Airlines.

Note : (i) On the successful completion of the tests for the Tritiya Sopan Badge to the satisfaction of independent examiners arranged by Training Counsellor and appointed by the Local or District Association, as the case may be, on the basis of the Certificates issued by the examiners, the Scout shall be issued the Tritiya Sopan Badge.

(ii) Tritiya Sopan Badge consists of the emblem and the scroll as for Dwitiya Sopan Badge surrounded by a laurel

(iii) Tritiya Sopan Badge shall be worn on the left arm in the place of the Dwitiya Sopan Badge.

13. Tests for Rajya Puraskar Badge :

1. Should ensure proficiency of knowledge and skill up to Tritiya Sopan Badge.
2. Hold Tritiya Sopan Badge and earn any three of the Proficiency Badges not earned earlier from among the given below :
 - (1) Literacy (2) Community Worker
 - (3) Ecologist (4) Leprosy Control
 - (5) Sanitation Promoter
 - (6) Soil Conservator (7) Rural Worker
3. Earn any one of the Proficiency Badges from each of the two groups:



Group-A	Group - B
(i) Camper	(i) Public Healthy man
(ii) Naturalist	(ii) Cancer Awareness
(iii) Electrician	(iii) Healthy Man
(iv) Stammer	(iv) Nutrition Educator
(v) Dairy Man	(v) Farmer
(vi) Signaller	

NOTE:

- (i) Rajya Puraskar is awarded by the Governor/Patron of the Association.
- (ii) The Proficiency Badges are issued on the basis of certificates issued by independent examiners arranged

by Training Counsellor and appointed by Local or District Badge Committee.

- (iii) Scouts who have already earned the qualifying Badges will have to attend a Rajya Puraskar Testing Camp organised by the State Association under the supervision of the State Organising Commissioner (S) where the knowledge and skills of the Scout will be retested after being qualified in the State training Camp, the Scout will be eligible for the award of Rajya Puraskar Badge and Certificate.
- (iv) The State Chief Commissioner who is the final authority to grant Rajya Puraskar shall issue from time to time suitable directives in respect of badge, tests etc. and ensure proficiency of knowledge and skills upto Tritiya Sopan Badge and Proficiency Badges.
- (v) This award including the Badge shall be the property of the State Association and has to be surrendered on demand by appropriate authority.

Sea Scout

In addition to Rajya Puraskar test given above a Sea Scout will:

- (1) Swim fifty metres by back and one other stroke.
- (2) Dive and remain under surface for some time (1 Min.).
- (3) Learn rescue methods of saving a drowning person.
- (4) Send and receive simple words by Semaphore method.
- (5) Know about National flags of neighbour countries.
- (6) Know atleast three navigational stars.

Air Scout

In addition to Rajya Puraskar tests, an Air Scout will:

- (i) Make atleast two dummy Aero-models different types of Aircrafts.
- (ii) Know about Air-Fields, Signal modes.
- (iii) Plan and prepare a model of an Air Field.
- (iv) Mark on a National map Air-fields/ Aerodromes in the country.

Note : (i) Rajya Puraskar Badge consists of the emblem of the Bharat Scouts & Guides at the bottom, the Ashoka Chakra at the top, and word 'SEVA' in Devanagari script in the centre surrounded by a laurel.

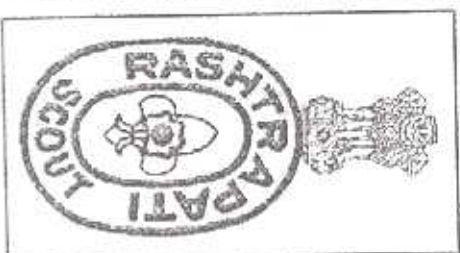
- (ii) The Badge is issued on the basis of certificate issued by independent examiners appointed by the Local District Badge Committee.
- (iii) Rajya Puraskar Badge shall be worn in place of the Tirthya Sopan Badge.

14. Rashtrapati Scout Award :

- A (i) The President of the Indian Union who is the chief patron of the Bharat Scouts & Guides has been graciously pleased to authorize the issue of a special certificate to a Scout who earns the Rashtrapati Scout Award and has completed fourteen years of age and after serving as a Rajya Puraskar Scout for atleast twelve months

- (ii) The Scout Master who is advanced trained shall inform the National Headquarters through proper channel on a registration form available from the State Headquarters that Rajya Puraskar Scout is completing requirements of Rashtrapati Scout Award. The Scout

shall record his attainments for Rashtrapati Scout Award on the said form and submit the same to the national Headquarters through proper channel and in the absence of Scout Master in exceptional case the Assistant Scout Master who is Advanced trained will be competent to make recommendations.



- (iii) Rashtrapati Scout Award certificates are presented at a formal ceremony by the President of India on the advice of the National Commissioner.
- (iv) Rashtrapati Scout Badge shall be worn on the left sleeve below the Shoulder Stripes and above the Rajya Puraskar Badge along with the qualifying proficiency Badges for Rajya Puraskar and Rashtrapati Award.
- (v) The National Commissioner who is the final authority to grant Rashtrapati Scout Award shall issue from time to time suitable directives in respect of Badge, tests etc. and ensure the standard of skills involved.
- (vi) A Scout Master / Assistant Scout Master will recommend only up to 25% Scouts of the total Census of the unit (not exceeding 32) for Rashtrapati Award in a year. Special cases could be recommended by the District Chief Commissioner subject to maximum of 30% in a year.

(B) Tests for Rashtrapati Scout Award.

(1) Hold Rajya Puraskar Award.

(2) Camping:

(i) Camp atleast three nights consecutively with his Troop, patrol or with another Scout in the open Organisation gatherings like rallies, Jamborees, etc. are not to be counted for this.

(ii) Know the use of the following:

Handsaw, Chopper, Hammer, Hand axe, Knife, Wedges.

(iii) Be able to improvise either a shelter or a hut or a machan with available natural material for two persons to sleep.

(3) Hold Ambulance man Badge.

(4) Qualify for any two of the following proficiency Badges not earned earlier:

(a) Camper (b) Secretary (c) Rural Worker (d) Electronics (e) Fireman (f) Forester (g) Journalist (h) Leprosy Control.

(5) Participate in a service project to Community for not less than 36 Hours spread over a period of at least two months and must work atleast one day in a week.

Prepare a diary for work done and submit it to the Court-of-honour week after week.

(6) Undertake over night hike for 10kms. along with another Scout and submit report to the Scout Master within 10 days.

OR

An over night cycle hike for 50 kms. with another Scout and submit report to the Scout Master within 10 days.

(7) Participate in a sustained Community Development project on Health, or on Conservation or Literacy or small saving scheme at least for 6 month under Prime Minister Shield Competition Scheme.

(8) Work as a Badge Instructor of a Pack or a Troop in the vicinity.

OR

Teach games for younger children for fifteen days.

(9) Serve as Rajya Puraskar Scout at least for twelve months.

Note : (1) Rashtrapati Scout Award is awarded by the President of India.

(2) This award including the badge will be the property of the National Association and shall be surrendered on demand by appropriate authority.

(3) A Rajya Puraskar Scout who has earned all the required Proficiency Badges and had fulfilled all the required conditions mentioned herein before, will have to attend Rashtrapati Scout Award Test Camp organised by the National Association under the supervision of the concerned Asst. Director.

Note:

At the time of Rashtrapati Award Testing Camp a Scout shall produce his individual progress card.

Sea Scout:

In addition to Rashtrapati Scout Award tests give above, a Sea Scout will:

1. Swim hundred metres using back stroke.

2. Dive in any two styles.
3. Have in general, knowledge of our Navy and of Ranks in the Navy.
4. Learn signalling using Morse Code.
5. Know in general about ships.
6. Have a general knowledge of weather, winds and tides.
7. Know about Zodiac.

Air Scout:

In addition to Rashtrapati Scout Award tests, an Air Scout will

1. Know about picketing and marshalling of Aircrafts.
2. Participate in atleast three AIR model exercises and report to Scoutmaster.
3. Make an air - model fuel mixture and use it in an exercise.

15. Scout Proficiency Badges:

(a) The Scout Proficiency Badges are as follows:

- | | |
|------------------------|----------------------|
| 1. AIDS Awareness | 2. Air Spotter |
| 3. Ambulance Man | 4. Archer |
| 5. Artist | 6. Athletic |
| 7. Aviator | 8. Backwoodsman |
| 9. Basket worker | 10. Bee Master |
| 11. Bird Warden | 12. Boatman |
| 13. Book Binder | 14. Braille |
| 15. Camelman | 16. Camper |
| 17. Camp Warden | 18. Cancer Awareness |
| 19. Carpenter | 20. Citizen |
| 21. Climber | 22. Civil Defence |
| 23. Community Singing | 24. Community Worker |
| 25. Computer Awareness | 26. Cook |

- | | |
|-----------------------------|-------------------------|
| 27. Cyclist | 28. Dairyman |
| 29. Debator | 30. Desertfolk |
| 31. Drug Awareness | 32. Disaster Management |
| 33. Ecologist | 34. Electrician |
| 35. Electronics | 36. Entertainer |
| 37. Explorer | 38. Farmer |
| 39. Fireman | 40. Florist |
| 41. Folk Dancer | 42. Forester |
| 43. Friend to Animals | 44. Games Leader |
| 45. Gardener | 46. Good Neighbour |
| 47. Gymnast | 48. Handyman |
| 49. Healthymen | 50. Herbalist |
| 51. Heritage | 52. Hiker |
| 53. Hospitalman | 54. Interpreter |
| 55. Interpreter to the Deaf | 56. Journalist |
| 57. Launderer | 58. Leather Worker |
| 59. Leprosy Control | 60. Literacy |
| 61. Map Maker | 62. Marksman |
| 63. Meteorologist | 64. Motor Mechanic |
| 65. Musician | 66. Naturalist |
| 67. Nutrition Educator | 68. Ornament |
| 69. Pathfinder | 70. Photographer |
| 71. Pioneer | 72. Plumber |
| 73. Poultry farmer | 74. Printer |
| 75. Public Healthymen | 76. Reader |
| 77. Rescuer | 78. Rural Engineer |
| 79. Rural Worker | 80. Safety knowledge |
| 81. Salesman | 82. Sanitation Promoter |
| 83. Scholar | 84. Secretary |
| 85. Sea Fisherman | 86. Self Defence |

87. Signaller
 88. Soil Conservator
 89. Solar Energy Awareness
 90. Stalker
 91. Stammer
 92. Swimmer
 93. Tailor
 94. Telegraphist
 95. Tracker
 96. World Conservation
 97. World Friendship
 98. Yoga
- (b) The syllabus for these badges is as given in the Appendix.
- (c) The Proficiency Badges are issued on the basis of certificates issued by qualified and independent examiners appointed by the Local or District Association. These Certificates are issued when a Scout successfully completes the test to their satisfaction.
- (d) All Proficiency Badges unless otherwise stated, shall be worn on the right - arm in parallel rows. The Ambulanceman Badges are worn one each on both arms just below shoulder badges on right and left shoulders.
- (e) These badges can be worn by Scouts only.
- (f) All Proficiency Badges of the Scout Section will be in green on grey background with exception of Ambulanceman Badge.
- 16. Hikes, Treks and Camps for Scouts :**
- (1) Periodical hikes, treks and camps for Scouts must be encouraged and arranged.
 - (2) A Scout who wishes to go on a hike or trek within the District must obtain permission of the District Commissioner through the Scoutmaster.
 - (3) For hikes or treks outside District, besides permission of the parent or guardian, permission of the State

- Commissioner (Scout) through the District Commissioner (S) of the District to which the Scouts belong has to be obtained.
- (4) In order to regular proper arrangement for trek or hike 'permit card' signed by the Scoutmaster shall be issued. The concerned District Organising Commissioner shall issue 'permit card' only to the Scoutmaster in charge of the Troop and the Scoutmaster in turn shall issue such 'permit card' to the Patrol Leader.
 - (5) A Scout shall not hike or trek or camp except with the previous written permission of the parents or guardian, the Scoutmaster and the concerned District Organising Commissioner.
 - (6) In order to obtain written permission of the concerned District Organising Commissioner, sufficient intimation in the prescribed form must be given to the District Organising Commissioner to enable him to issue necessary written permission.
 - (7) A Scout who is not in good health or who suffers from any infectious disease shall not be allowed to join any camp.
 - (8) A Scout shall not be permitted to camp except under the leadership of a Patrol Leader or a Scoutmaster qualified and trained for the purpose.
 - (9) When Scouts propose to camp outside their own District, fourteen days intimation shall be given to the District Organising Commissioner so that District Organising Commissioner of the District in which camp is proposed to be held may be informed to camp in time.
 - (10) Scouts who propose to camp outside State must first obtain permission of the State Association. An application for such permission shall be recommended

by concerned District Organising Commissioner, the Assistant State Commissioner or Local District Association.

- (11) A Scout who goes on camp must fully equip with uniform and camp kit, inclusive of bed and blanket for which he should satisfy the Scout Master.

CHAPTER III

ROVER SECTION

1. **Rover :** A boy whether previously a Scout or not and who is a citizen of India and who has completed 16 years of age may be enlisted as a Rover ASPIRANT. A person who has completed 25 years of age is not eligible to be a Rover, but he can continue as a service Rover up to the age of 35 years.

- (a) Provided however, a boy who is a student of a college, if he has completed 15 years of age may be admitted as Rover aspirant.

- (b) Whenever it is necessary, extension be allowed for 3 years with special permission of the State Chief Commissioner. He will be eligible for Rashtrapati Rover Award provided the special permission is allowed in time.

2. Rover Crew :

- (a) A Rover Crew shall consist of not less than eight Rovers and not more than 24 Rovers.

- (b) A Rover Crew shall be a unit of a Group of a Cub Pack, Scout Troop and Rover Crew. Provided however, where there is no such group a Rover Crew shall be treated as a Group.

- (c) Every Rover Crew shall be registered in accordance with the procedure prescribed.

- (d) Every Rover Crew shall have a name. Where Rover Crew is a unit of a Group, it shall bear the name of the Group. The Group may be named after the locality or the Institution or any past hero of India. Every Group shall also have a serial number assigned by Local or District Association, as the case may be.

3. Rover Scout Leader and Assistant Rover Scout Leader :

- (i) There shall be a Rover Scout Leader for each Rover Crew; there may be one or more Assistant Rover Scout Leaders for a Crew at the rate of one Assistant Rover Scout Leader for each eight Rover Scouts.
- (ii) Rover Scout Leader and Assistant Rover Scout Leader shall be appointed by the State Chief Commissioner in consultation with concerned State Commissioners on the recommendation of the concerned Local or District Association as the case may be and concerned District Commissioner. On the appointment Rover Scout Leader and Assistant Rover Scout Leader shall be issued each with a Warrant.
- (iii) Rover Scout Leader and Assistant Rover Scout Leader shall function subject to general supervision of the Group Leader; where there is a Group Rover Scout Leader shall, in general be in charge of affairs of Rover Crew. He will, however, delegate matters of discipline, administration and finance of the Rover Crew to Crew Council. Assistant Rover Scout Leader shall assist Rover Scout Leader.

4. Qualifications for Rover Scout Leader and Assistant Rover Scout Leader :

- (i) (a) A person who has completed 25 years of age is eligible for appointment as a Rover Scout Leader.
Provided on special recommendation of concerned District Commissioner, a person who has completed 21 years of age may be appointed as a Rover Scout Leader.
- (b) A person who has completed 21 years of age may be appointed as an Assistant Rover Scout

Leader.

- (ii) He must possess matriculation or equivalent certificate.
 - (iii) He shall be a person of good character, conduct and antecedents.
 - (iv) He must have knowledge of Scout Movement and its methods in particular, an appreciation of its religious and moral basis and A.P.R.O. in its application to his work.
 - (v) He must be a person with special aptitude to deal with young men.
 - (vi) He must satisfactorily complete training prescribed by the National Association with in two years of his appointment.
 - (vii) He must be able to obtain use of separate Rover Den for the Rover Crew.
 - (viii) He must have general knowledge of social needs of the Community.
5. Uniform (a): Rover Scout Leader and Assistant Rover Scout Leader shall wear uniform as a Scoutmaster and Assistant Scoutmaster with differences mentioned below :
- Rank Badge :** Rover Scout Leader shall wear a Rank Badge of Red Colour with red border.
- Asst. Rover Scout Leader** shall wear a Rank Badge of Red Colour with green border.
- Working Casual Wear:** Working uniform or field activity uniform as optional items with the deep blue "jeans Trousers" shorts with plain sky blue colour T-Shirt with collar having a pocket super imposed with Scout emblem and dark blue P cap with B.S.S.C. Emblem at the Centre may be

worn during the field activity along with comfortable shoes.

- (b) **Uniform for Sea Rover Scout Leader and Assistant Sea Rover Scout Leader :** Sea Rover Scout Leader shall wear uniform as for a Rover Scout Leader Assistant Rover Scout Leader. He shall also wear Sea Scout Badge 4cms. above the right pocket.
- (c) **Uniform for Air Rover Scout Leader and Assistant Air Rover Scout Leader :** Air Rover Scout Leader and Asst. Air Rover Scout Leader shall wear uniform as for Rover Scout Leader and Asst. Rover Scout Leader. He shall also wear the Air Scout Badge 4cms. above the right pocket.

- 6 (a) **Rover Mate :** (i) **Senior Rover Mate :** One of the Rover Mates may be designated as Senior Rover Mate, if decided by the Crew.

Senior Rover Mate shall wear uniform and badges as a Rover and in addition he shall wear three Red vertical stripes made of wool or cotton 6cms long and 1.5cms wide on the left pocket; the middle shall be under Membership badge and other two on either side of the badge.

- Senior Rover Mate shall Assist Rover Scout Leader.
- (ii) **Rover Mate :** Rover Mate is a Rover Scout elected annually by the Crew with the approval of the Rover Scout Leader.

There shall be one Mate for every 4 to 6 Rovers. Rover Mate shall wear uniform as a Rover and in addition he shall wear two red woollen or Cotton stripes 6cms long 1.5cms. wide vertical on either side of the Membership Badge on the left pocket of the shirt.

- Rover Mate Shall Assist Rover Scout Leader.
- (iv) **Second:** A Second is appointed by the Rover Mate to Assist him in his duties.

Second shall wear uniform and badges as a Rover and in addition he shall wear one red vertical stripe 6cms. long and 1.5 cms. wide on the right side of Membership Badge on the left pocket of shirt.

- (b) **Crew Council :** (i) The Crew Council shall consist of warranted Rover Scout Leaders, Rover Mate and such other Rovers as may be elected.
- (ii) The Crew Council shall deal with planning programme and matters of discipline, administration and finance of Rover Crew.

Note: When size of Rover Crew does not warrant formation of a Crew Council the whole crew may function as Crew Council provided, however the matters relating exclusively to Rover Aspirant and Rover shall be dealt with by these Rovers themselves.

- (7) **Rover :** There are three stages in the career of a Rover namely (a) Rover Aspirant (b) Rover and (c) Rover-in-Service.
- (8) **Rover Aspirant:** who has been a Scout or who on admission as a Rover Aspirant Passes Pravesh Badges requirements shall wear uniform as a Rover or Sea Rover / Air Rover as the case may be.

9. Pravesh Requirements:

- (1) Read and appreciate contents of "Scouting for Boys" and books on Rovering prescribed by the sponsor.
- (2) Know principles and programme of Rovering and show preparedness to try to live the Law as interpreted for Rovers and keep the Promise.
- (3) If a young man has never been a Scout and wishes to join the Crew afresh, he should qualify for Pravesh requirements of Scout Section and work for at least three months as a Aspirant Rover before investiture and probation as decided by the crew after the

completion of three months be decided by the Crew Council.

Have a knowledge of R.P. Six

Sea Rover :

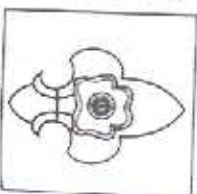
In addition to above Pravesh requirements a young man wanting to be a Sea Rover will:-

- (1) Have knowledge of water safety rules.
- (2) Know the DO's and DON'T's in a boat.
- (3) Have in general, knowledge of a canoe, a boat, a sail, an oar and an anchor.
- (4) Learn signaling by Semaphore method.
- (5) Know about atleast three navigational stars visible in the area.

Gramseer Rover :

- (1) Have a general knowledge of Scout Movement.
- (2) Understand and appreciate contents of 'Scouting for Boys' and books on Rovering prescribed by the Sponsor.

- (3) Know the principles and programmes of Rovering and show preparedness; Try to live the Scout Law as interpreted for Rovers and keep the Scout Promise.
- (4) Should know the following:-



- (5) Scout Motto, Scout Sign, Salute and left hand shake.
- (5) Do a daily good turn at home and maintain diary atleast for a month.
- (6) Know the composition and significance of the National Flag, Bharat Scouts & Guides Flag and World Scout Flag.
- (7) Know the parts of Gramseer Rover Uniform.
- (8) Undergo a period of probation as decided by the Crew

Council.

