

**THE BOY SCOUTS ASSOCIATION
(Incorporated by Royal Charter, 1912)**

POLICY, ORGANISATION AND RULES

1938

Effective from 1st October

“Rules on how to play the game
of Scouting for boys.”

B.-P.

EXPLANATION OF ABBREVIATIONS

A.C.C. Assistant County Commissioner
A.C.M. Assistant Cubmaster
A.D.C. Assistant District Commissioner.
A.R.S.L. Assistant Rover Scout Leader.
A.S.M. Assistant Scoutmaster.
Ak.L. Akela Leader.
C.C. County Commissioner .
C.M. Cubmaster.
D.C.C. Deputy Camp Chief.
D.R.S.L. District Rover Scout Leader.
D.S.M. District Scoutmaster.
G.S.M. Group Scoutmaster.
I.H.Q. Imperial Headquarters
L.A. Local Association
P.O.R. Policy, Organisation and Rules
(i.e., the current edition of this publication).
R.S.L. Rover Scout Leader
S.M. Scoutmaster.

DEFINITIONS

GROUP. —The complete unit of the three sections, Wolf Cub Pack, Boy Scout Troop, and Rover Scout Crew. The term "Group " applies to the unit even if lacking one or more of the sections.

SCOUTER. —Any person who holds a warrant. For convenience, where necessary, Scouters are distinguished as :—

Scouters (C).—Those engaged in Wolf Cub work.

Scouters (S).—Those engaged in Boy Scout work.

Scouters (R).—Those engaged in Rover Scout work.

GROUP SCOUTER. ---A term including the G.S.M. and any Scouter of any section of the Group.

DISTRICT SCOUTER. —A term including D.C.M., D.S.M., and D.R.S.L., but not Commissioner.

SCOUT (printed in italics) includes Wolf Cub, Boy Scout, and Rover Scout.

CUB, SCOUT, ROVER. —For brevity these words are used in P.O.R. in place of the correct expressions, Wolf Cub, Boy Scout, and Rover Scout, respectively.

PACK, TROOP, CREW. —Similarly, these words are used in. the place of Wolf Cub Pack, Boy Scout Troop, and Rover Scout Crew, respectively.

SCOUTMASTER (printed in italics) includes C.M., S.M., and R.S.L.

GROUP SCOUTMASTER. —The term "G.S.M." means, where the context so requires in the absence of a person holding a warrant for this rank, the Scouter who, with the approval of the L.A. and D.C., is in charge of the Group.

PART 1 GENERAL PRINCIPLES

AIM AND BASIS

Aim

1. The aim of the Association is to develop good citizenship among boys by forming their character -- -training them in habits of observation, obedience, and self-reliance --- inculcating loyalty and thoughtfulness for others --- teaching them services useful to the public, and handicrafts useful to themselves --- promoting their physical, mental, and spiritual development.

Basis

2. The principles of the Association are founded on the basis of the Scout Promise and the Scout Law.

THE SCOUT PROMISE

Scouts

3. On investiture, the Scout makes the following promise:---
"On my Honour I promise that I will do my best---
To do my duty to God and the King,
To help other people at all times,
To obey the Scout Law."

Cubs

4. On investiture, the Cub makes a simpler form of promise:--
"I promise to do my best---
To do my duty to God and the King,
To keep the law of the Wolf Cub Pack, and to do a good turn to somebody every day."

Rovers

5. On investiture, the Rover makes, or if previously a Scout, re-affirms, the promise as in Rule 3.

Scouters

6. Scouters to whom warrants are issued for the first time make, or re-affirm, the promise as in Rule Three.

Other Persons

7. Other persons connected with the Movement may make the promise as in Rule 3.

THE SCOUT LAW

8. The Scout Law is -
 - (1) A Scout's Honour is to be trusted.
 - (2) A Scout is loyal to the King, his country, his Scouters, his parents, his employers, and to those under him.
 - (3) A Scout's duty is to be useful and to help others.
 - (4) A Scout is a friend to all and a brother to every other Scout, no matter to what country, class or creed, the other may belong.
 - (5) A Scout is courteous.
 - (6) A Scout is a friend to animals.
 - (7) A Scout obeys the orders of his parents, Patrol Leader, or Scoutmaster without question.
 - (8) A Scout smiles and whistles under all difficulties.
 - (9) A Scout is thrifty.
 - (10) A Scout is clean in thought, word, and deed.

The Law of the Wolf Cub Pack

9. The Law of the Wolf Cub Pack is-
 - (1) The Cub gives in to the Old Wolf.
 - (2) The Cub does not give in to himself.

RELIGIOUS POLICY

Policy

10. The following religious policy has received the approval of the heads of all the leading denominations of religion in the Kingdom.
 - (1) It is expected that every Scout shall belong to some religious denomination and attend its services.
 - (2) Where a group is composed of members of one particular form of religion, it is hoped that the G.S.M. will arrange such denominational religious observances and instructions as he, in consultation with its Chaplain or other religious authority may consider best.
 - (3) Where a group is composed of Scouts of various religions, they should be encouraged to attend the services of their own denominations, and Group church parades should not be held. In camp any form of daily prayer and of weekly divine service should be of the simplest character, attendance being voluntary.
 - (4) Where it is not permissible under the rules of the religion of any Scout to attend religious observances other than those of his own church, the Scouters of the group must see that such rules are strictly observed while the Scout is under their control.

Church Parades

11. Combined church parades of groups of different denominations are not allowed without special permission from the D.C. and under no circumstances should a G.S.M. urge Scouts to attend places of worship other than those of their own denomination.

Scouts