Note:

- (1) On Completion of requirements to the satisfaction of the Rover Scout Leader a Rover aspirant shall be invested as a Rover on making or reaffirming the Scout Promise. He is then eligible to wear membership badge.
- (2) Membership Badge shall be a cloth badge with red background and Fleur-de-lis in yellow superimposed by the Trefoil with Ashoka Chakra also in yellow, in the centre. It shall be worn in the centre of the pleat of the left pocket of shirt or at the same place on jersey.
- (3) This membership badge is issued by the Local or District Association, as the case may be, on the recommendation of the Rover Scout Leader.

10. Rover Uniform :

- (a) A Rover shall wear uniform as a Scout with the differences mentioned here under.
 - (i) Green flash with letter 'R' in red Colour on shoulder Straps.
 - (ii) Shoulder stripes: Each 5cm long and 1.5cm wide. 3 shoulder stripes shall be of Red, Green & Blue colour Red above and Blue Below.
 - (iii) Membership Badge: A cloth badge with red background and Fleur-de-lis in yellow superimposed by the Trefoil with Ashoka Chakra also in yellow in the centre shall be in the centre of the pleat of the left pocket.
- (b) **Sea Rover Uniform :** A sea rover shall wear Uniform as for a Rover. He shall also wear the Sea Scout Badge 4cms. above the right pocket.

(c) **Air Rover Uniform :** An Air Rover shall wear uniform as for a Rover. He shall also wear the Air Scout Badge items, above the right pocket.

(d) **Grameen Rover Uniform :** The Crew in Council of Grameen Rover Crew may either decide to wear uniform as for Rovers as in Rule 10 (a) or may adopt following changes:

- (i) A saffron colour turban in place Blue Beret cap.
- (ii) A white dhoti worn is a uniform local pattern in place of shorts or trousers.
- (iii) A white colour shirt of Scout pattern if a dhoti is worn.
- (iv) Shoes or chappal of local pattern.
- (v) Crew scarf.
- (vi) Kammur band of saffron colour worn over the shirt.

11. Scheme for Advancement of a Rover:

Note:

- (i) An aspirant can be invested as a Rover on completing Sixteen years of age.
- (a) A Pravesh Rover is eligible to become a Praveen Rover.
- (ii) A Pravesh Rover will work at least for one year to qualify for Praveen badge.
- (b) A Praveen Rover is eligible to become a Nipun Rover.
- (iii) A Praveen Rover will work at least for one year to qualify for Nipun badge.
- (c) A Nipun Rover is eligible to become a Rashtrapati

Rover.

(iv) A Nipun Rover will work at least for one year to qualify for Rashtrapati Rover Award and must have completed nineteen years of age.

(v) Working for other Proficiency Badges could be continued after receiving Rashtrapati Rover Award.

(vi) On completion of Rover stage Rover will embark upon Services to the community or to the Movement.

12. Tests for Praveen

(1) Work for your family to make it happy.

(2) Develop in consultation with the Rover Scout Leader a taste for hobbies / vocational activities and show that you are progressing in them.

(3) Participate in group discussions of your Crew and chair atleast two.

(4) Attend atleast four All Faiths Prayer Meetings of your Crew.

And

Participate in a service camp for one day.

(5) Have knowledge in Camp craft, Pioneering, Compass and Map, First-Aid and estimation upto Tirtiya Sop level in Scout Section.

(6) Organise games for children in the mohalla/ village about a month.

OR

Conduct competitions for children preferably of your

locally on a conservation subject

- (7) Prepare a paper / talk on Population Education / Family Life Education and submit it to the Crew Council.
- (8) Qualify for any one of the Proficiency Badge (1) Literacy, (2) Population Education, (3) Civil Defence, (4) Sanitation Promoter.
- (9) Render sustained service in a Pack or a Troop or at a campsite for a period of three months.
- (10) Participate in any one of the following : 1 Rock Climbing, 2 Trekking, 3 Rattling, 4, Para Sailing, 5 Para jumping, or Complete adventure programme of National Adventure Institute or Other recognized Institute.

Sea Rover:

In addition to above tests for Praveen Badge a Sea Rover will

- (1) Swim fifty metres.
- (2) Know about pulling or punting a boat.
- (3) Send and receive simple words using Semaphore method of signalling.
- (4) Know atleast three constellations visible in the area.
- (5) Know National Flags of neighbouring countries.

Air Rover:

In Addition to tests for Praveen Badge an Air Rover will:

- (1) Attend General information Course in Scouting.
- (2) Know about a Parachute and Ejection seat in an Aircraft.

- (3) Work on an Aero- model and its maintenance.
- (4) Know methods of rescuing a trapped pilot in aircraft involved in an accident.
- (5) Know gauges in the Cockpit of an Aircraft.

Gramseer Rover:

- (1) Know general rules of health. Practise regularly B.1 Six Exercises or Surya Namaskar.
- (2) Service to Community.
 - (a) Should know the priorities through survey in the development of his village.
 - (b) Should know about the development scheme of the village being carried out by the Government.
 - (c) Should render needed service to the community for atleast two months.

(3) Pioneering:

- (a) Whipping
- (b) Be able to make and use of the following knots Reef Knot, Clove-hitch, Sheet ben Fisherman sknot and Bowline.
- (c) Demonstrate the use of axe, hand saw and other simple tools. Should also know about their care.

(4) Camping:-

- (a) Have general knowledge of camping, rules & regulations of camping.
- (b) Should participate alone or with another Rover one day camp.

Note:

- (i) On completion of the tests to the satisfaction of the independent examiners appointed by Local or District Association, as the case may be, with approved of the District Training Commissioner.

Praveen Badge is issued by Local / District Association on the basis of certificates issued by the examiners.

- (ii) Praveen Badge is a pair of green shoulder flashes of cotton or wool with letter 'R' in red at bottom and a yellow bar under the letter.

- (iii) The badge shall be worn on shoulder straps.

13. Tests for Nipun

- (1) Show knowledge of rights and duties of a citizen and discuss in your Crew Council the Problems involved in them.



- (2) Study any book of Transaction Analysis and be able to state 3 Ego state and 3 types of transactions and Qualify for Ambulance man Badge of Scout Section with knowledge of CPR (Cardio Pulmonary Resuscitation) or Qualify for Pioneer Proficiency Badge of Scout Section.

- (3) Prepare a paper or give talk on religious tolerance or participate in any religious function other than of your own and report to the Rover Scout Leader / Crew Council.

- (4) Render service in a institution/structure/place/building of public importance and look after its upkeep for a month.

- (5) Participate in your Crew Campaign to educate people in protecting public properties.

- (6) Have a knowledge of any cultural subject as approved by the Crew Council and report.

- (7) Help establish a Literacy Centre and work for a month or help 5 people to start Savings Bank Accounts or work as a tutor atleast for five boys during their examinations.

- (8) Help in one of the following:

- (a) Free eye operation or eye checkup camp.

- (b) Population Education campaign.

- (c) Blood Donation Campaign.

- (d) Eye Donation Campaign.

- (e) Immunization camp.

- (f) AIDS Awareness Campaign

- (g) Cancer Awareness Campaign

- (9) Work as an Assistant in a pack Camp or Scout Camp or Local / District Rally.

- (10) Qualify for Rambler's Badge or Ecologist Badge.

- (11) Motivate at least three young men of Rover age and ensure their admission in the Rover Crew and work as sponsor.

- (12) Have a knowledge of B.P Six / Yoga and Aerobic in day to day life.

Sea Rover:

In addition to Nipun Tests given above a Sea Rover will:

- (1) Know in general a ship.

- (2) Send and receive messages in Semaphore.
- (3) Know about the Zodiac.
- (4) Know about winds, tides and ocean currents in general.
- (5) Be able to read a course on chart and mark a course on a chart.

Air Rover:

In addition to Nipun Tests an Air Rover will:

- (1) Know International Emergency Codes of Flying.
- (2) Demonstrate Flying an Aeromodel.
- (3) Know about rectification of defects in Aeromodels.
- (4) Know about Gallantry Awards instituted in the country.
- (5) Know principles of fighting a fire in an Aircraft.
- (6) Have knowledge of forces acting on an Aircraft in flight.

Gramseer Rover:

- (1) Show knowledge of rights and duties of a citizen and discuss in the crew council the problems involved in them.
- (2) Participate in the Crew campaign to educate people in protecting public properties.
- (3) Participate atleast in two prayer meetings of the Crew.
- (4) **Pioneering:**
 - (a) Tie and use the following knots:- Timber hitch, Draw hitch and Manharness knot.
 - (b) Demonstrate the following lashings:- Sheet, Square and Diagonal.
 - (c) Demonstrate Splittings: Back, Short and Eye.

Movement; for it alone carries with it a certificate containing a message from the President of the Indian Union, the Chief patron of the Bharat Scout and Guides.

A Rover is eligible to qualify for the Rashtrapati Rover Award on completion of 19 years of age.

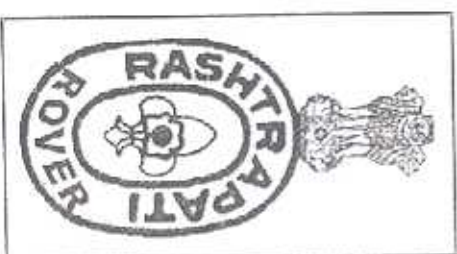
As a Nipun Rover, he will work atleast for one year to qualify for the Rashtrapati Rover Award.

A Rover is not eligible to qualify for Rashtrapati Rover Award on completion of 25 years of age.

A Rover leader who is advanced trained shall inform the NHQ through proper channel on a registration form available at SHQ that Nipun Rover is preparing for Rashtrapati Rover. In the absence Rover Leader in exceptional case the Assistant Rover Leader who is advanced trained will be competent to make recommendations.

A Rover Scout Leader will recommend only up to 25% Rovers of the total Census of the unit (not exceeding 24) for Rashtrapati Rover Award in a year. Special Cases could be recommended by the District Chief Commissioner subject to maximum of 30% in a year. At the time of Rashtrapati Award Testing Camp a Rover will produce his individual progress card.

To qualify for the Rashtrapati Rover Award a Nipun Rover must complete the following:



5. First Aid:

- (a) Know the contents of First Aid Box.
- (b) Should have the knowledge of Triangular Bandages and slings, be able to apply bandages to head, hand, knee, limbs and jaw.
- (c) Know to render First Aid to cuts, scratches, burns and scalds, sprain and bleeding from the nose.
- (d) Show different methods to carry casualty to hospital.
6. Prepare useful articles out of waste material.
7. Organise games for boys of his mohalla / locality atleast for a month.
8. Should participate and help to organize social gatherings, being organised by the Government/other agencies for the development of the village.

Note:

(i) A Praveen Rover who has already earned the qualifying badges as per syllabus, will have to attend testing camp organised by the State Association Under the supervision of the State Org. Commissioner where the knowledge and skills of a Rover will be retested up to the Nipun Stage. The qualified Rover will be eligible for the Nipun Certificate and Badge.

(ii) Nipun badge is a pair of shoulder flashes in green of cotton or wool with letter 'R' in red at the bottom and two yellow bars under the letter.

(iii) The badge is worn in place of the Praveen badge.

14. Rashtrapati Rover Award:

The Rashtrapati rover Award is a unique distinction in the

Tests for Rashtrapati Rover Award:

- (1) Choose a subject on 'Current world Affairs' after completion of Nipun and study for atleast 3 months and submit a report based on statistics and data collected to the Crew Council.
- (2) Discuss with your Rover Scout Leader how best you can help your Community. Prepare a project and after approval of the crew council work on that for atleast 3 months and submit a report to the crew council.
- (3) Promote a community development project on health or food production or environmental or sanitation programme for atleast 6 months in the locality under Uja-Rashtrapati scheme and show its success to the crew council.
- (4) Lead a small Contingent of Rovers of your crew to participate in scout activity preferably in neighbouring state or district.
- (5) Organize Sustained Community Service Project for not less than 48 hours spread over a period of at least 3 months and must work atleast one day in a week under Uja-Rashtrapati Award Scheme.
- (6) Participate in a cross country over night Adventure like.
- (7) Develop Pen-Friendship or Internet Friendship with Rover of other states as well as other countries.

OR

Organise a Community Singing Campaign for children in the locality.

(8) Qualify for anyone of the Proficiency Badge

- | | |
|----------------------|-------------------------|
| 1. HERITAGE | 2. HIV/AIDS |
| 3. SOIL CONSERVATION | 4. FAN LETTER EDUCATION |
| 5. BLOOD DONOR | |

Sea Rover:

In addition to tests for Rashtrapati Rover Award mentioned

above a Sea Rover will:

- (1) Dive, Swim atleast for ten metres under surface.
- (2) Learn how to rescue a drowning person.
- (3) Have in general, knowledge of shipping in our country.
- (4) Have in general, knowledge about our Navy and Ranks.
- (5) Know about ten constellations beyond the Zodiac.
- (6) Know about any three methods of splicing and knots (bends and hitches used at sea).
- (7) Conduct with safety precautions a chartered cruise for children for a distance not exceeding ten kilometers.

Air Rover:

In addition to Rashtrapati Rover Award tests mentioned above an Air Rover will:

- (1) Demonstrate skill in Aerobatics with an Aeromodel.
- OR
- Have an experience in a glider for three times.

OR

In an aircraft for a minimum of half an hour.

- (2) Mark international Aircraft / Aerodromes on a world map.
- (3) Have knowledge about military Aircrafts used in the neighbouring countries.
- (4) Know about signal used by W.R.R.T., A.L.D.S., L.A.M.A., cartridges and smoke bombs.

Gramscen Rover:

- (1) Prepare a log book of another district of his State.

respect of historical, industrial, religious infrastructure on the basis of his own observation and visits.

- (2) plant two saplings or trees and look after them for a year to grow.
- (3) Promote a community development project on health or food production or sanitation programme and prepare report of its success to show to the crew council.
- (4) Participate along with his crew to render social service to the Community in local area of his own village or of a neighbouring village. (active service atleast for 6 hours be rendered).
- (5) Participate in a cross-country overnight adventure hike.
- (6) Proficiency Badges: know and demonstrate any one badge out each of the following groups of Badges:-
 - (a) Community Worker, Sanitation Promoter, Public Healthman, Friend to Animals and Rural worker.
 - (b) Basket Worker, Carpenter, Farmer, Dairyman, Camelman/Sea Fisherman.
- (7) Organise "Gram Sabha" with the help of Village Panchayat for the awareness of villages in respect of rural development and eradication of social evils.

Note: In addition to tests of Gramscen Rovers as given above, Rules and procedures of A.P.R.O. Part II which are applicable to Rover Scouts will also be applicable to Rover Scouts will also be applicable to Gramscen Rovers.

If a Rover has undergone any training course of the Unit Leader, he will not be eligible for Rashtrapati Award.

Note (i) The Rashtrapati Rover Award is awarded by the President of India.

- (ii) The Rashtrapati Rover Award including Badge will be the property of the National Association and shall be surrendered on demand by appropriate authority.
- (iii) The National Commissioner who is the authority to grant the Rashtrapati Rover Award shall issue from time to time suitable directions in respect of the badge tests, services, etc.

- (iv) On completion of the requirements successfully a Nipun Rover shall record his attainments for the Rashtrapati Rover Award on a prescribed form and submit the same to the National headquarters through proper channel. The Rover must, in the opinion of the Crew in Council be setting a personal example of Scout way of life.

- (v) The National Commissioner shall approve the Rashtrapati Rover Award on basis of certificates of the examiners and on the recommendations of the Crew in Council, the concerned District Commissioner and the State Chief Commissioner.

- (vi) On approval of the National Commissioner, the Rashtrapati Rover Award Certificate is Presented at a formal ceremony by the President of India.

- (vii) The Rashtrapati Rover Badge is worn on the left arm.

15. Rover Proficiency Badges:

- | | | |
|-----|---------------------|-------------------------|
| (a) | 1. Blood Donor | 2. Civil Defence |
| | 3. Community worker | 4. Climber |
| | 5. Desert Folk | 6. Heritage |
| | 7. Literacy | 8. Population Education |
| | 9. Ramble | 10. Soil Conservation |

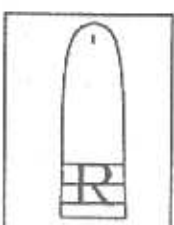
- | | |
|---------------------------|----------------------|
| 11. World Conservation | 12. World Friendship |
| 13. Family Life Education | 14. Yoga Instructor |
- (b) For Sea Rover only:
- | | |
|---------------|----------------|
| 1. First knot | 2. Second knot |
|---------------|----------------|
- (c) For Air Rovers only:
- | | |
|------------------|------------------|
| 1. Air Host | 2. Airman |
| 3. Air Mechanic | 4. Air Navigator |
| 5. Air Spotter | 6. Aviator |
| 7. Meteorologist | |

Note:

- (i) A Rover is eligible to qualify for Rover Proficiency Badges.
- (ii) The syllabus for these badges is given in Appendix.
- (iii) On completion of the tests to the satisfaction of independent examiners appointed by Local District Association, as the case may be, with approval of the District Training Commissioner concerned these Proficiency Badges shall be issued by the Local District Association on the basis of the certificates issued by examiners.
- (iv) All these proficiency badges, unless otherwise stated shall be worn on the right arm in parallel rows.
- (v) All Proficiency Badges of the Rover section shall be in red on grey background.

16. Rover-in-Service:

- (i) During the Rover stage the Rover will participate in



CHAPTER IV SPECIAL BRANCHES

various service projects taken up by the Crew. However on Completion of Rover stage he will engage upon definite jobs of service to the community either within or outside the Movement.

- (2) The Service Project undertaken by the Rover individually or in groups will be of sustained nature and a record of it will be maintained by the Crew.
- (3) On the completion of 21 years of age, Rover should take up responsibility of Adult Leadership in the Movement.

17. Hike, Treks and Camps for Rovers:

Rules for "Scout Section" shall apply.

(A) Extension Scouting :

1. A Scout of the extension branch is one who suffers from physical or mental handicap such as blindness, physical deformity or mental deficiency.
2. A handicapped person is eligible to become a Scout. The rule applicable to a Scout with such modification as may be necessary and special rules laid down from time to time in Appendix shall apply to such an extension Scout.
3. Group of extension Scouts may be formed in a hospital, institution, colony or school; an extension Scout may also become a member of a regular Scout Group; a Group of extension Scout shall function under the jurisdiction of Local or District Association as the case may be.
4. An extension Scout shall pass tests prescribed for a Scout except those from which he is exempted in view of his handicap, in such case he shall pass the alternate test or tests prescribed for an extension Scout.

(Explanation: The word 'Scout' shall include a 'Cub' as well as 'Rover')

(B) Sea Scouting Branch

- (i) Sea Scout and Sea Rover
 1. Sea Scouts shall form a Sea Scout Troop Sea Rovers shall form a Sea Rover Crew.
 2. There shall be separate Groups for Sea Scouts and Sea Rovers.
 3. Ordinarily, Sea Scout Troop and the Sea Rover Crew

shall form part of the Local or the District Association, as the case may be.

Provided, however, with the approval of the State Chief Commissioner, a separate local or District Association, as the case may be, may be formed of Sea Scout Troops and Sea Rover Crews with a view to impart special instructions in water craft.

4. Sea Scout Troop or Sea Rover Crew or Local or District Associations, as the case may be, shall forward to the State Association, through proper channel rules in regard to:

- (i) Inspection of boats or boat used by Sea Scouts and Sea Rovers.
 - (ii) Restriction of said area and the number of persons such boat may carry;
 - (iii) Provision of air tanks, life belts and other safety devices;
 - (iv) Competent person being placed in charge of such vessels;
 - (v) Care and maintenance of the vessels.
5. Instructor in watercraft shall be a person qualified for the purpose.
 6. A current valid certificate about seaworthiness of the vessel is necessary.
 7. A 'Charge Certificate' is equally necessary.

(C) Air Scouting Branch

Air Scout, Air Rover,

1. Air Scout or Air Rover shall be instructed in air activities. Air Scouts and Air Rovers shall form a separate Air Scout Troop and Air Rover Crew.

2. Ordinarily Air Scout Troop and Air Rover Crew shall function under the jurisdiction of Local or District Association as the case may be.

Provided, however with the approval of the State Chief Commissioner a separate Local or District Association may be formed for Air Scout Troops and Air Rover Crews with a view to impart special instructions in air activities. Air Scout Troop and Air Rover Crew shall confirm to special Regulations issued by the National Commissioner in this behalf.

(D) VENTURE CLUB OF BS&G

Purpose: A large number of youth in the rural and urban areas are interested in undertaking adventure activities organised by the youth organisations. There is no such youth organisation at the grassroot level to promote adventure activities.

Proposed Venture Club induct to fill up this gap and also to expand the membership of Bharat Scouts and Guides by retaining the youth members leaving the units on attaining the maximum age limit.

Objectives

Membership expansion

- to retain outgoing youth in the organisation for a long period.
- to develop leadership competencies in the youth
- to develop physical efficiency
- to promote harmony with nature
- to engage youth in constructive activities in their spare time.

Formation

The venture clubs will be formed in a locality of village with a minimum membership of 8 members.

Registration:

Each venture club will be required to register with their respective State Association through Local/ District Association with prescribed fee. Each club will be issued a Charter on the recommendation of L.A./D.A. by the state Association.

Office of the Club:

Each club will have an office where its members will meet to participate or to discuss the Programmes and activities according to their plan.

Area

A Club will be organised for a locality, mohalla, village, factory, institution or a Government Department of public service.

Name of the Club

Each club will be named after a National Hero or Heroine.

Membership

The membership of the club will be open to all citizens of India without discrimination of creed, caste or religion living in the locality and willing to accept the Fundamentals of Bharat Scouts & Guides and accept the rules of the club having basic education and sound physique sound mind. Age 18 and above. Preferably up to 40 years of age. Willing member will be invested ceremonially on accepting the Promise and the Law after completion of the Pratham Sopan test requirement of a Scout.

Leadership

There will be a leader for each club between the age of 25 to 45 years and who has undergone the Course for Adventure Leaders conducted by the National Adventure Institute of Bharat Scouts & Guides.

Organisation

Each club will have a Club Committee consisting of:

A Chairman

A Vice Chairman

Secretary (The Leader of the club will be ex. Officio Secretary of the Committee)

Treasurer

2 or 4 members from the Venture Club members.

Functions of the Committee

1. To administer the moveable and immovable property of the Club.
2. To decide the programme and activities of the club.
3. To accept membership.
4. To raise Funds for the Club.
5. To approve the expedition activities.

Funds

The club can generate funds with the help of the local resources conforming to the fund raising rules of Bharat Scouts & Guides as laid down in APROL.

Donations and sponsorship can be accepted by the Committees.

The Treasurer will be responsible for the upkeep and maintenance of the accounts of the Club.

Uniform for members of Venture Club

- | | |
|----------|---|
| Cap: | - Cap in blue colour with BS&G Logo |
| Shirt | - Grey Shirt or T-Shirt of BS&G pattern |
| Scarf | - Specially designed scarf for the unit |
| Trousers | - Navy blue pants/ Jeans with two additional pocket on both legs below knees. |
| Pouch | - A black pouch with belt worn around waist. |
| Footwear | - Black Huntershoe or Sports Shoe. |
- Following will be worn at the time of participating in adventure activity.

Optional:

- Knife
- Axe
- Nails
- Rucksack
- First aid kit
- Water bottle

Programme of the Club:

Local Games

- Kusti - Malkam - Yoga
- Adventure games
- Wide game/ Rush game
- Rock Climbing
- Skating
- Expeditions, Night
- Hiking, Exploring
- Camping

Races

- Marital Arts
- Adventure Tour
- Cycle/ Motorcycle hike
- Environmental Education
- Nature Ramble
- Observation & deduction

Self Defence Nature Collection

Photography
Swimming

Advanced Adventure Activities

- | | |
|---|---------------|
| Mountaineering | Skating |
| Ice- skating | para- sailing |
| Gliding | Water sports |
| Population Education | Star Gazing |
| Badge | |
| Rambler Badge | |
| Scouting activities to be promoted by venture clubs as part of their regular programme. | |
| Prayer | First-Aid |
| Fundamentals of | Pioneering |
| Scouting/ Guiding | Map reading. |
| Test up to Dwitiya | Map making |
| Sopan and Pravachan | Rescue and |
| | Fire Fighting |
| Backwoodsman cooking. | |

Eligibility for Leader of the Venture Club

The following are the requirements to under go Course for Adventure Leaders:-

- | | |
|---|-------------------------------------|
| Age | : Strictly between 25 and 45 years. |
| Qualification | : Minimum Matriculate. |
| Desirable | : Knowledge of English and Hindi. |
| Physically fit to undertake the strain of the Adventure Activities. | |

Duration of the course of Adventure Leaders: 10 days
Including 4 days of adventure programme. Contents of
course for Adventure Leaders is incorporated in the Scheme
of Training.

BUNNY SCHEME

Back Ground :

Miss Lakshmi Mazumdar Former National Commissioner thought of introducing a programme for the children between the age group of 3 to 6 years during the International Year of Child. A Committee was formed and the Bunny Programme was introduced. International Year of Child was the ideal period to launch this project & hence received a great response but later got neglected on account of various reasons. The objective of this scheme was to introduce an attractive programme for sub juniors and also to work it as the feeder to Cub/ Bulbul section. With same objectives this programme is being reintroduced in the present Boy/Girl programme.

Suggested Age Group:

3 to 6 years both for boys & girls.

Name of the Group:

..... Tanjola (Common for both Boys& Girls consisting of not more than 20 members ratio Bunny to Bunny Leader 10:1 advisable.

Bunny Law :

I shall try to be good boy/ girl

Motto:

"Keep Smiling"

Bunny Salute :

The Two fingers (middle & fore finger) of both hand raised along the side of the two ears depicting the ears of Bunny.

Uniform:

An apron with Bunny symbol against bright background to be worn over the school uniform or any other dress. The emblem be prepared by the National Headquarters in the

form of a sticker badge. A Bunny holding up a carrot in hand with BSG emblem in the centre of Bunny patch.

Uniform for Bunny Leader:

The Leader will be known as- Bunny Aunty(Bunny Uncles only in exceptional cases). It is suggested that Bunny Leaders can be the privilege of females only. The uniform for the Bunny Leaders with the same as those of the Leaders of the regular Group.

Formation:

All activities will be done in free formation

Programme:

Bunny programme is based on four sign posts namely:

- (i) Love for God
- (ii) Love for Nature
- (iii) Creative Activities &
- (iv) Learning to play together - This is achieved through the following activities.

Develop habits of personal cleanliness & social manners cutting parts and assembling simple figure, jig saw puzzle etc.

To receive and convey a simple verbal/ telephone message to receive a visitor and to talk to elders in a courteous way. Cultivate Social virtues such as standing in a queue, taking one's turn, keeping the place clean, not spoiling the floor, use of the litter bin.

Tell one's own full name, address (telephone number if any) and also full name of his / her father / mother and the name of the Office / School where he/ she is working.

Bunny Leaders Training Scheme

Duration of camp- 3 full days or 2 weekends Minimum Number-8

Who can conduct a member of the Guide Training Team.

Bunny objectives:

1. Fundamentals of the Scouting/ Guiding
2. Child psychology
3. physiological aspects of Psychology viz. Nervous system, senses & their functions.

- (a) Incentive of speech.
- (b) Development of personality
- (c) Aesthetic development
- (d) Values of Play

Activities for Physical development:

- (a) Free Movements- Swing, Jungle Jim, Spiral Stairs, climb on bars, Slide and Sea saw, skipping, hopping imitating the movements of hawks/ birds, animals, trees, throwing and catching ball etc.
- (b) Daily activities in life such as- Sprinkling water, filling up water in a bottle, fold a handkerchief, thread the beads, clean the place, arrange the things in proper order.
- (c) Simple rhythmic activities such as drill, exercises, dance etc.

Activities for development of senses :

Viz. Sight, smell, hearing, touch and taste

Activities for mental development :

- (a) Be able to talk about him/ herself and his/ her family, teacher, schools, pets
- (b) Remember & sing Nursery Rhymes
- (c) Listen to fairy, Animal & Mythological Stories
- (d) Know the animals from pictures, imitate the cries of familiar birds & animals

(c) Action songs, simple group dances, simple dramatization

(f) collection of simple but attractive articles.

4. Creative activities:

Simple handicrafts such as paper cutting, clay modelling, making articles with plasticine, wooden blocks, drawing pictures with crayons, bit past etc.

Nature observations:

Birds, trees, flowers, butterflies, leathers, shells, a growing plant.

Provision and activities (games) connected with

(a) Mental development

(b) Emotional development

(c) Physical welfare of the child

(d) Stories, action songs, rhymes on religion & moral training

(e) Play - acting

Hand work :

Nature Study

Familiar Birds, Trees, Flowers, Vegetables, Fruits & Animal Rhymes & rhythms (Recitation and Action Songs)

(a) Nature and types of songs for children from 3 to 6

(b) Rhythmic movements

(c) Variety of songs.

Bunny Leader and her qualification:

- Age 18 years

- Aptitude to work with children between 3-6

- Be able to play, sing and teach simple handicraft

PROFICIENCY BADGES

Proficiency Badges are established with a view to developing in each lad the taste for hobbies or handicrafts one of which may ultimately give him a career and not leave him hopeless and helpless on going out into the world.

The Badges are merely intended as an encouragement to a boy to take up a hobby or occupation and to make some sort of progress in it, they are assigned to an outsider that he has done so, they are *not intended to signify that he is a master in the craft* he is tested in. If once we make Scouting into a formal scheme of serious instruction in efficiency we miss the whole point and value of Scout training and we trench on the work of the schools without the trained experts for carrying it out.

We want to get ALL our boys along through cheery self development from within and not through the imposition of formal instruction from without.

But the object of the Badge System in Scouting is also to give the Scoutmaster an instrument by which he can stimulate keenness on the part of every and any boy to take up hobbies that can be helpful in forming his character or developing his skill.

B. P.

A.P.R.O PART II (SCOUT WING)

APPENDIX

A-Cub	Proficiency Badges	Page
Group I	Character	89-91
Group II	Physical Health	91-93
Group III	Handicraft	95-96
Group IV	Service	96-98
Group V	Conservation	98-100
B-Scout Proficiency Badges		101-176
C-Rover Proficiency Badges:		177-190

A
P
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I
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AIMS, POLICY, RULES AND ORGANIZATION PART-II (SCOUT WING)

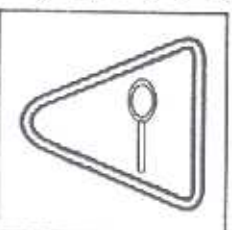
A. - Cub Proficiency Badges are divided into five groups as follows:-

- (i) **Group I Character :**
(Colour of Badge Blue)
 1. Collector
 2. Gardener
 3. Observer
 4. Entertainer
 5. Story Teller
- (ii) **Group II Physical Health :**
(Colour of Badge Green)
 1. Athlete
 2. Cyclist
 3. Swimmer
 4. Team player
 1. Artist
- (iii) **Group III Handicraft :**
(Colour of Badge Red)
 2. Homecraft
 3. Toy Maker
 4. Book Binder
- (iv) **Group IV Service :**
(Colour of Badge Red)
 1. Cook
 2. First aider
 3. Guide
 4. House orderly
- (v) **Group V Miscellaneous: Conservation and Technology**
(Colour of Badge : Orange)
 1. World Conservation
 2. Heritage
 3. Computer Awareness

2.A. SYLLABUS OF CUB PROFICIENCY BADGES GROUP I CHARACTER

1. Collector

Make a collection of one group of objects, neatly and systematically arranged for a period of at least three months and know something about them. Nature of the collection should be chosen by the Cub. Suggestions are as follows:



Stamps, postmarks, picture postcards, matchbox top crest, coins, feathers, moths, butterflies, leaves or flowers (for the purpose of the last two, photographer or carbon reproductions may be accepted). Minimum number of articles to be collected in a group shall be 25.

OR

Keep a Scrap book, diary of events etc. for a period of at least three months.

2. Gardener :

- (i) Take care of a plot of ground not less than 1.50 sq. metres for a minimum period of three months and grow at least three kinds of vegetables or flowers on it.

- (ii) Be able to name, not less than four of each of the following in any area of garden:-



- (a) Trees or Shrubs.
- (b) Flowers or vegetables.
- (c) Standing crops and name four common weeds and be able to use the following tools:- spade, fork, shovel, rake or equivalent local implements.

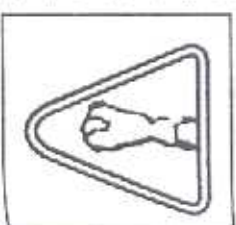
(iii) Make a scrap book of not less than six pages of pressed leaves. Flowers or vegetables. A minimum of twelve subjects to be shown.

Note : In case of Packs in towns, where gardens are not available following alternatives can be taken in place of No. (i) & (iii).

- (i) Care for a window - box for three months. Care for two or more perennial plants in pots for three months.
- (ii) Grow two of the following:
 - (a) bulb (flower or vegetable) in water, sand or soil.
 - (b) Mustards, cress, peas, melon or beans on flannel or blotting paper.

3. Observer

- (i) Either have observed appearance and have some knowledge of habits of either five Indian animals, or five Indian birds and be able to recognize them from life, or know names and appearance of either ten flowers, or ten Indian trees or shrubs and know what common plants are poisonous to animals and human beings.
- (ii) Know seasons at which different kinds of fruits and vegetables can be obtained in the locality and when main crops harvested.



- (iii) Find his way to an unknown spot, not more than 300 metres away by following direction given to him by Examiner (either compass directions or signs made on ground or landmarks or combination of these).
- (iv) Be able to play a memory game remembering 12 objects out of 16.

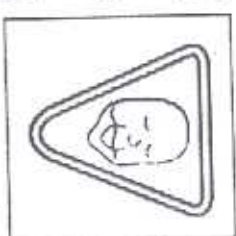
Note : It is preferable to select variations of the game which are not used in Scout Troop.

4. Entertainer

- Be able to do any three of the following:
 - (i) Play a piece of simple music correctly on instrument or sing a piece of simple music in a correct manner.
 - (ii) Be able to take part in the performance of a skit.
 - (iii) Be able to recite an action song with appropriate action and movement.
 - (iv) Dress up and play a part in a depicted story or historical event.

5. Story Teller

- (i) Tell one story in an effective manner to others.
- (ii) To know a story out of 'Panchtantra' or 'Jatak Katha' and tell to the cub master.
- (iii) To collect a story from the news paper in your regional language and tell to the members of your Six.
- (iv) To narrate an incident out of the life history of a Historical Hero or prophet of your state.

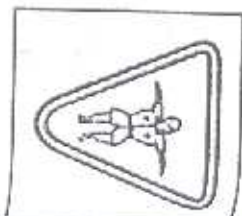


GROUP II - PHYSICAL HEALTH

1. Athlete:

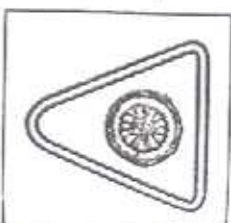
Pass the following tests:

- Sprint 35 metres in 10 seconds
- Jump 0.6 metres (High jump)
- Jump 1.8 metres (Long jump)
- Climb a rope or pole or palm tree 10.5 metres high.
- Throw a cricket ball or a ball weighing 152 to 162 grams, to a distance of 18.30 metres and Catch one throw from a distance of 9.15 metres.



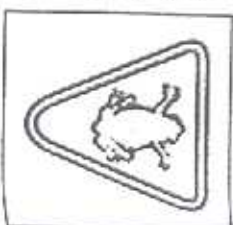
2. Cyclist:

- Know how to ride a cycle.
- Know how to clean and oil the cycle.
- Know how to pump the tube and set valve.
- Know traffic rules of roads.



3. Swimmer:

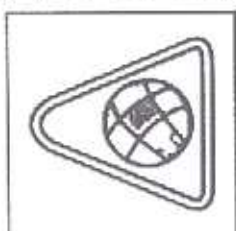
- Be able to swim 25 metres (any stroke)
- Be able to float in back for 60 seconds in salt water or 30 seconds in fresh water or tread water for 2 minutes in salt water or 1 minute in fresh water.
- Swim on back 14 metres.
- Be able to "back duck dive"



(i.e. dive while standing in water or swimming; (or as an alternative) perform a "Honey pot" (i.e. jump with arms clasped round knees from a board, bank or boat).

4. Team Player

- Be a regular playing member of a properly organised team of football, rounder cricket, kho-kho, kabaddi, ayyappa or some other organised game of similar nature. (Team must be under control of C.M., Club's school master, or other person approved by the C.M.)



- Have played at least 5 matches, and must be specially recommended by his captain and by person responsible for the team as being a keen sportsman like player.

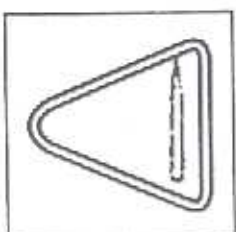
GROUP III - HANDICRAFT

1. Artist:

- Draw with pencil, brush, pen or crayon original illustration of any incident or character in simple story (size not less than 18 cms. by 13 cms.)

- Do one of the following:

- Draw from life or memory in pen and ink or pencil an animal or human being.



- (b) Draw from nature a landscape or still life group.
- (c) Keep a sketchbook for a period of three months and draw at least 12 sketches.
- (d) Illustrate a story by means of matchstick figures in not less than four pictures.
- (e) Make a simple greeting-card using pencil, brush pen or crayon.

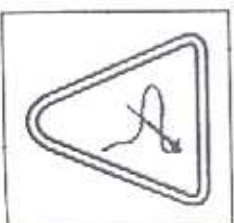
- (f) Make a model of a human being or an animal (not less than 20 cms. high) of wax, soap, clay or cardboard or any other suitable substance.

Note : Natural bent of the Cub is to be encouraged in every way : the spirit and intention of work is to count as much as adherence to academic rules.

2. Homcraft:

Thread a needle and sew on a button and carry out any two of the following tests:

- (a) Knit or crochet a useful article.
- (b) Make a piece of netting good for a bag, Hammock etc.
- (c) Work a design in cross-stitch on canvas.
- (d) Make a rug or mat on canvas or Hessian.
- (e) Darn a hole in a jersey or stocking or mend a tear.
- (f) Wash and iron his scarf.
- (g) Make a basket and sweeping broom.

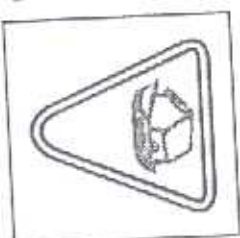


- (h) Weave a useful article in ruffia.
- (i) Weave the webbing of a bed.
- (j) Make a 'tattle' or 'chatai' (straw mat).
- (k) Spin 50 metres of yarn with taklie or Charkha.
- (l) Paint a wall or floor (village style).
- (m) Make an article of straw, palm, cane, reeds or bamboos.

3. Toy Maker :

Make an article from odds and ends such as firecones, cloth pegs etc. and either a toy of a reasonable size such as an engine, motor car, doll or animal, or in reasonable correct proportions and colouring a compost toy such as a farmyard, jungle or animals, cottage with furniture, park with animals.

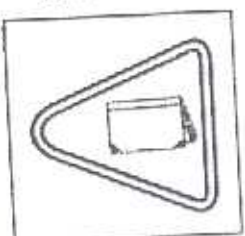
Note : An article presented for Dvitya (Charan test) must not be admitted for this badge.



4. Book Binder

Perform the following operations in binding of a Book:

- (i) Sew an ordinary exercise notebook and fix a cover on it.
- (ii) Hold and paste on end papers, glue up and line with

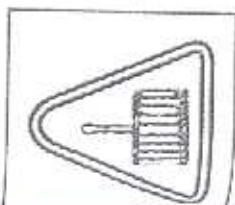


- mul round the back and add second lining.
- (iii) Cut boards and cover with cloth or paper, and book into the case.
- (iv) Bind one text book of a needy boy.
- (v) Teach book binding to one cub or a friend.

GROUP IV- SERVICE

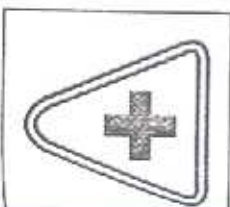
1. Cook :

- (i) Know simple fire precautions.
- (ii) Be able to lay and light a fire in the open and make chapatti or upma or dalia.
- (iii) Cook rice and dal or vegetable or khichari or fry or poach an egg.



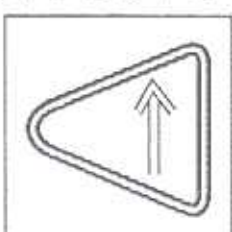
2. First Aider :

- (i) Know how to clean up and treat a gize.
- (ii) Be able to dress and put triangular bandage on hand, foot and knee and put on a large arm sling and tie a head bandage correctly.
- (iii) Know how to stop bleeding from the nose.
- (iv) Know how to extinguish fire on clothes on body and how to treat minor burns and scalds, choking, sting and snake bite.



3. Guide :

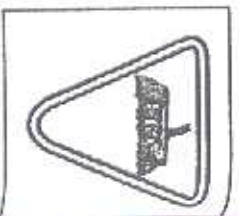
- (v) Show that he understands the need for summoning adult help.
- (vi) Know simple treatment for shock.
- (vii) Know treatment for sprains and how to apply bandage to sprained ankle.
- (ii) In country : Know the nearest police station or thana, dispensary, hospital, village doctor, vaidya or hakim, nearest bus stand, railway station, market, dharamshala or sarai, nearest post and telegraph office, rest house and veterinary hospital.



OR

- (ii) In Town : (a) Know the route to the nearest police station, doctor's residence, chemist's shop, station, patrol station, motor garage, hotel, post and telegraph office.
 - (b) Know how to call fire brigade, police and ambulance.
 - (c) Be able to give clear and distinct directions to guide a stranger politely and promptly.
- ### 4. House Orderly :
- (i) Peel potatoes and boil or fry them.
 - (ii) Make a bed, wash up crockery, utensils etc.

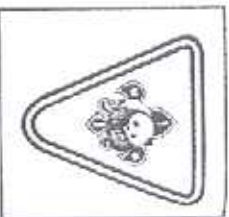
- (iii) Clean windows and brass work.
- (iv) Sweep and tidy a room or scrub a table.
- (v) Be able to prepare Tea or Coffee or any other hot drink.



GROUP - V

Conservation :

- (1) Do three of the following
 - (a) Visit a Zoo, Botanical garden, natural history museum, or see a film about wild animals and tell examiner about your observation.
 - (b) Own a pet for at least three months, and look after it carefully.
 - (c) Take part in litter chase in a public park or garden, school premises or any other public place for three hours utilizing one hour at a time.
 - (d) Take part in a pack expedition involving nature study and make a log of your collections.
 - (e) Make set up and maintain a bird bath and bird feeder.
 - (f) Build and put up a den box for birds.
 - (g) Plant shrubs or grass on area where there is no vegetation cover and look after it for at least three months.
 - (h) Start compost heap in the backyard or garden.



- (i) Demonstrate danger of soil erosion and preliminary steps which could be taken to prevent it.
2. Should improve his environment by planting a tree, small grassy lawn or any other plant out of door in a box in balcony or indoors in flower pots.
3. Carry out one of the following projects:

- (i) Keep a scrapbook and tell his examiner about any five animals in a zoo, their country of origin, feeding habits and details of special care they need in a zoo.
- (ii) Together with a friend arrange for members of his pack a nature trail.
- (iii) Choose a wild animal or a tree, fish or bird, discover all he can about it and report his discoveries to his examiner.

Note:

- (1) The badge is accompanied by a special certificate signed by the State Chief Commissioner.
- (2) The badge will be worn on the right breast above the line of pocket in the case of a shirt or a similar place on jersey.

HERITAGE

Cub

The Cub should understand the basic components of their own local culture :

They may compile their study in the form of an illustrated scrap book.



I. Physical Environment of their locality (famous hills, rivers etc.)

Common trees

Common plants and their uses

Common birds

Flora and fauna of the region

II. He should first know & understand his own cultural identity & Heritage – family, tradition, customs etc.

(1) Scrap Book containing items like a "familytree" tracing ancestors may be prepared.

(2) Participation in local festivals recorded in photographs or description.

(3) Traditional songs & dances.

(4) Food prepared in that culture.

(4) Traditional costumes.

III. Arts of their locality, Buildings, Places of worship, Music, Musical instruments, Dances, Puppetry, Food, Costumes then and now.

IV. Practical work

- Visits to local monuments and museums

- Learning a traditional craft of the locality like pottery, rangoli etc.

- Enacting stories and local legends

SCOUT PROFICIENCY BADGES:

Holder of a Proficiency Badge should always keep his knowledge up-to-date. If not found so by an appropriate authority the badge can be withdrawn.

1. AIDS Awareness.

(1) Know and understand the modes of HIV transmission and the modes of prevention.

(2) Know the natural history of the disease.

(3) Know the steps taken by the health authorities towards preventing its spread.

(4) Plan a programme for public awareness regarding:
(a) The dangers of contracting the disease.

(b) Modes of Transmission.

(c) To dispel myths and disinformation regarding HIV infection, and AIDS.

(d) Methods of prevention in the individual and in the Community.

Air Spotter:

(1) Recognize within 20 seconds display of silhouettes of latest six military and six civil aircrafts in service in our country.

(2) Make three model aeroplanes (uses of kit permissible) for identification purpose and practices. These models need not fly.



(3) Know National markings, both service and civil aeroplanes of India and two foreign countries.

(4) From observation record over a period of three months the passing of number of aeroplanes stating, when possible, date, time and place seen, direction in which flying, whether service or civil, number, state of weather and country of origin; or demonstrate ability to identify actual aircraft in flight.

3. Ambulanceman:

To be worn on both shoulders just below the shoulder badge. (Red Cross on white ground)

(1) Be able to answer questions from Pratham Sopan, Dwitiya and Tertiya Sopan tests for first aid.



(2) Know how to deal with bleeding major and minor.

(3) Diagnose and bind a broken limb.

(4) Know how to deal with choking by Heimlich manoeuvre.

(5) Demonstrate mouth-to-mouth resuscitation.

(6) Demonstrate how to make an improvised stretcher and apply a roller bandage.

(7) Demonstrate how to send a correct message, verbal or by telephone.

(8) Demonstrate two methods of carrying a casualty with one first aider and two more methods of carrying a casualty when there are two first aiders.

4. Archer:

(1) Make a bow and an arrow with which:

(i) He shall score, 45.7 metres (50 yards) regulations 1.20 metres (four feet) target, 60 points, with 30 arrows.



(ii) He shall also score, on such a 1.20 metres (four feet) target at 36.5 metres (40 yards), 10 points of 30 arrows.

2. Know something of history of archery and principal archer's of the past and present time with their records.

3. Teach archery to atleast three more Scouts for a week or in a summer camp.

5. Artist:

(1) Demonstrate his interest, practice and proficiency in some form or one of the following:



(i) Graphic Art: Sketching, painting, etching, woodcuts, linocuts etc.

(ii) Decorative Work: Wallpaper design, or woven fabrics, posters, book-jackets, wrought iron etc.

(iii) Plastic Art: Modelling in clay, plasticine, designing and making pottery etc.

(iv) Carving: Wood, stone or semi-permanent material e.g. soap.

- (v) Lettering: Roman script etc.

In no case, work is to be a copy or tracking and he must be prepared to state on his honour that work is done entirely by his own hand.

Note :

- (1) The theme of the art should be something to do with national problems like Conservation, Population, Education etc.
- (2) Prepare his master piece and keep in his club room & present to a disabled child.
- (3) In the presence of the examiner make a sketch for some object, or group of objects, or design selected by him relating to subject chosen in (1).

6. Athlete:

- (1) Demonstrate proper method of sitting, standing, walking, running and of starting a race.
- (2) Give evidence of proper training and of taking regular bodily out door exercises.
- (3) For age group 12 to 14 years – gain points in four of the following in accordance with his age



- 12 years- 26 points
- 13 years – 30 points

14 years- 36 points

Standard –6 points, 1st class –8 points, Special – 10 points

- (i) 100 metres run 16 secs 15 secs 14 secs
- (ii) 800 metres run 2 min. 2 min. 2min. 46 secs. 43 secs. 40 secs.
- (iii) Running High Jump 1.06 metres 1.13 metres 1.20 metres
- (iv) Running Long Jump 3.80 metres 4.10 metres 4.40 metres
- (v) Throwing cricket ball 36.5 metres 41.00 metres 46.00 metres.

OR

Putting the shot (8.1 lbs) 6.10 metres, 7.62 metres 8.53 metres.

For age group 15 to 17 years.

Gain points in five of the following in accordance with his age:

- 15 years 40points
- 16 years 45points
- 17 years 50points

Standard –8 points, 1st class-10 points

Special –12 points

- (i) 100 metres run 15 sec. 14 sec. 13 secs.
- (ii) 800 metres run 3 mins. 3 min. 2 min. 20secs. 10secs 40 secs.
- (iii) Running High jump 104.14 cms. 121.92 cms. 137.16 cms.

(iv) Running Long jump 3.66 metres 3.96 metres 4.47 metres

(v) Putting the shot (13 lbs) 6.10 metres 7.62 metres 8.53 metres.

OR

Throwing the cricket ball 38.10 metres 47.72 metres 50.96 metres

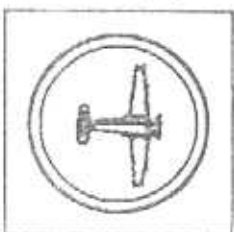
(vi) Dands and Baitaks 15 dands 30 dands 50 dands (86secs.) (1 minute 10 secs.) (2 mins) Squat Thrust (30 secs.)

7. Aviator:

(This badge is open to Air Scouts)

(i) Know proper conduct to adopt and ordinary safety precautions to follow when on an aerodrome or near aircraft.

(ii) Indicate wind direction for landing both by day and night and assist in taxing and towing an aircraft.



(iii) Use chocks, and improvise them. Understand importance of keeping people away from an aircraft when stationary or moving and the necessity of leaving a wrecked machine, or parts of it undisturbed, until police or officials arrive.

(iv) Show what constitutes a reasonable landing ground and name three possible landing grounds in the neighbourhood; also know compass directions of principal aerodromes within 80 km. of Troop

Headquarters.

2. Have a knowledge of the theory of flight and aerodrome.

(3) Construct model aeroplane (use of kit permitted which shall have following minimum flight (third like performance):

Glider

(i) Hand launched 25 seconds.

(ii) Tow launched with a maximum of 60 metres line 45 seconds.

Aeroplane:

(i) Rubber powered 30 seconds

(ii) Engine powered with control line (5 seconds maximum motor run) 45 seconds

Demonstrate his model by making:

A smooth take off, three laps flights at approximately 2 metres and climb and dive with smooth landing

8. Backwoodsman

(1) Make a satisfactory shelter for two people out of materials available locally and sleep in it, for at least one night, preferably alone or with another scout other than a Dwitya Sopan Scout.



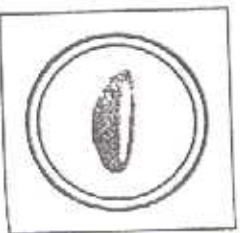
(2) Be able to cook his food for night without

utensils. (Troop camps should not be counted for this test.)

- (3) Prove his skill in finding his way alone without using maps of roads or making enquiries across unknown country to a well defined point not visible at start.
- (i) by day using a compass for distance of not less than 5kms.
- (ii) by night using stars for distance of not less than 2 kms.
- (4) Use a primus stove and cook his meal.
- (5) Have attained Tritiya Sopan standard in pioneering.
- (6) Know how to use a First Aid box, and know dangers of unprotected drinking water and methods of purifying it.
- (7) Know how to identify 2 poisonous snake in your area and know how to manage snake bite.
- (9) Build a 'still' to collect water by condensation for drinking water and demonstrate a way to make water fit for drinking.

9. Basket Worker:

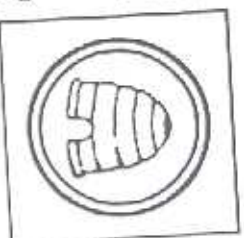
- (1) Have general knowledge of the raw material used in making baskets.
- (2) Know where raw material is obtained from and how it is prepared for working.
- (3) Produce an article of practical use made entirely by



himself in either bamboo, cane, reed or straw or other natural material.

10. Bee Master

- (1) Have a knowledge gained in practice of swarming, dividing and uniting hives artificial feeding and management generally.
- (2) Own a hive and maintain a colony for at least six months or more and have extracted 1.35 kg (3lb) of honey from his own hive.
- (3) Prepare his own bee hive box.
- (4) Involve five or six rural / slum youths and encourage them to start their own bee hives.
- (5) Get in touch with Agricultural Departmental people and ask for further advice.



11. Bird Warden

- (1) Prepare charts, pictures of threatened species of birds in his district and arrange a display in his village / mohalla.
- (2) Be able to construct three types of nest boxes for different species of birds and show how they should be used to the best advantage.



- (3) Have fed birds in his district for at least three months by means of food houses, food tables or food shelves.
- (4) Produce a notebook and be familiar with habits, call and appearance (plumage, size etc.) of seven varieties of birds in his district.
- (5) Have kept a record of one bird (other than native bird) and its nest for at least three months or rear at least five pigeons or any other bird for three months and report to the Scoutmaster or pay visit to the nearest National park and report to the Scoutmaster.

Name of the bird, date when first seen or heard, date of finding nest, kinds of tree or bush or tussock, height, above the ground, number of eggs or young, date of leaving nest, remarks on the items of record.

12. Boatman:

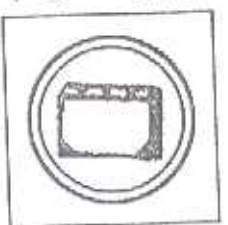
- (1) Hold the Oarsman Badge.
- (2) Sail a boat, tack, wear, reef, make and shorten sail.
- (3) Bend sails and make them up for stowing away.
- (4) Distinguish by their rig or outline, the usual types of present day sailing and stream vessels.
- (5) Know use of and way of construct, a sea anchor.
- (6) Know the road at sea.



13. Bookbinder

- Perform the following operations in binding of a book:
- (1) Prepare parts of 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 cover with cloth or paper and put book into case.
- (4) Bind two text books of a disabled child or a poor student from your group or from school library.
- (5) Teach book binding to one more scout or a friend.



14. Braille:

- (1) Transcribe from print with not more than ten errors in three line sheets and read by sight or touch grade I, including poetry interlined and written both sides.
- (2) Read books for a blind student or person for an hour for a week.



15. Camelman

- (1) Know general means of transportation used in the desert areas.
- (2) Have general knowledge about a camel - the Ship of the Desert, its types and breeds, characteristics of a good camel, its habits and nature, food and water, gait and speed, winter madness, and how to protect from it, differences between saddle,

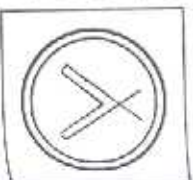


frame, and Dol and know how to saddle a camel, know common diseases for camel and how to apply first aid to those. Know how to decorate a camel (with garboud, jhula etc.)

- (3) Hike: Know tradition attached to journeys on camel back in night or during the day.
- (i) Know how to find time and direction with help of stars.
- (ii) Know rule of journey on foot in deserts and how to protect against sunstroke and thirst.
- (iii) Undertake journey of an aggregate of (48 km., / 30 miles) on camel back with one friend. Every journey should be at least 16km. (10 miles) During these journeys, must have studied the general life of people in the desert and habits of camel and submit a log of his observation. During these journeys one must have spent at least two nights at some oasis or a village in desert.
- (iv) Life of the people: Either sing a common folk song of camel man or play an Algoje or take part in any folk dance of desert area.

16. Camper:

- (1) Know what are normal requirements in regard to a personal kit for a week's camp, personal kit for a weekend hike or cruise: equipment and rations for a weekend patrol camp or cruise (7 boys)
- (2) Either know principal points to look for in selection of



a Patrol or Troop campsite and describe with rough plan, how he would lay out a patrol camp with reference to tent kitchen, sanitation, etc.

OR

Know how to select an anchorage mooring or berth for a rowing or sailing vessel, a sea going vessel.

- (3) Demonstrate that he (a) understand the use and care of an axe; (b) understands use of and can tie following knots in addition to Pratham Sopan and Dwitiya Sopan knot, slip reef, double sheet bend, bowline on bight and manharness knot.
- (4) Demonstrate how to pitch, strike, pack and execute petty repairs to a 90 pounder and 180 pounder choldary, or make a hut of materials locally available sufficiently big for his patrol to sleep in.
- (5) Show that he has a satisfactory knowledge of camp cookery and understands proper methods of storing food, purification of water and how to dispose of refuse.
- (6) Have camped under canvas or in temporary hut constructed by him or on board ship, or boat with his Troop or patrol for not less than twelve nights and have camped out alone or with another scout for at least 3 nights not necessary consecutively in either case.

17. Camp Warden:

- (1) Have camped atleast for ten nights on four occasions.
- (2) Have assisted as a full time Quartermaster



master of a summer camp of scouts.

- (3) Have assisted as a permanent Camp Warden in duties for three days.
- (4) Must be able to know about Tent Craft and ways keeping Camping and Training material safely.
- (5) Must be able to maintain a Camp Library.
- (6) Must have a fair knowledge of camp sanitation.
- (7) Have sufficient knowledge about first aid and ways seek help in emergencies.
- (8) Must be able to estimate, purchase, issue and supervise cooking materials and distribution of food to campers in camp.

18. Cancer Awareness

- (1) Recognise * Carcinogens encountered in daily life.
- (2) Know the board outlines as to how Cancer Patients are treated and ** palliated.
- (3) Draw up a plan to create public awareness for following:
 - (a) The Seven signs & symptoms of Cancer.
 - (b) Cancer is curable if detected early.
 - (c) Avoidance of harmful habits which could cause cancer.
 - (d) To dispel the myths attached to Cancer.

*Carcinogens-any substance that produces Cancer



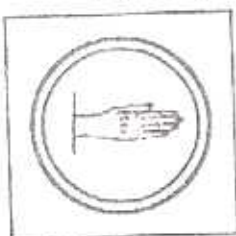
** Palliated – to make disease less severe without removing its cause.

19. Carpenter:

- (1) Drive in screw up to 38 mm (1.5 inch.) without damage to wood or screw.
- (2) Nail on a packing case lid correctly, using 38mm. (1.5 inch.) nails, or make a box.
- (3) Make a saw cut lengthwise with an ordinary saw 25mm (1 inch.) board .60 cm. (2feet) long, the cut not to deviate from the line more than 1/32 mm. (1/16" or an inch)
- (4) Sharpen a chisel and plane bit make a housing tenon and mortise and halved joint.
- (5) Either dovetail, two pieces of wood together not less than five dovetails, or make a properly framed stool, chair or other piece of framed furniture.
- (6) Have a basic knowledge of woods in local use and know nature and common use of each.
- (7) Help the head of your institution in repairing school furniture or of any other institution.

20. Citizen

- (1) Must know the basic qualification of a voter and enthuse every voter in his family and neighbourhood to exercise the same.



(2) Know:

- (i) Powers and functions of the President and Vice-President of Indian Union and Governors in the States.
- (ii) Functions of the Lok Sabha, Rajya Sabha, Vidhan Sabha and Vidhan Parishad.
- (iii) Functions of local bodies such as Municipality, Local Board (Zilla Parishad, Cantonment Board and Panchayat) with Special reference to his own area.
- (iv) Know functions and working of the State, Local administration.
- (v) Have a general knowledge of the working of judicial system of the country.
- (vi) Must participate actively in a mock parliament school Troop.

21. Climber:

- (1) Have completed the age of 14 years.
- (2) Have a knowledge of mountainous area covering at least 2kms. radius and know the nearest telephone and doctor in case of emergency.
- (3) Find the way to a given point in a mountainous area using a compass and Survey of India map (or its local equivalent) and display climbing ability.
- (4) Know First-aid treatment for fractures, dislocation, bruise, concussion, shock and know method of

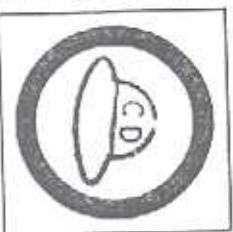


transportation of a patient.

- (5) Have hiked in a mountainous area of at least 1200 metres height for at least three days (not necessarily consecutive).
- (6) Should have obtained the Rock Climbing Certificate of a recognized course.

22. Civil Defence.

- (1) Know details of Civil Defence Organisation service existing in his mohalla or area and within a radius of one kilometre around the residence, school or place of work, for instance name of the Warden, the location of Warden's posts, First Aid post, Dispensaries, Hospitals and other A.R.P. Services available in the area.

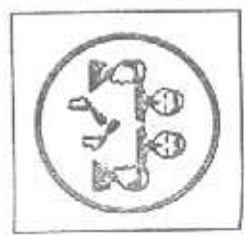


- (2) Know how to fill in report form correctly in respect of emergencies and send written report to the wardens concerned.
- (3) Know first aid treatment and methods of rescue in case of casualties that are likely to happen in air raid and such other emergencies.
- (4) Know at least two methods of fire fighting.
- (5) Produce a certificate of having registered his service with the Civil Defence Organisation of his mohalla or area and of having received training in one of the following Civil Defence Services:
- (i) Fire-fighting Squad,

- (ii) First-Aid Party.
- (iii) Messenger Service and
- (iv) Telecommunication.
- (6) Know the ways of rescuing persons from collapsed houses.

23. Community Singing

- (1) Sing two songs either in your Mother Tongue or the Regional languages.
- (2) Explain the meaning of the above songs.
- (Regional/Mother Tongue)
- (3) Sing in correct tune with correct pronunciation one song other than Regional language and Mother Tongue.
- (4) Teach one song to your Patrol/Group and present the same with the Group in a Camp Fire in event like Rally.



24. Community Worker

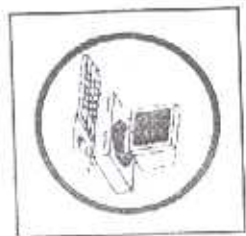
- (1) Know the process of Community Development.
- (2) Convince at least twelve young boys of the locality and encourage them to join the movement.
- (3) Become a liaison between Community and other resources of development i.e. Banks, Hospitals, specialists etc.



- (4) Help people plan for solving at least two of their basic needs e.g. : clean water, school building, vegetable market place etc..
- (5) Help in an immunization camp in his village / mohalla / slum.

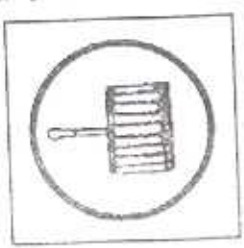
25. Computer Awareness

- (1) Have knowledge of Brief History of Computer and its latest development.
- (2) Acquaintance with computer components and peripherals.
- (3) The best use of computers in Scout/ Guide activities.
- (4) Knowledge of the commonly used packages.
- (5) Perform the following.
 - (a) Use Floppy and the hard disc in the computer.
 - (b) Booting and shut down of computer.



26. Cook

- (1) Know necessary ingredients of a balanced diet.
- (2) Know how to buy provisions and vegetables and draw up priced and dietarily sound menu to include quantities required for a camp of week's duration for at least one patrol of six Scouts.
- (3) Make a proper cooking place, lay and light a fire using Maglan Chulha, Trench fire, Altar fire etc. and cook.



there five local standard dishes and two beverages as prescribed by the examiner. In Urban areas gas stoves and primus stoves may be used and out of the five dishes two of these must be cooked without utensils.

- (4) Serve food in a proper manner.
- (5) Know how to store provisions in a hygienic manner.

27. Cyclist:

- (1) Sign a certificate that he owns, or has the use of, for at least six months, a bicycle or motorcycle, in good order correctly equipped with lamp, bell or horn, rear lamp and pump and that he is able and willing to use it in the service of his country, if called upon, at anytime, in case of emergency.

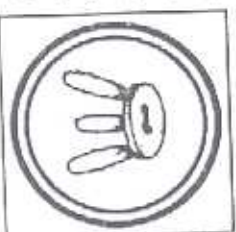


- (2) Ride his machine satisfactorily, keep it in good running order and in the case of a pedal cycle show that he can mount and dismount neatly by either pedal.
- (3) Mend a puncture, remove and replace a brake and wheel and adjust any part of his machine to the Examiner's satisfaction.
- (4) Know the highway code, traffic signals, correct time for lighting up-i.e. time after Sunset- understand the system of road numbering and be able to read a road map.
- (5) Repeat correctly a verbal message after a ride of at least an hour's duration.

- (6) Inform the examiner on the use he has made of his machine in last six months.
- (7) Must be able to carry a casualty on an improvised bicycle ambulance.

28. Dairyman:

- (1) Have knowledge gained by practice of the management of atleast one animal (cow/ buffalo or goat) and produce a certificate from the parents (if at home) or from the owner where he worked for atleast three months.



- (2) Demonstrate care of dairy utensils and appliances used in the area.
- (3) Know milking and sterilization of milk including pasteurisation.
- (4) Know processing of milk e.g. making curd, cheese, butter and ghee.
- (5) From veterinary doctor know about two types of common diseases and first - aid to be rendered to milk cattle.
- (6) Enthusiase atleast six neighbours to improve the breed of their cattle by artificial insemination.
- (7) Propagate in the mohalla better formula of a balanced cattle feed in ten houses having cattle.

29. Debator:

- (1) Propose , atleast two subjects and oppose atleast two others in properly conducted debates.

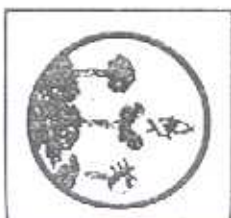


- (2) Participate in debate, in the presence of the examiner for at least five minutes of subject under discussion having prepared the subject thoroughly and submitted concise and orderly notes of his speech.
- (3) Know ordinary rules of debate, duties and powers of the chairman.
- (4) Know how to chair a debate.
- (5) Be able to lead a discussion successfully in a group.

30. Desert Folk:

Have knowledge of the following:

- (1) Life in Desert: through his own study and observation of the life in desert know the following:-



- (i) Geographical situations-land, river, climate, etc.
- (ii) How people live;
- (iii) Standard and way of life, costumes, normally worn, food habits, etc.
- (iv) Normal habits of the people, special customs, traditions, religion, superstitions and taboos.
- (v) Ways of earning the livelihood.
- (vi) General problems of the people created by nature and ways of solving them.

submit reports of three hikes undertaken for study of the above. Report should cover an area of 24 sq. km. around his village or town and should include report regarding village: places of habitation, routes, place of water, oasis and camping sites in the area.

(2) Nature Study:

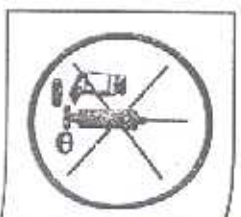
- (i) Should know and collect common proverbs and sayings forecasting the weather and prepare a log of his own observation based on these sayings.
- (ii) Find out the velocity of wind.
- (3) Water and irrigation:
 - (i) Know the methods of irrigation, methods of cleaning water and know dangers of using polluted water. Know the assistance given by the Government for removal of water scarcity.
 - (ii) Know principal crops and cereals of the area, the canal or dam used for irrigation and ways to conserve water in the fields.
- (4) Handicrafts: Should prepare a piece of rope out of natural materials available in the area or weave a cot or prepare model out of natural material available in the area or prepare a thatching with natural material found in the area and show its use.
- (5) Hike.
 - (i) Though hikes undertaken obtain knowledge of special natural phenomena of desert area viz: mirage, Bhanwari (land-slide) etc.
 - (ii) Perform service of at least 51 hours in anti-flood

campaign or any other kind of approved social service.

31. Drug Awareness

- (1) Be aware of the various types of drugs, proprietary or * clandestine that can be abused.
- (2) Understand the terms addiction, dependence withdrawal and tolerance.
- (3) Know the dangers to health of drug abuse.
- (4) Understand how and why people get addicted to drugs.
- (5) Plan a drug awareness programme.
- (6) Know the different modes of help available to drug addicts.

* Clandestine- kept- secret.



32. Ecologist:

- (1) Know about the other agencies working for ecological balance.
- (2) Enlist co-operation of a specialist in the vicinity to educate people about this by way of discussions, audio visuals etc.
- (3) Propagate against cutting trees.



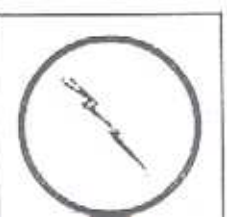
- (4) Organise Van mahotsav in monsoons.
- (5) Educate people about pollution problems in the area.

- (6) Work for solving any three of the following problem

- (a) Soil erosion
- (b) Tree Cutting
- (c) Killing animals
- (d) Wastage of water or water pollution
- (e) Air pollution
- (f) Littering.

33. Electrician

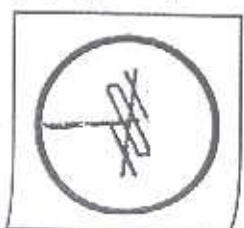
- (1) Have an elementary knowledge of the terms and measurements used in electrical work.
- (2) Make connection in electric wiring and replace defective switches, lamps, holder and fuse wires correct know the necessary precautions which should be observed.
- (3) Know construction of primary cells. Electric bell telephones, motors and dynamos. Make a simple electric - magnet or Telegraph key and use it.
- (4) Be able to replace the heating elements of a domestic electric iron, kettle or heater.
- (5) Know how to read house metres and to calculate electric consumption.
- (6) Know rules of safety from electricity and how to use



an electric shock.

34. Electronics:

- (1) Explain the basic electronic theory.
- (2) Know functions and types of resistors, capacitors, rectifiers, diodes, transistors and integrated circuits.
- (3) Demonstrate the correct way to solder and up solder and fit components to printed circuit board.
- (4) Be able to read and label a simple circuit diagram.
- (5) Have knowledge of electronic testing equipments.
- (6) Using kit, assemble a simple electronic apparatus.

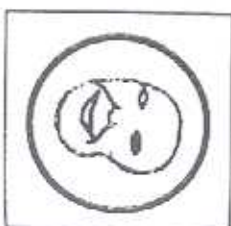


35. Entertainer:

The theme of entertainment programme must be on a subject relevant to the needs of the community e.g.

- (i) Birth Control
- (ii) Anti dowry
- (iii) National Integration
- (iv) Conservation
- (v) Nutrition
- (vi) Sanitation etc.

- (1) Entertain by himself, for at least 10 minutes, with a varied programme for the following: Recitation, songs,



conjuring tricks, character sketches, stories, ventriloquism, slum speeches, step dancing, playing the bango, penny whistle, mouth organ, flute, veena or shahanaï etc., or rehearse and present a play for his patrol lasting not less than 20 minutes; or be judged by his performance in a play or Group show atleast at four places spread over a period of three months.

- (2) The performance in each of these cases shall have taken place before a mixed audience.

36. Explorer:

- (1) Have thoroughly explored within a period of 12 months, an area of at least 5km. Radius (preferably round his own home or Troop headquarters) for one of the following specific objects.
- (i) Tracing out all footpaths, bridlepaths and water ways; shown on past and present maps and reporting on their present existence and condition.
- (ii) Preparing a full report on industries of the locality; nature of its agriculture, making an approximation of the amount available of land and land under pasture; and the use to which it is put.
- (iii) Making a full report on history of the area giving particulars and history of any antiquities of places of special interest and the extent to which it is disfigured by advertising etc.
- (iii) Preparing a report on the trees, flowers, birds and animals common to the area.



- (2) Have a sound knowledge of not less than 8km. of navigable river or canal, including knowledge of tides, channels, shoals or mud-banks, where tides are strongest, mooring place, local rules and customs, including local rule of the road and conservancy regulations affecting use of the Water way by Sea (e.g. restrictions of bathing, prevention of river pollution) and know where special dangers exist.

- (3) Knowledge of two camping sites adjacent to mooring places within the area with names and address of owners and where drinking water and supplies are obtainable.

Note: In all cases, a log of his expeditions must be submitted, giving mileage, km. and with accompanied as far as possible, by explanatory sketches, maps, etc.,

37. Farmer:

- (1) Must work on a farm for at least six months.
- (2) Have a practical knowledge of modern farm implements.
- (3) Have knowledge of improved seeds, fertilizers, manures insecticides, sowing and harvesting.
- (4) Show an acquaintance with the routine seasonal work on a farm including the care of cattle or horses or sheep or pigs or poultry.
- (5) Be able to weed, water the plants and do after culture.



- (6) Know the methods of preservation of food grains.
- (7) Prepare a salt-lick for cattle.
- (8) Propagate Drip-irrigation where there is scarcity of water.

38. Fireman:

Know: (1) The danger of inflammable household articles such as oil lamps, spirit stoves, flannelette, festival decorations, cotton, wool, celluloid and of the focusing of the sun's rays.

- (2) How to trace an escape of gas and know the danger of faulty electric insulation.

- (3) First step to take on an outbreak of fire, methods of calling the Fire Brigade and



Ambulance, position of nearest alarms to home and headquarters and what to do pending arrival.

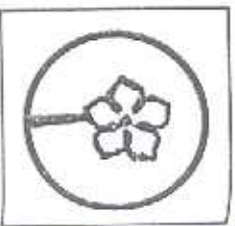
- (4) How to use two common types of extinguishers, buckets and bucket-chains.
- (5) How to deal with following types of fires, clothes, petrol and spirit, chimney, motor car, curtain, electric hearth, grass and rick fires.
- (6) Use of scum to keep back crowd, carrying of the injured, improvising, ropes, chairman knot, lowering by lines, jumping sheet, crawling through smoke. How to drag insensible persons, prevent panic and rescue cattle.

- (7) If possible use of hose, hydrants, escape chutes, wherever specialized instructions are available.

In the case of village Scouts the test which to not apply should be ignored, with the permission of the D.C.

39. Florist :

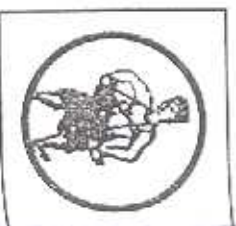
- (1) Know wild flower, seeds, grasses common in his neighbourhood (or for town Scouts in a suitable area chosen by himself), the place in which they are to be found and their habits.



- (2) Have a knowledge of different methods of seed distribution.
- (3) Know some of the local names and have a knowledge of use and properties of twelve flowering plants.
- (4) In the presence of an examiner arrange on table walks etc. in a room the flowers, ferns, leaves etc.
- (5) Know how to preserve and transport flowers.

40. Folk dancer:

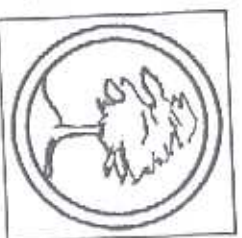
- (1) Must know cultural background of the folk dance and do correctly the folk dance.
- (2) Dance four dances out of which two should be from other states and the other two be group dances.



- (3) Perform atleast one folk dance programme in a rural or a slum area.

41. Forester:

- (1) Basic concept of forest, its extent in India and importance of the forest in present context.
- (2) Know from practical observations how to rear seedling including preparation of soil nursery beds, polybags, etc. and time of transplant and right season for thinning and felling.
- (3) Know, generally, how a tree lives and produces, how to deal with wounds and have a knowledge of agencies which cause them.



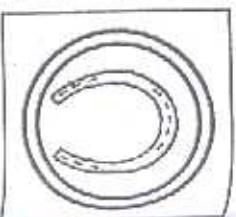
- (4) Have knowledge of growth and development of twelve different species of trees in the locality and be able to recognize them at a distance, at any season of year as well as by the bark, leaf, flower and fruit and know their chief respective uses in fuel, fodder, fruit, medicine, timber and other uses.
- (5) Have a knowledge of forest fire, its causes and remedy.
- (6) Maintenance of raised plantation from beginning to one year.
- (7) Basic knowledge of social forestry, farm forestry, Road side plantation, avenue plantation and knowledge of ten species used in social forestry work.
- (8) Practical knowledge of erosion, its causes and measures to check soil erosion.

(9) Calculate amount of useful timber in a given tree.

42. Friend to Animals:

(1) Have a general knowledge of the habits, food and all that tends to the well being of the following animals:-

Horse or donkey, cow or buffalo, sheep or goat, cat or dog, bull or camel and be able to recognize any form of cruelty or ill use to which they are subjected.



(2) Know in respect of the above animals, usual minor ailments to which they are liable and what simple remedies may be employed.

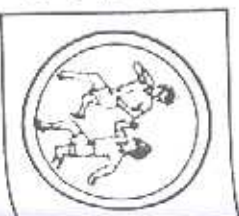
(3) Have knowledge of care of such birds, insects and reptiles as are generally kept either as pet or for domestic purposes and have kept a pet in good condition of comfort and health for at least 12 months.

(4) Have an elementary knowledge of what to do in case of accident to animals, of any laws passed for their protection and of power of police with regard to them.

(5) Know address of the nearest 'Society for the Prevention of Cruelty to Animals' where available (SPCA).

43. Games Leader:

(1) Have a knowledge and be able to play and direct four games each of the following: Indian out door games; Indoor



games; Tag Games, Relay races; Sense Training games, Ball Games Individual contest.

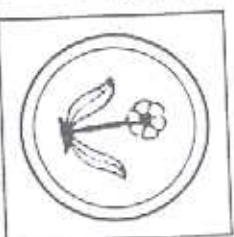
(2) Have a knowledge of the organization and methods of team competition.

(3) Know the value of discipline and sportsmanship in games.

(4) Organise games during week end for two months for children in mohalla/village/sum.

44. Gardener:

(1) Dig a piece of ground not less than 12 sq. metres. Plant and grow successfully six kinds of vegetables or cities where digging is not possible wooden cases or pots may be used.



(2) Know names of 12 plants pointed out in an ordinary garden: understand what is meant by pruning, budding, grafting and manuring and demonstrate any one of the following - pruning, budding, grafting.

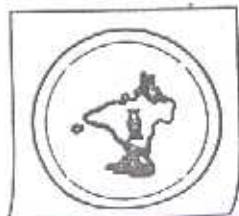
(3) Adopt a public park or a neighbour's courtyard and look after garden/plants for at least two months.

Note: In cities roof garden can be the alternative.

45. Good Neighbour:

(1) Have an elementary general knowledge of the geography and history of at least three states, other than his own.

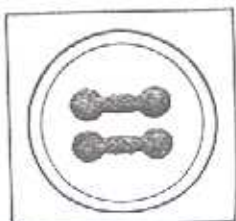
During the previous twelve months, have corresponded regularly with a Scout from another State, have camped for not less than three consecutive nights with Scouts and have a fair knowledge of the people, language, culture etc. of three neighbouring states and prepare log books to satisfy the examiner.



46. Gymnast:

Scouts should not take this Badge unless they have been taught by the trained Gymnast.

(A) Under 16 years of age:-



- (1) Have a good upright carriage and walk and run well.
- (2) Perform to command a table for free standing exercise.
- (3) Be able to jump, 0.9 metres (3 feet) high in good style.
- (4) Be able to walk along the narrow side of balancing form or bar both forward and backward with good posture.
- (5) Do any three of the following in good style.
 - (i) Climb a rope 4.2 metres (at least fourteen feet)
 - (ii) Somersault through and between two ropes.
 - (iii) Hand stand against a wall.
 - (iv) Reverse hanging on wall bars or improvised

apparatus.

- (v) Sideways traveling on a bar.
- (6) Do three of the following in good style.
 - (i) Cartwheel on right and left hand.
 - (ii) Through vault (i.e. squat).
 - (iii) Leap frog over high back.
 - (iv) Wolf or Jack in the box.
 - (v) Bunny vault over box or two forms.

(B) Over 16 years of age:-

- (1) Have a good upright carriage. Walk and run well.
- (2) Be attending gymnastics classes at school or some other approved physical training centers, at least once a week.
- (3) Perform a table of free standing exercise approved by the Examiner.
- (4) Perform two of the following in good style on narrow side of a balancing form or bar.
 - (i) Walk forward throwing and catching a ball at every step.
 - (ii) Walk sideways without support.
 - (iii) Stand on form, lift arm and right leg sideways replace step forward and repeat, raising the other leg.
 - (iv) Walk with knees full bent and stretch every third step.
5. Perform one of the following groups:

- (i) Climb a rope at least 4.8 metres (sixteen feet), travel sideways on bar or wall bars both ways. Or travel backwards on a bar.
- (ii) Hand stand unsupported or under or over somersault on a bar improvised apparatus; or reverse hanging vertically between two ropes.

47. Handyman :

Be able to do ten out of the following at least three of which (selected by the Examiner) must be demonstrated.

- (1) Paint a door or similar object.
- (2) Whitewash or distemper a wall or ceiling.



- (3) Clean and adjust gas fitting and replace mantles.
- (4) Replace a tap-washer and adjust a ball cock.
- (5) Hang pictures and fix curtain rods.
- (6) Fix, repair and adjust blinds or chicks.
- (7) Take up, beat and re-lay a carpet.
- (8) Repair furniture, upholstery or china.
- (9) Sharpen knives.
- (10) Glaze a window.
- (11) Top up and care for an accumulator.
- (12) Service a hand pump.
- (13) Replace a spring in a door lock.
- (14) Know what immediate steps to take, in case of burst water-pipe or gas leak.

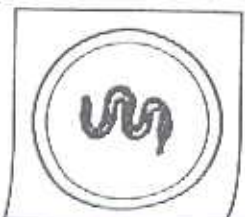
- (15) Make and fix a chimney.
- (16) Attend to clogged sinks.
- (17) Thatch a hut.
- (18) Plaster wall or floor with mud or concrete.
- (19) Make steps with logs of wood, leading to a tank or a stream.
- (20) String a bed with webbing or string.
- (21) Know how to repair tube - well pumps.
- (22) Make hammock.
- (23) Repair a wooden well - top.
- (24) Make a hay-box.
- (25) Mend a bucket.
- (26) Paint a pot.
- (27) Handle a pressure, oil-stove, gas-stove.
- (28) Recane a chair seat.
- (29) Polish furniture, oil-stove, gas-stove.
- (30) Repair broken or defective plastering.
- (31) Clean and polish car, scooter or motor cycle.
- (32) Repair children's toys.
- (33) Repair an electric iron.

48. Healthyman :

- (1) Know importance of the heart, lungs, skin, teeth, feet, stomach and the organs of special sense (eyes, ears,

and nose) keeping in good order, and principal danger to be guarded against.

- (2) Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercise; give evidence of these rules for at least 12 months.



- (3) Know value of fresh air and how to keep room ventilated.
- (4) Know dangers incurred in use of tobacco, alcohol, opium and other intoxicating drugs, danger of overstraining the body and of continual use of one form of exercise.
- (5) Train a Patrol in simple exercises suitable for all parts of the body and give reasons for each exercise.

49. Herbalist :

- (1) Make a collection (neatly mounted in a book) of twelve medicinal herbs and twelve herbs used in cooking. The collection should contain leaves, roots and skins of the herbs. Know where to find them and be able to recognize them readily and know their exact use.



- (2) Know medicinal value of half-a-dozen herbs.
- (3) Prepare a herbarium and maintain it for three months.

50. HERITAGE:

Scouts

The focus at this level is on the state in which the Scout or guide is living, and gaining a national perspective on the diverse richness of India's heritage.



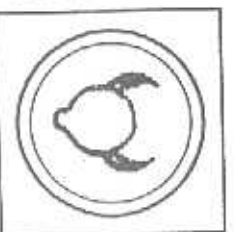
Preparing a scrap book with illustrations and information on the following:

- I. Nature , Heritage and Culture , Collecting song, poems, riddles, proverbs, short stories about their state and its national heritage and the culture unique to the State and Country.
 - Seasons and festivals, meaning and significance
 - Different communities and tribes that live in that state
 - Physical environment of their locality (famous hills, rivers etc.)
 - Common trees of their state
 - Common plants and their uses
 - Common birds
 - Flora and fauna of the region
- II. Art of India and their State
 - Important heritage buildings
 - Places of worship
 - Music

- Musical instruments
 - Dances
 - Theatre forms
 - Puppetry, Literature and famous writers, poets of their town
 - Food Costumes then and now
- III. Practical work
- (a) Visiting monuments museum in the vicinity and maintain a record of it.
 - (b) Maintaining an illustrated historical diary of their town or village (any 3 of the following)
 - (i) Preparing a list of museums, art galleries and cultural centers in your district / town.
 - (ii) Visiting monuments and sites in the neighbourhood and identify problems and issue for presentation.
 - (iii) Adopting a site in their own locality- monument or unique natural feature such as religious place, a lake or temple and looking after it for a period of one month and contribute to keep it clean.
 - (iv) Learn to serve as a guide to the monuments for local school and community.
 - (v) Knowing about the Govt. Department and other Non-Govt. agencies, which are involved in the maintenance and restoration of Indian culture , art and buildings.

51. Hiker:

- (1) Undertake a regular hike of 160 km. (100 miles) or 4 hikes of 40 km. (25 miles) each over a different route and submit a report of the hike. Hike may be taken either on foot or on bicycle. At least half distance, shall however, be done on foot.



- (2) Know (a) how to protect feet while marching, (b) how to safeguard against blister, (c) how to treat blisters, if they appear, (d) the kinds of footwear best suited for hikes, (e) what to do in case of getting wet.
- (3) Know ordinary medicines, required while hiking, their doses and application.
- (4) Know how to pack things for carrying them on one's shoulders.
- (5) Make an article of hiking kit such as a tent, a sleeping bag, campfire blanket, rucksack or a bag or other container in which to pack daily food or toilet necessities etc.

52. Hospitalman:

Have a general knowledge of and demonstrate :

- (1) Have to choose, prepare and ventilate a sick-room.
- (2) How to sponge, give medicine, and take a patient's temperature, pulse and respiration.
- (3) How to prepare food for invalids; to give formation,



make beds and prevent bed-sores and help the aged and infirm.

- (4) How to apply a roller bandage to hand, knee and foot and know materials used for dressing.

53. Interpreter:

- (1) Carry on a conversation, write a simple letter on a subject given by the examiner; read and translate at sight, passage from a book or newspaper, in two languages, neither of which is his mother tongue.



- (2) Translate a piece of the matter given by the examiner into another Indian language chosen by you except your mother tongue.

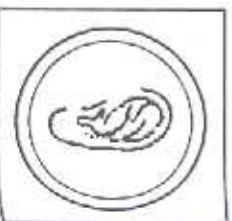
- (3) Spend, six hours spread over a week in the company of deaf people.

Note: An additional badge may be worn by a Interpreter on the right breast - pocket or in a similar position on jersey, showing language spoken.

54. Interpreter to the Deaf:

- (1) Be able to read finger spelling at the rate of twenty letters a minute.

- (2) Be able to send finger spelling at the rate of thirty letters a minute.

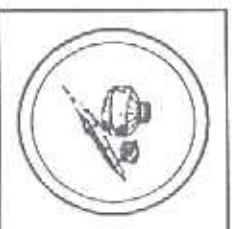


- (3) Spend ten hours spread over a month, in the company of deaf people.

55. Journalist:

- (1) Have served on editorial staff of a paper or magazine for at least six months.

- (2) Produce a report written by himself of Troop activities and one of the following incidents - lecture or address, open air fete, garden party or rally.



- (3) Produce a cutting of a published article or report written by himself.

- (4) Understand what is meant by "make up" and produce a dummy for the printer, representing one issue of an eight-page - magazine, circular, catalogue, or report.

- (5) Understand the point system of types and know names and six common type faces.

- (6) Understand printer's correction signs.

- (7) Must be able to correct proof of a printed matter.

56. Launder:

- (1) Must wash and finish and bring to examination -

- (a) a white cotton garment.
(b) a coloured cotton garment.
(c) a woollen garment or a pair of stocking.



(d) shirt or equivalent or child's dress with insert sleeve, silk, where possible.

(2) Must be able to iron remove stains and make boiling water starch & iron.

Note: some parts of this test must be demonstrate in the presence of the examiner.

57. Leather Worker:

Fix sole and heel to a pair of boots, shoes or chappals, sewn or nailed and generally repair boots, shoes, chappals, sandals or leather articles in general use.

Dress a saddle, repair traces stirrup leather etc. and know the various parts of harness; and in either case, have a knowledge of the different kinds of leather used.

OR

In decorative work:- Know the various kinds of leather used, have a knowledge of tools required and how to use them. Know how to use and mix various stains. Produce an article made by himself, such as hand-bag, wallet or purse, in which there must be a design, modelled stained.

58. Leprosy Control:

(1) Spread the word by means of audio- visuals that "Leprosy is curable" and propagate five point programme of the Bharat Scouts and Guides.

(2) Recognise sources that can



help you in the campaign skin Specialists, National Leprosy Eradication Programme workers, volunteers etc.

(3) Get checking up programme in every educational Institute in the village/ mohalla.

(4) Educate community to change their attitude towards the problem

(5) Enlist cooperation of medical expert/ specialist in educating people in his locality.

59. Literacy:

(1) Organise a literacy drive for adults of village / locality.

(2) Help / start a night school for adults / drop outs.

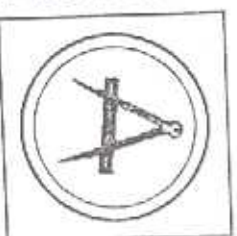
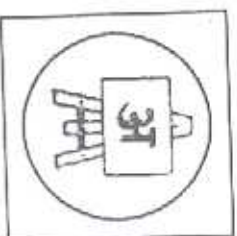
(3) Teach three R's (Reading, Writing and Arithmetic) to atleast ten illiterate people or help 10 children in their studies.

(4) Prepare atleast three posters to motivate Adult Literacy campaign.

(5) Arrange an exhibition with posters etc. published by Government and Non - Governmental Organisations.

60. Map Maker:

(1) Make Map by Triangulation, using compass and plane table, of an area of not less than ten acres and at a scale given by the examiner. The area should include fields, a buildings and



a pond or equivalent features.

- (2) Make a road map with compass and field book of 1.5 km. of road showing all main features and objects within distance of 1/10 km on either side to scale give by the examiner. The field book must be produced for inspection.

- (3) Enlarge or reduce such portions of a one inch survey of India map as the examiner may determine to a scale he prescribes.

61. Marksman:

Fire any of three alternative tests three times, either concurrently or preferably on different dates, on each occasion obtain not less than the minimum score indicated.

- (A) Rifle- small bore (.22 inch) ;

Single - loading type.

Sight - any except telescopic position - Prone

Slings - May be used.

Shots - Twenty at two cards at any of the following ranges:

Test	Distance (metres)	Minimum Score	Targets
------	-------------------	---------------	---------

- | | | | |
|---|------|-----|-----------------|
| 1 | 22.9 | 155 | S.M.R.C Match |
| 2 | 22.9 | 80 | Military 200.25 |

(B) Air Rifle- Bore (.117 Inch). Single loading type.

Position- Standing or prone.

Sling-May be used.



Shots- Twenty at two cards at the following range

Distance (metres)	Minimum Score	Targets
5.48	150	S.M.R.C. 5 Bull Air Rifle.

Note:

- (i) Edge of shot hole nearest to centre of target decides the value of hit.
- (ii) When using air rifle care must be taken to fix target so that the pellets do not rebound to dangers of the firer's eyes.

Note to examiners:

- (1) The Scout must adjust his sights himself the sights previously having been altered of the centre of the bull's eye. After adjusting his sights the Scout should be allowed not more than ten sighting shots.
- (2) Know the usual safety - firer's rules for rifle shooting and have an elementary knowledge action, and be able to adjust essential parts which are liable to work loose.
- (3) Know and have noted the sight reading for various standard ranges; have knowledge of flight of bullet and its damaging power.
- (4) Demonstrate how to clean the rifle.

62. Meteorologist:

1. (i) Make a simple rain gauge.
- (ii) Make a wind vane and estimate wind speed.

- (iii) Make a thermometer shelter and set up a thermometer for measuring air temperature and a barometer for measuring humidity.



- (iv) Make and keep a weather log for a period of one month.

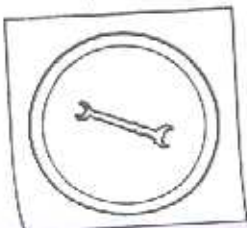
2. Write an article on the climate of his local area.

3. Demonstrate his ability in weather forecasting using following methods:-

- From wind strength and direction, the temperature, precipitation and general weather
- By using an aneroid Barometer.
- By noting cloud movement and cloud type.
- By using weather lore, short range forecast.
- By using weather lore, extended range forecast.

63. Motor Mechanic

- (1) Demonstrate that he understands working of internal combustion engine and that he knows names and functions of all principal parts.



- (2) Demonstrate ability to:

- Oil and/or grease chassis points, attend to oil

level in gear box and back axle.

- Top up the battery.
- Adjust brakes.
- Replace a car wheel.
- Check ignition timing, clean and test sparking plugs.
- Dismantle, clean, reassemble and adjust carburetor.
- Show how to maintain in kilometre records of petrol consumption.
- Be able to make a systematic check on the car that is unable to start and determine the underlying fault.

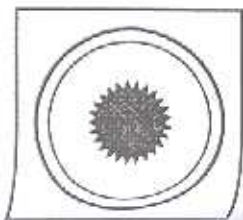
64. Musician:

- Play correctly on one of the following instruments: Vina, Sitar, Palwa, Patle, Nagi, kaji Moun and Sound, Flute, Fiddle, Piano, Harmonium, Organ and other recognized instruments.
- Sing or play correctly two tunes of classical Indian Music.
- Must be able to play atleast three of the community songs collected by National Headquarters and teach atleast forty children to sing.



65. Naturalist.

- (1) Explain in his own words and from his own observation : fertilization and development of a wild flower and one of the following: development of frog or toad life, history of an insect, spider or fish; development, habits, songs or call-notes of six birds, habits of four animals; habits of some of the creature of the pond.



- (2) Either keep a nature diary of two of the seasons, spring, summer, autumn and winter – giving records with dates and places of not less than ten birds, ten plants, ten trees and ten butterflies or moths and a short account of the animals which have been seen, and illustrate records with pencil sketches, carbon impressions of leaves or pressed specimen.

OR

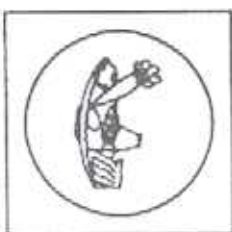
In towns one of the following alternatives may be selected in place of nature diary. The D.C. shall decide whether the area may be considered a town for the purpose of this badge.

- (i) Make a collection of thirty different species of flowers, ferns and grasses dried and mounted, giving names, places and dates and recognize them, give a short description of the ten specimen.
- (ii) Make a collection of photographs or carbon impressions or sketches of leaves of twenty trees, giving names, places and dates and recognize them, give a description of appearance of ten of the trees from which they were taken.

- (iii) Make ten sketches of animals, or birds from life and give history of five of them.
- (iv) Name sixty different kinds of animals, or birds from life and give the history of five of them.
- (v) Name sixty different kinds of animals, birds, reptiles, fishes or insects in a museum of Zoological Garden or from unnamed coloured plates, and give particulars of lives, habits appearances and markings of twenty of them.
- (vi) Describe the habits and recognize by their songs, calls or voice, thirty different kinds of birds or animals.

66. Nutrition Educator.

- (i) Understand basic principles in nutrition i.e. calories, fats, carbohydrates, proteins, vitamins, minerals; know their correct proportions necessary in our regular diet and common food from which one can obtain them.



- (2) Recognise malnutrition and tell of its effects on human body.
- (3) Be able to draw up a fully balanced diet for a school going child, a mother to be and a normal adult.
- (4) Know the harm produced by excess of certain types of food and drinks.
- (5) Educate people to discourage abuse of non-alcoholic beverages like tea, coffee and other drinks.

(6) Make a nutrition survey in his village/ locality and encourage people to contact doctors.

(7) Prepare atleast three posters to educate people about nutrition.

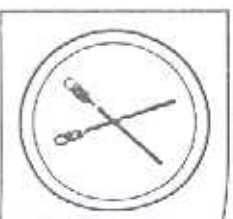
67. Oarsman:

(1) Manage a boat single-handed, row and scull and punt (in rivers) or scull over the stern, or paddle a canoe.

(2) Steer a boat under oars and bring her along side a vessel and landing stage.

(3) Tow and be towed and secure a boat to a buoy or a wharf.

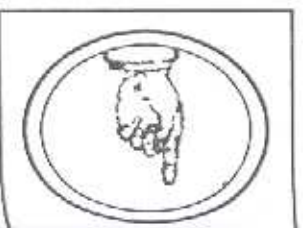
(4) Anchor boat and make simple bends and hitches, knots and splices (not wire) required for boat work and be able to throw a line.



68. Pathfinder:

(1) Have an intimate personal knowledge, as a result of his own exploring and investigation, of the locality round his headquarters or his home, especially in regard to public buildings, the provision of public service, fire, transport

communication, public health etc, and residences of doctors, responsible public officials and in country



only) well known people, rights of way, footpaths, playing fields and other public property.

Note: The area over which above intimate knowledge will be required is a three kilometers radius from the group headquarters in country or towns upto 20,000 inhabitants; two kilometers in towns between 20,000 and 1,00,000; inhabitants; one km. in towns over 1,00,000, inhabitants. The D.C. may at his discretion, vary the area to exclude undesirable neighbourhoods, parks or other open spaces and include an equivalent area.

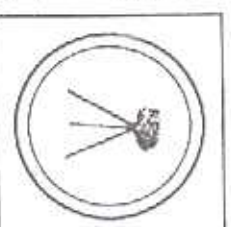
(2) Have general knowledge of the district so as to be able to guide strangers, by day or night, within 8km (five mile) radius and give them general direction as how to reach the principal suburbs, districts or town within 40km. (25miles) radius or alternatively in large towns have a sound general knowledge of what parts of the country are served by the mainline railways and how to reach the tram or bus stations and 12 important places (Museum, Zoo etc.) by tram, bus or train, from his headquarters or home.

(3) Have some knowledge of history of the place and any buildings of historical interest.

69. Photographer:

(1) Take, develop and print eight separate subjects, two interiors: two landscapes and two instantaneous photographs.

(2) Have a knowledge of the theory and use of lenses.



construction of cameras and Action of developes.

71. Pioneer:

- (1) Show extra efficiency in the following: Fell a 22.5 cm. (nine inches) scaffolding pole of not less than 12.5 cm. (5 inches) diameter neatly and quickly.
- (2) Have a basic knowledge of various ropes, their lay, size, storing and care.
- (3) Tie following knots and understand their uses thoroughly in addition to Pratham Sopan and Dwitiya Sopan tests knots: bowline-on-bight, catspaw, double sheet bend, manharness knot, marine or lever hitch, draw or highway man's hitch, fisherman's bend or hitch.
- (4) Use figure of eight lashing, lash a block to spar, and prepare any two types of holdfasts for different types of soil.
- (5) Build a model bridge or derrick and a ladder.
- (6) Make a camp kitchen, or a raft that will carry himself.
- (7) Build a camp shelter or hut suitable for three occupants.
- (8) Pass or re-pass Pioneer tests of Pratham and Dwitiya Sopan Badge.
- (9) Know how to make a block and tackle using double sheave and single sheave pulleys.



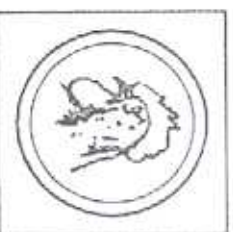
71. plumber:

- (1) Know and demonstrate how to cut and join metal or PVC pipes.
- (2) Have knowledge and be able to demonstrate use of various tools used in plumbing.
- (3) Demonstrate how to clean a choked drain pipe.
- (4) Have knowledge of operation of a septic tank.
- (5) Replace a tap washer and adjust a ball cock.
- (6) Service a hand pump.
- (7) Know what immediate steps to take in case of burst water pipe.



72. Poultry Farmer:

- (1) Have a practical knowledge of natural of artificial hatching sanitary fowl – houses and runs, also of rearing, feeding, killing and dressing birds for table, or market.
- (2) Pack birds and eggs for market.
- (3) Rear not less than three birds satisfactory for three months and keep a diary for the period.
- (4) Identify three kinds of poultry.
- (5) Know three types of diseases of fowls and their treatment.



73. Printer:

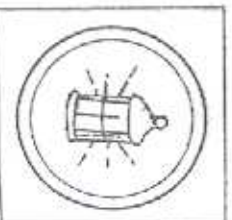
- (1) Set up by himself a handbill or page of type.
- (2) Understand the point system of types and know the names of six common types faces.
- (3) Understand the printer's correction signs and know names of different paper sizes and their measurements.



- (4) Be able to compose one page matter in his own language and do correctly proof reading for two pages matter.

74. Public Healthman:

- (1) Know modes of transmission of the following diseases: diphtheria, tuberculosis, measles, mumps, whooping cough, chicken pox, typhoid fever, dysentery, diarrhoea, small-pox, malaria, ringworm, scabies, plague, cholera, measures adopted by the sanitary authorities to prevent their spread and steps which should be taken by private individuals in cases of infection.



Note: Bacteriological and medical details are not required.

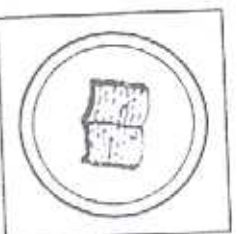
- (2) Describe how to disinfect a room and its contents and

how to eradicate pests such as mosquitoes, rats, bed bugs and flies.

- (3) Describe mode employed in his locality of disposing garbage.
- (4) Educate five families in proper disposal of garbage.
- (5) Know about camp sanitation with reference to kitchen, latrines, washing places, drinking water and food storage.

75. Reader:

- (1) Must have read:
 - (i) Two books on biographies of great Indians.
 - (ii) Two books on conservation / trees / birds/ pollution / nature etc
 - (iii) Two books on religions to which he belongs.
 - (iv) Two books on Indians culture and heritage.
 - (v) Two books on history of Independence of India.
 - (vi) One book for the blind or the aged of their choice.
 - (vii) Two books of his choice and satisfy the examiner.
2. Know damage caused to books by rough handling.



moisture, whiteants, moths etc. and how to protect books from these.

- (3) Help a librarian in re-arranging books or rewriting catalogues.

76. Rescuer:

- (1) Pass or have passed the Swimmer Badge.
- (2) Attired in shirt and dhoti or trousers -

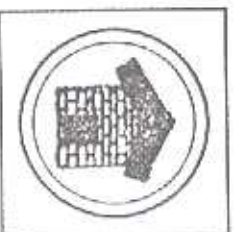


Perform, in water four methods of rescue, and three of release from the clutches of a drowning person. The drowning subject, should be about the same size as the rescuer, in each of rescue methods the person is to be carried at least 9.1 metres (10 yards)

- (3) Dive from the surface to the depth of atleast 1.5m. (five feet) and bring up a stone, brick or iron weight of not less than 2.3 kg. (five pounds.)
- (4) Demonstrate mouth to mouth resuscitation.
- (5) Swim 45.70 metres (50 yards) and undress before touching ground.
- (6) Throw a life line to a mark 9.1 metres away. In three out of four throws the life - line must atleast reach 13.6 metres short of the mark.
- (7) Demonstrate atleast two types of carrying of casualties.

77. Rural Engineer:

- (1) Know how to construct cheap structure of huts from the material available in villages.
- (2) Know how to prepare culverts of improvised bridges on streamlet.
- (3) Know different types of rural latrines and urinal.
- (4) Know how to construct soak pits.
- (5) Know how to construct manure and rubbish pits.
- (6) Know how to prepare Magan chulla (Smokeless hearth).
- (7) Know how to repair and maintain paths in good condition.
- (8) Know how to prepare fuel gas for cooking from animal dung.
- (9) Should have participated at least in five works mentioned above and give a practical demonstration of at least any four of the above of which item(8) is compulsory.



78. Rural Worker:

- (1) Have detailed information of village, such as the area, population, occupation products, well and other sources of water supply.



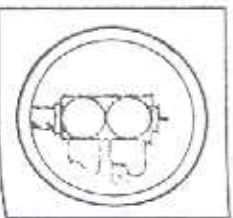
traditions, the number of children of school age, the number of literate persons.(2) Have general knowledge of village sanitation (especially, pertaining to preventable diseases), village administration and village Panchayat.

- (3) Produce a record of continuous useful service (literacy, adult education, sanitation and cleanliness, farming,labour work, prohibition, games, etc.) to the village extending over a period of at least six months or have worked in recognised village labour camp for at least a period of fifteen days.
- (4) Help get atleast fifty people checked for leprosy germs.
- (5) Help atleast twenty children to get immunized.
- (6) Teach "Oral Re-hydration Technique" for atleast six mothers.
- (7) Organise an eye care/ dental care campaign in his village 'mohalla' /slum.
- (8) Teach to his neighbours management of Diarrhoea and dysentery or delousing for women.

79. Safety Knowledge:

A. Individual Tests:

- (1) Know origin of Safety first, its real meaning viz, safety for more and better adventure.
- (2) Walking :- rule of road: Walking on the



pavement.

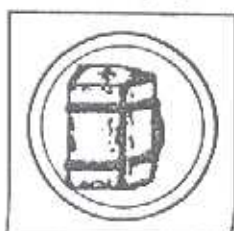
- (3) Crossing road : basic rule of crossing at street intersections, Pedestrians crossing etc Crossing in accordance with traffic control and light control signals.
- (4) Public Service Vehicles: Mounting and dismounting from buses, trams, cars and railway carriages.
- (5) A passenger's duty towards the drivers of vehicles:- Non- interference driver's vision viz, side and rear, Hand signals, non- interference with controls and closing doors, disembarking on the side of the road.

B. Group Test:

- (6) School Safety Patrol :- Function of which is to direct pupils to and from school, across recognised street crossings.
- (7) Traffic Game :- Function of which is to teach under dramatised conditions correct behaviour of all classes of road users.
- (8) Home - safety:- Prevention of falls, fire burns and scalds, home inspection for dangerous radio installations, cautions.
- (9) Industrial Safety:- Safe -use of tools, machinery, clothing and housekeeping.
- (10) Miscellaneous Safety:- Safety with fire arm, rescuing a burning person, calling Fire Brigade, flying kites and lightening.

80. Salesman:

- (1) Analyse an article of merchandise from each of five retail stores and make a report of what happens to each article of merchandise investigated, from the time it leaves the manufacturer until it reaches consumer.



- (2) Explain value of a salesman between manufacturer and jobber and retailer; or between manufacturer and retailer.
- (3) Sell a definite quantity of merchandise total value of which is in excess of Rs 150/- and given his actual selling experience, telling the methods he used to influence people to buy his merchandise and how he overcame selling resistance.
- (4) Sell at a profit something he has made or grown. Keep necessary record to enable him to fix right selling price and to tell how much profit he has made.
- (5) Obtain and hold for three months a salesman's job during hours after school. Saturday afternoons or during vacation. Describe what is necessary to sell things he handles.
- (6) Visit in uniform a business concern and learn how their product is sold. Describe selling process. Take with him an outline of atleast ten questions prepared in advance.
- (7) Name five fundamental requirements of successful salesmanship.

- (8) Go to some successful and practical salesman in his locality and find out what he thinks of selling as a life - work. Write what he thinks of selling as a life - work. Write in 500 words or more his conclusions or what the salesman tells him of salesmanship as a life work.

- (9) Explain: (i) why truthfulness about an article is one of the outstanding requirements of all good sales.
- (ii) what is that every salesman sells to his employer.
- (iii) how courtesy to prospective customers aids the sale.

81. Sanitation Promoter:

Make a survey in a given locality and help people in the following ways:

- (i) (1) Using clean water for drinking.
- (ii) Demonstrate the process of filtering, boiling and storing water.
- (iii) Demonstrate use of charcoal water filter.
- (2) Protecting grain from rats and other rodents.
- (3) Protecting cooked food from flies, mosquitoes, dirt etc.
- (4) Showing correct ways of disposing waste and use of composite pit.
- (5) Educating people about dangers of defecating in the open.



- (6) Erecting inexpensive and effective lavines.
- (7) Enthusiasing people belonging to atleast twenty five houses to use health salts with the help of hand bills, posters prepared by himself.

82. Scholar :

Present evidence from his Principal or Headmaster.

- (1) that he has been regular in his attendance for the past year (at least 60% of the total)



- (2) that his general behaviour has been above average.

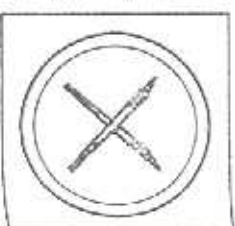
- (3) that he has constantly shown a spirit of helpfulness and loyalty to the school or college.

- (4) that he has obtained not less than 65% of total marks in all subjects in the preceding three term examinations.

Note: The badge must be surrendered if at any time he falls below the above standards.

83. Secretary:

- (1) Show a general knowledge of the administration of the Bharat Scouts and Guides at Group and District levels. Know terms of reference of Court-of-Honour, Patrol-in-



Council.

- (2) In the presence of the examiner either, write with a good, legible hand, (two hundred and fifty words) of prose.

OR

Type hundred words with not more than five mistakes, and show to clean the machine and replace ribbon.

- (3) Show an understanding of Committee procedure including ability to prepare an agenda and take minutes.

- (4) Have a general knowledge of the financial structure of a Scout Group. Prepare simple Receipt and Payment account for a Troop or Patrol; know how a personal Bank Account operates.

- (5) Write a letter on a subject chosen by the Examiner, draft a wording for an invitation card addressed to members or public in connection with a Group, Troop or Patrol event.

- (6) Carry out the duties of secretary to his patrol, Court-of-Honour or some other committee not necessarily concerned with Scouting for a period of three months to the satisfaction of his Scout Master or the Chairman of the Committee concerned.

84. Sea Fisherman:

- (1) Have a practical knowledge of the various method of catching sea fish for market by means of trawls

nets and lines and catching shell- fish; have practical experience of at least two of these methods.

- (2) Be able to describe use of seine or trammel or trawl net and their construction, and make small repairs in a net.

- (3) know usual storm and distress signals.

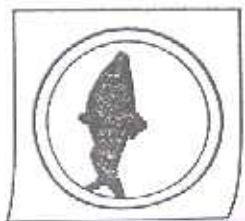
- (4) know the correct name for usual fish caught in the locality.

85. Self Defence :

Choose Karate or Judo

A Karate:

A Systematic sequential training in Karate under a qualified expert leading upto Karate Defence against grabbing attacks will be the requirements.



Be able to demonstrate correctly any 2 of the following groups to the examiner.

Group-A

Warm Up exercises, Karate Stances, Punching & striking techniques, Breathing techniques, any 4 Karate forms, Defence against grabbing attack.

Group-B

Warm Up exercises, Karate Stances, Defensive

blocking Techniques, Breathing techniques, Any 5 Karate forms, Defence against grabbing attack.

Group-C

Warm Up exercises, Karate Stances, Kicking techniques, Breathing techniques, Any 4 Karate forms, Defence against grabbing attacks.

B Judo

Attend a course of instruction by a qualified coach.

- (1) Be able to demonstrate and explain any two of the following:

- (a) Break falling to sides and rear and forward rolling
(b) Balance breaking

- (c) Fundamental postures, tsuyasshi and taijshaki

- (d) A hip throw.

- (e) O-soto-gari.

- (f) Kesagatame.

- (2) Have a knowledge of basic self defence including at least six points of attack on the body.

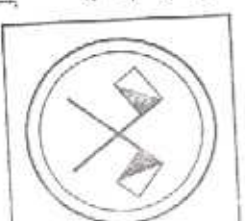
- (a) releases from wrist grips of front strangles.

86. Signaller

- (1) Send and receive by flag in Semaphore at the rate of seven words (35 letters) a minute or

- words (35 letters) a minute or words (25 letters) a minute in Morse at the rate of five

- (2) Send and receive at the rate of six words (30 letters) a minute on buzzer or sounder.



- (3) Send and receive at the rate of five words (25 letters) a minute by lamp or disc.

Note: 90 percent must be obtained in all above tests.

- (4) Demonstrate that he knows a recognized procedure when sending and receiving a message.
- (5) Have a good knowledge of the various signs and signals given in "Scouting for Boys".
- (6) Improve at least two methods of sending a message either in Morse or Semaphore at least half a mile at the rate of four words (120 letters) per minute.

Note: Out door sending and receiving stations to be a minimum of 150 metres apart. Buzzer stations to be in separate rooms.

87. Soil Conservator

- (1) Understand changes which happen on surface of the earth e.g. Erosion, Transpiration and Deposition and know its reasons.



- (2) Have general knowledge of Problem of soil erosion, its danger, kinds, causes and methods of preventing these.

- (3) Study problem of soil erosion and prepare a log giving information about various programmes being carried out in the country regarding soil conservator, afforestation and removal of water scarcity. Prepare a log based on his own observations and experience regarding local problems of soil conservation. He should have spent three months in this study.

- (4) Understand importance of methods used for soil conservation such as Mier Bandi, (tree plantation) or afforestation filling up the gully (Khajai Patan) etc. and must have given service in any of the projects at least for 40 hours. Produce a record of service rendered.
- (5) With the help of his Patrol plant at least ten sapling of fruit bearing plants and look after these for three months.

- (6) Have general knowledge of the organisation work and experiments of the Soil Conservation Board of his area.

88. Solar Energy Awareness

- (1) Understand how and how much energy from the sun reaches us at various places and times and what happens to it. Understand motion of the sun, make the use of instruments to observe/locate Sun's position. Angular measurement from the horizon and from the true north. Use of house hold Indian Almanac (Panchang). Make and use a Sundial.



- (2) Know different ways of collecting, storing and using Solar energy for getting heat and electricity. Flat Plate and concentrating collectors-use of glass covers, reflectors and lenses including fresnel lenses. Make working models of at least two devices- Solar Cookers, Dryers, still (to make distilled water), Oven, Water Heater, Photovoltaic-say battery charger, Lantens,

window, garden or street in or near his own home.

Note : There should be at least one entry per week made regularly at approximately the same time in the evening.

- (3) (i) See and be able to explain working of at least three Solar energy installations of different types.
- (ii) Know how to use Solar Cooker/Water Heater. What can be done and how, with it.
- (4) Know advantages/disadvantages of using Solar Energy. Government and other Organisations who assist/test/ manufacture.

89. Stalker:

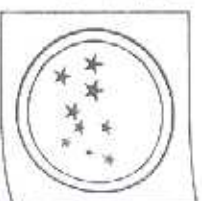
- (1) Demonstrate his ability to stalk by day and by night, use of all available cover, quietly and use of cover, camouflage, wind, shadows and back ground.



- (2) Give proof of having talked and studied, at least six wild birds or animals in their natural state, in the open, by producing photographs or sketches which he himself has taken or made and describe results of his observations.
- (3) Make at least three plaster casts of tracks of animals, one of which must be wild.

90. Star man :

- (1) Keep a log or notebook over a period of three months giving observations of stars, moon, and planets (if any) visible from a

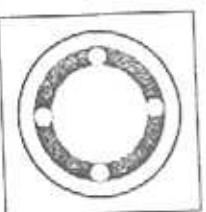


- (2) Demonstrate with diagrams, drawing or models (preferably models) relative position and size of sun, moon, earth and other planets, show their movements.

- (3) Point out in the sky :
- (i) Atleast four constellations visible all the year round.
- (ii) Atleast four constellations not visible all the year round.
- (iii) Atleast four first magnitude stars, know to which constellations they belong and at what time of the year they are visible.
- (4) Obtain a compass direction from the stars.

91. Swimmer :

- (1) Swim 45.78 metres (50 yards) with clothes on (shirts and dhoti or trousers as minimum) and undress in water with feet off bottom.
- (2) Swim 91.4 metres (105 yards) on the breast, 45.70 metres (50 yards) on back, with the hands folded in front of the body.
- (3) Dive from not less than 1.5 metres (5 feet) and pick up small objects from the bottom.



- (4) Be able to explain the following:

How to avoid and what to do in case of muscle cramps, safety precautions in selecting unknown swimming and bathing place and diving points; the Buddy system for bathing or swimming in large numbers.

- (5) Satisfy the examiner that he is capable of instructing a non swimmer in basic principles of swimming.

92. Tailor :

- (1) Cut out and sew, either by hand or machine, a Scout shirt and shorts, or equivalent garments, to fit himself.



- (2) Insert a patch and darn a small hole in a neat workman like manner in either of the above two or other suitable garments.

93. Telegraphist :

Understand simple electric circuits; be able to send out and receive by Morse key sounder, a message, at the rate of 30 letters a minute; be able to explain construction of and understand elementary principles of wireless telegraph installation.



94. Tracker :

- (1) Recognize and explain two different characteristics in each of the three different human foot prints, bare foot or shoes, and recognize and explain two



different characteristics in each of the three different types of simple human tracks.

- (2) Solve with reasonable accuracy two tracking stories in sand, snow or other suitable natural material.

- (3) Make six plaster casts of tracks of birds, animals, car or cycle all casts to be taken unaided and correctly labelled with date and place of making two at least to be of wild birds or animals.

- (4) Lay a trail of at least one kilometre in length containing at least four different kinds of signs made of natural materials. At least 40 signs to be used and route to be over ground with which the Scout is unfamiliar. Road may be crossed but not followed. Trail to be followed by Scout of Dwitviya Sopan Badge standard.

95. World Conservation.

- (1) Make a sketch illustrating complete water cycle using and describing the following terms:-



- (i) Precipitation (ii) Run-off

- (iii) Ground Water (iv) Water table

- (v) Evaporation (vi) Transpiration

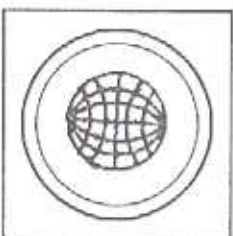
- (2) Show that he is familiar with the main causes of the following types of pollution and how they can be controlled.

- (i) Water (ii) Air (including noise) (iii) Soil (iv) Waste.
- (3) Show that he is familiar with the reason why so many animal species are threatened and what can be done to help these animals to survive.
- (4) Make a list of "What to do" and "What not to do." In order not to damage but improve nature when hiking and camping.
- (5) Make a list including if possible, pictures of plants and animals in the country which are in danger of extinction.
- (6) Carry out two of the following experiments:
 - (i) Demonstrate how soil may be lost or ruined through erosion and how grass and other plants help to protect it.
 - (ii) Demonstrate how soil is formed.
 - (iii) Demonstrate how plants produce oxygen.
 - (iv) Plant two bean seeds in a flower pot of top soil and two beans in flowerpot of subsoil. Test for a month and report.
- (a) On difference in rate of growth in two pots.
- (b) Appearance of plants and any difference noted.
- (v) Collect muddy water in a glass jar from suitable stream and allow it to stand for atleast six hours. Observe amount of soil which settles at bottom, state where he thinks the soil originated from and why he thinks so.
- (vi) Keep a daily record of weather of his neighbourhood

- for a month – including rainfall, direction and humidity.
- (7) Do one of the following:
 - (i) Plan and carry out together with his patrol or Troop an anti – litter campaign in a public park or garden, school premises or any other public place for six hours utilising one hour at a time.
 - (ii) Take a nature trail for his patrol or Troop.
 - (iii) Take part in a conservation project for a period of at least one day.
 - (iv) Make, put out, maintain a forage rack for animals.
 - (v) Make and maintain a terrarium.
 - (vi) Build up a collection of plaster casts of at least six birds or animal tracks.
- Note : (1) The badge will be accompanied with a special certificate signed by the State Chief Commissioner.
- (2) The badge will be worn on the left sleeve below the Rajya Puraskar / Rashtrapati Award Scout Badge.

96. World Friendship

- (1) Have an elementary knowledge of geography, history and of at least two countries other than his own.
- (2) Have corresponded regularly for not less than one year (at least six letters) with a Scout of some other country.



either individually or as part of a Patrol or Troop "link up"

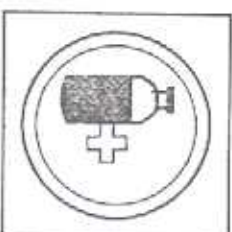
- (3) Have some knowledge of the Organisation and activities of the World Organisation Movement.
- (4) Have done at least two of the following:
 - (i) Have kept an album or scrap book for at least one year giving illustrated information of Scout activities, sports, culture, home life and national affair of another country.
 - (ii) Know purpose and organisation of the United Nations, functions of its principal subsidiary agencies and be able to explain these in simple terms.
 - (iii) Have taken part in some practical activity of an international character such as the collection and distribution of relief supplies, reception and settlement of new immigrants or assisted in some project of a non-partisan organisation for promotion of World Brotherhood.
 - (iv) Camp or hike for at least seven days with a Scout or Scouts of another country (either in our country or their country) and produce a log book covering this event to include his impressions and knowledge gained of the visiting Scouts and country or countries.

C. ROVER PROFICIENCY BADGES:

Holder of a Proficiency Badge should always keep his knowledge up-to-date. If not found so by an appropriate authority the badge can be withdrawn. Rover Proficiency Badges, unless otherwise stated, are worn on the right arm of the shirt in uniform.

1. Blood Donor :

- (1) Know functions, composition and volume of blood in a human body.
- (2) Know suitability of persons to donate blood.
- (3) Donate his blood.
- (4) Educate at least 25 people about harmlessness in donating blood.
- (5) Enlist at least 5 donors and help them donate blood.
- (6) Help local doctors in their efforts to collect blood.
- (7) Prepare posters for appeals to donate blood and exhibit them in key place.



2. Civil Defence :

- (1) Know details of Civil Defence Organisation Service existing in his mohalla or one kilometer around the residence, the school



or place of work, for instance name of the Warden, location of Warden's Post, First aid Posts, Dispensaries, Hospitals and other A.R.P. Services available in the area.

- (2) Know how to fill in Report Form correctly in respect of emergencies and send written report to Warden concerned.
- (3) Know first aid treatment and methods of rescue in case of casualties that are likely to happen in air raid and such other emergencies.
- (4) Know methods of fire fighting.
- (5) Produce a certificate as having registered his services with Civil Defence Organisation of the mohalla or area and as having received training in one of the following Defence Services.
 - (a) Fire-fighting Squad.
 - (b) First-Aid party.
 - (c) Rescue party.
 - (d) Messenger Services and
 - (e) Telecommunication.
- (6) Qualify for Pathfinder's Badge as for Scouts.
- (7) Qualify for any one of the following badges as for Scouts.
 - (a) Hospital man, (b) Ambulance man, (c) Fireman.

Note : Badges mentioned in (6) & (7) above are not to be worn by Rovers.

3. Community Worker:

- (1) Know process of Community Development.
- (2) Convince at least twelve young villagers and start a Rover crew.
- (3) Become a liaison between Community and other resources of development i.e., Bank, Hospital Specialists, etc.
- (4) Help people plan for solving at least two of their basic needs e.g. Clean water, School Building, Vegetables market place and so on.
- (5) Organise an Immunization camp in his village mohalla / slum.
- (6) Promote and participate in a sustained Community Development programme.
- (7) Serve as a reserve force of such camp actively assist units as Instructor, Examiner, Camp adviser etc.



4. Climber:

- (1) Have completed the age of 18 years.
- (2) Have knowledge of a mountainous area covering at least of 4 kms. Radius and show that he is personally



acquainted with principal routes to the summit or peaks and to points of interest in the area of emergency.

- (3) Draw an intelligible sketch showing such information, and identify peaks from distance by their appearance.
- (4) Find his ways to a given point in a mountainous area, using a compass and one inch survey of India map (or its local equivalent) and display climbing ability.
- (5) Know local weather conditions, and what to do in emergencies, such as being overtaken by darkness, snow storm and mountain sickness or mist. Know dangers of landslides.
- (6) Know first aid treatment for fractures, dislocation, bruises, concussion, shock and oedema of lungs, know methods of transportation of patients.
- (7) Have hiked in a mountainous area at the height of at least 1200 metres for a week out of which at least three nights must be consecutive using minimum hiking equipments.
- (8) Have a knowledge of necessary equipments for hiking on mountains in different weather conditions and different attitudes.
- (9) Have attended a recognised Basic Course on Mountaineering.

5. Desert Folk:

Have knowledge of the following:

- (1) "Life in desert" Through his own study and observation of



life in desert know the following:

- (i) Geographical situations land, river, climate etc.
 - (ii) How people live.
 - (iii) Standard and way of life, costumes normally worn, food habits etc.
 - (iv) Normal habits of the people, special customs, traditions, religion, superstitions and taboos.
 - (v) General problems of people created by nature and ways of solving them.
- Sahani reports of three hikes undertaken for the study of above. Report should cover an area of 15sq miles (24sq kms) all round his village or town and should include report regarding village, place of habitation, routes, place of water, oasis and camping sites in the area.
- (2) Nature study : (i) Should know and collect common proverbs and sayings for forecasting weather, and prepare a log of his own observations based on these sayings.
 - (ii) Find out velocity of wind.
 - (3) Water and irrigation.
 - (i) know methods of irrigation, methods of cleaning water and know danger of using polluted water. Know assistance given by the Government for removal of water scarcity.
 - (ii) Know principal crops and cereals of the area, the canal

or dam used for irrigation and ways to conceive water in field.

- (iii) Handicraft : Should prepare a piece of rope out of natural material available in the area or weave a cot or prepare a model out of natural material available in the area or prepare a thatching with natural material found in the area and show its use.

(5) Hikes

- (i) Through hikes undertaken, obtain knowledge of special natural phenomena of desert areas viz: mirage, Bhanwari (land slide) etc.

- (ii) Perform service of at least 51 hours in anti-looting campaign or any other kind of approved social service.

6. Heritage

Prepare a Log Book of knowledge and information on:

1. Physical Environment of India (famous hills, rivers etc.)
- Common trees
- Common plants and their uses
- Common birds
- Rare flora and fauna of the region.
- Seasons and festivals.
- Meaning and significance.



Their family and festivals,

Traditions

Related festivals,

Seasons,

Songs in local languages and poems.

- II. Have a basic knowledge of Indian Art, Cultural and Heritage.

III. Arts of India and the World Famous Architectural style and sculptures Places of worship, Music, Dances, Theatre forms Literature and famous writers and poets.

IV. Practical work (Optional - any four).

- a) Educate 5 people in his locality on Indian art, culture, religion and social development and it's impact on foreign countries.

- b) Know about the Govt. departments and other Non Govt. agencies, which are working to maintain and restore art, archaeological ruins, monuments and prepare a brief report on the same.

- c) Organize at least one competition/exhibition/quiz programme on topics relating to cultural heritage.

- d) Identify major areas inhabited by wild animal in the country & prepare a write up.

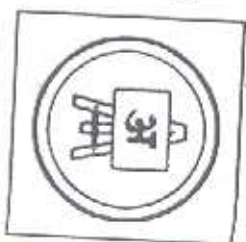
- e) Adopt any archaeological site or monument and look after it for a period of two months to contribute to keep its upkeep and submit a report.

- f) Learn & serve as guide to the monuments for local school and community and take at least one group to

any such place.

7. Literacy :

Requirements are same as for a Scout.



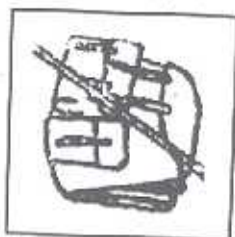
8. Population Education :

- (1) Educate people about :
 - (a) The rights of a child
 - (b) Adverse effects of having more children
 - (i) On children,
 - (ii) On mother,
 - (iii) On family,
 - (iv) On community,
 - (c) National problems because of population explosion.
 - (2) Motivate five persons to accept Family Welfare Programme.
 - (3) Promote a Family Planning drive in a locality where there is a need.
 - (4) Arrange an exhibition with Posters, published by UNO on the subjects.



9. Rambler :

- (1) Attain competency to instruct a Scout in the requirements of following proficiency Badges of a Scout and prove that he has trained at least one Scout in it; Camper, Climber, Explorer, Hiker, Pioneer.



- (2) Must be qualified in first aid to the standard of Ambulance man Badge of Scouts.
- (3) Walk, or make passage in a kayak or boat (Sailing or rowing) an aggregate of 161 kms. (100 miles) or go 300 kms by pedal cycle with overnight stay, outside towns, during week ends or holiday hikes for 600 kms. Motor bike with proper driving licence with relevant papers, must keep a log of his journeys to be handed over, on completing total of 161 or 300 kms. this log should given dates, place and distance and should preferably given information that would be of use to other hikers such as place of interest to be visited on the route, good camping places, sarais and dharam shala, hint for finding way at difficult point, together with passage notes of boat journeys, with tidal or other useful information and plans of harbours, inland waterways, etc. Sketch maps and nature notes should be included.

10. Soil Conservation :

- (1) Understand changes which happen on surface of the earth e.g. Erosion, Transportation and Deposition and know its



reasons.

- (2) Have general knowledge of problems of soil erosion, its danger, kind, causes and methods of preventing these.
- (3) Study the problem of soil erosion and prepare a log giving information about various programmes being carried out in the country regarding, soil conservation, afforestation and removal of water scarcity. Prepare a log based on his own observation and experience regarding local problem of soil conservation. He should have spent three months in study.
- (4) Understand the importance of methods used for soil conservation such as Mer Bandi (tree plantation) or afforestation and filling up the gully (Khai Patan) etc. and must have given service in any of these projects of at least 24 hours. Produce a record of service rendered.
- (5) With the help of his Patrol plant at least ten samplings of fruit bearing plants and look after these for three months.
- (6) Have general knowledge of the organisation, work and experiments of Soil Conservation Board of his area.
- (7) Must have rendered 40 hours of service for soil conservation.
- (8) Should be able to understand Theory of Balance of Nature and be able to explain it by two examples connected with animal life or vegetable life. Should know the causes and remedial efforts for conservation of flora and fauna and should have participated in

any scheme connected with it.

II. World Conservation:

- (1) Explain the meaning of the following terms.
 - (i) Ecology (ii) Conservation (iii) Balance of nature (iv) Life Chain (v) Life Cycle (vi) Biosides (vi) Recycling (vii) Photosynthesis (viii) Organic and inorganic material (ix) Humus.
- (2) Make a drawing that shows how oxygen moves in a cycle.
- (3) Give an example illustrating ecological inter-relationship—how man, animal, vegetation and other sources are depending on each other.
- (4) Demonstrate knowledge on effect of forest fires, effect of water pollution and activities of mankind in general on wild life.
- (5) Tell a few causes of flood and state some methods of flood control.
- (6) Show that he knows major organisations and institutions in the country concerned with conservation.
- (7) Know location of major nature reserves in the country and why they have been kept.



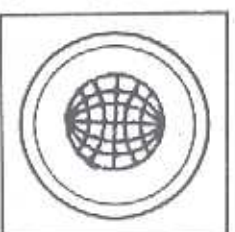
8. Show that he is familiar with main conservation laws of the country.
9. Do two of the following:
 - (i) Take part in a project arranged by the World Wild Life Fund or the International Union of Conservation of Nature (IUCN), spending at least 24 hours, not exceeding eight hours at a time.
 - (ii) Take an active part in major conservation project spending at least 40 hours.
 - (iii) Take initiative to carry out one of the following conservation projects himself:
 - (a) An anti litter campaign (b) restoration and or beautification of piece of land, (c) muster public opinion through an information campaign, (d) make posters, (e) arrange demonstrations (f) prepare and set an exhibition, (g) prepare hand-outs.
10. Do one of the following:
 - (i) Spend at least two periods, of four hours each with Forest Ranger or a Conservation officer and make a report on his observation over the periods.
 - (ii) Attend a camp of not less than three days duration during which conservation and nature study form a main part of his programme.
 - (iii) Complete a special conservation task developed and decided by him and his examiner.

Note: The badge is accompanied by a certificate signed by the state chief commissioner. The badge is worn on

the left sleeve of shirt below the Rashtrapati Rover Award.

12. World Friendship:

- (1) Have a knowledge of the geography, history and people of at least three countries other than his own.
- (2) Have corresponded regularly for not less than one year (at least nine letters) with a Rover of some other country.
- (3) Have some knowledge of organisation and activities of the World Organisation of Scout Movement and Prepare a log book on the International aspect of Scouting.
- (4) Have done at least three of the following:
 - (i) Have kept an album or scrap book for at least one year giving illustrated information on Rover articles, sports, culture, national affairs and home life of another country.
 - (ii) Know the purpose and organisation of the United Nations Organisation, function of its principal subsidiary agencies, main points of the United Nations Charter, main principles of the declaration of Human Rights and be able to explain these in simple terms.
 - (iii) Have taken part in some practical activity of international character such as collection and distribution of relief supplies or assisted in some project of a non-partisan organisation for promotion



or world brotherhood.

(iv) Entertain in his home for not less than three days a Rover from overseas.

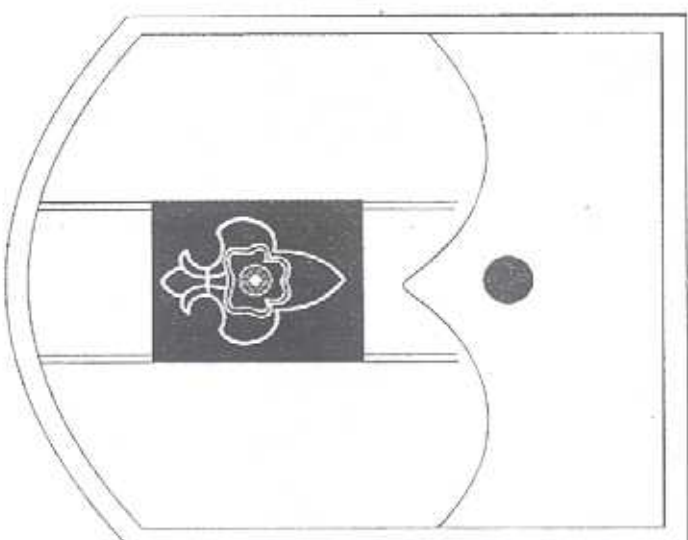
(v) Write a short essay on some aspects of contemporary World affairs.

13. Family Life Education.

14. Yoga Instructor.

15. HIV/AIDS

PATCH POCKET

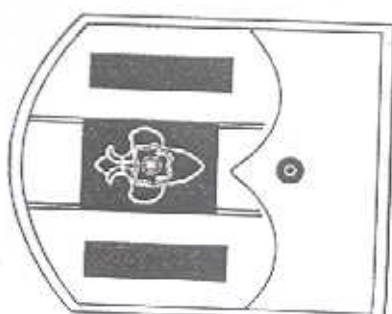
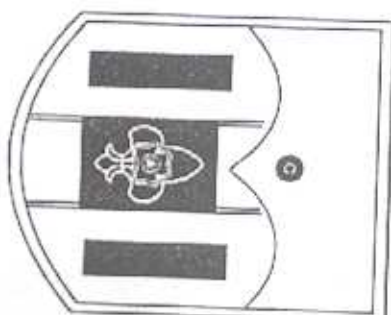


Note : Membership Badge will be blue, green and red for Cub, Scout & Rover respectively.

TROOP LEADER

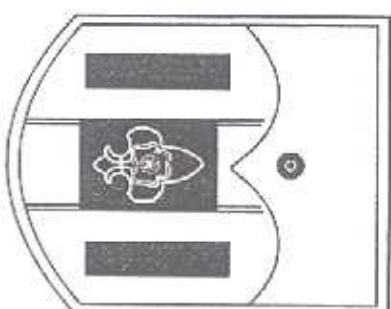


**ASSISTANT
TROOP LEADER**

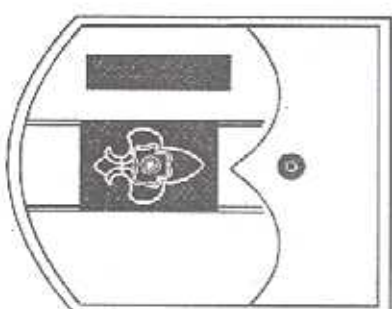


Note : Rank Badges of Troop Leader and Asst. Troop Leader in different colours are available at National Headquarter Equipment Store on sale.

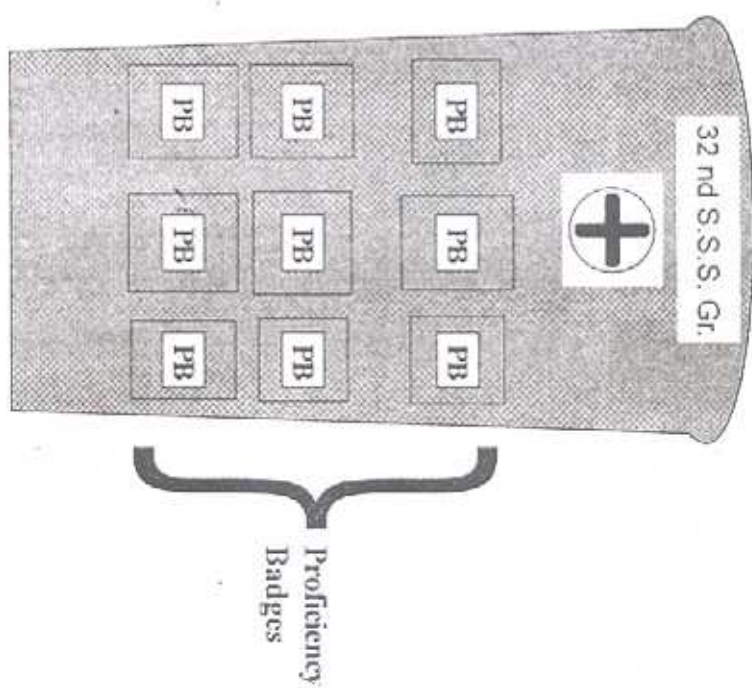
PATROL LEADER



PATROL SECOND

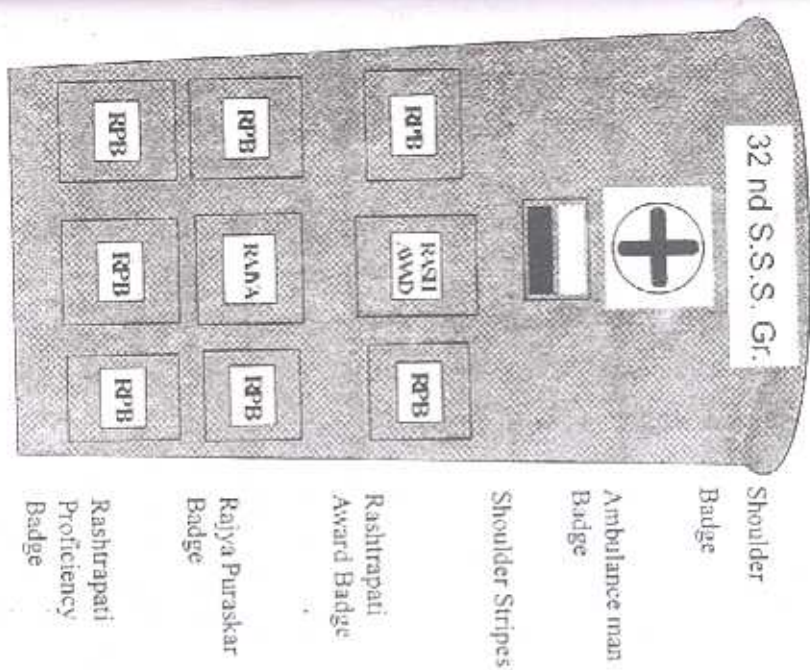


RIGHT SLEEVE



198

LEFT SLEEVE



199

Spread the World

Promotion of Sanitation

1. Wash your hands with soap before eating and after defecation.
2. Open defecation spreads diseases-use sanitary latrines.
3. Flies carry diseases-Protect your food against flies.
4. Keep the surroundings of your drinking water source clean.
5. Store drinking water in clean vessels. Do not dip in dirty hands and cups.
6. Clean home promotes healthier children.
7. Good personal hygiene means better health.
8. Stagnant water breeds mosquitoes-Build a soakage pit to drain away the waste water or fill up depression areas.
9. Smokeless chulhas reduce air contamination.

LPA RASHTRAPATI AWARD

1. **Purpose :** To motivate Rovers and Rangers to take up community service and community development projects.
 2. **Period :** From 1st July of the year to 30th April of Succeeding year.
 3. **Eligibility :** Rover Ranger Unit registered with State Associations at least 1 Unit from Rover Ranger Section from 1 District will participate. At least 2 Districts from a State is required for competition.
 4. **Registration :** The Unit will be registered at National Headquarters through the State before 30th April of the year.
 5. **Registration Fee :** Rs. 10/- per Unit.
 6. **Log Book :** National Headquarters will issue a Log book through the State Associations for every Unit Registered for this competition.
 7. **Judging :** Judging will be done at District, State and National Level.
 8. **Awards :** Each Unit gaining 70% and above marks will be awarded Vice President Merit Certificate and Units gaining more than 50% marks in all categories but less than 70% will be awarded participant certificates by the National Commissioner.
 9. **Project Area :** Not less than 1 Basti or Hamlet and not more than 3 Bastis/Hamlets in Urban area not less than 100 houses/Hamlets.
 10. **Subjects for Competition :** There are 3 Categories of Subjects viz: 1. Self Development 2. Service within the movement, and 3. Service outside the movement. Every Unit will participate in self development and service within the movement. For service outside the movement subjects are divided in 6 Groups. Every unit will participate in 3 groups of their Choice.
 11. **Submission of Logbooks :** The Unit will submit the Logbook after completion of the Competition to the District by 15th May and the Districts will forward the Logbooks to the State by 15th June.
- Please not for details refer to the Guidelines issued by the National headquarters.

PRIME MINISTER SHIELD COMPETITION

1. **Purpose :** To motivate Scouts and Guides to take up community service and community development projects.
2. **Period :** From 1st July of the year to 30th June of Succeeding year.
3. **Eligibility :** Scout Guide Unit registered with State Associations at least 2 Units from 1 District will participate. At least 2 Districts from a State is required for competition.
4. **Registration :** The Unit will be registered at National Headquarters through the State before 31st May of the year.
5. **Registration Fee :** Rs. 10/- per Unit.
6. **Log Book :** National Headquarters will issue a Log book through the State Associations for every Unit Registered for this competition.
7. **Judging :** Judging will be done at District, State and National Level.
8. **Awards :** In each State the Scout Troop, Guide Company standing first in the Competition in each Group of Subject and gaining 70% and above marks of the total will be awarded the Prime Minister Shield and Certificate signed by the Prime Minister. All Units which gain more than 50% marks in the Group of Subject selected by them will be awarded Certificate of Merit signed by the Prime Minister.
9. **Project Area :** The Project Area shall not be less than 50 families and not more than 50 families.
10. **Subjects for Competition :** The Competition will be in 3 Groups of Subjects. Subject 1 is compulsory and the Unit can select one more subjects from the Group 2,3 and 4.
11. **Submission of Logbooks :** The Unit will submit the Logbook after completion of the Competition to the District by 30th July and the Districts will forward the Logbooks to the State by 30th August.

Please note for details refer to the Guidelines issued by the National Headquarters.

Rules on how to play the game of Scouting and Guiding for Boys and Girls

"Scouting and Guiding is a fine game, if we put our backs into it and tackle it well, but remember, it is a game of the open air".

"For playing a great game successfully, a definite organisation and clear rules are essential".

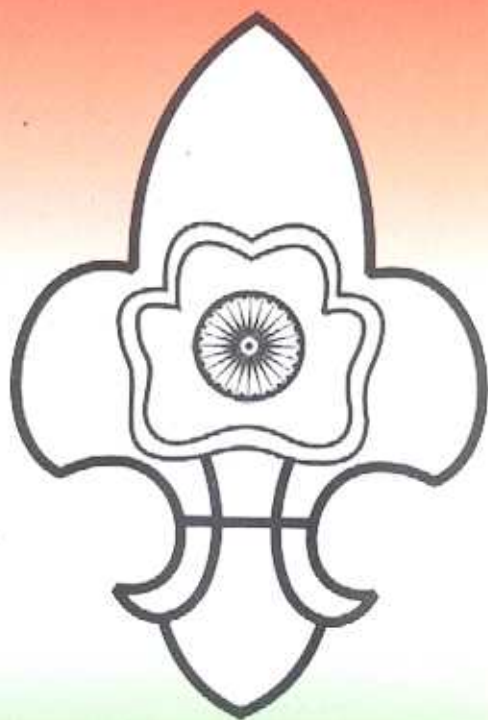
"Collection of rules are guiding lines for players in the game to help in a difficulty".

"I am perfectly confident that the keenness of all ranks assisted by such code, is going to develop a higher standard of good citizenship amongst the rising generation and one which cannot fail to be of highest value to the Nation".

(From writing of Lord Baden-Powell)

"No man goeth about a more
godly purpose than he who is
mindful of the right upbringing
not only of his own but
of the men's children."

- Sociates



Price: Rs. 28.00

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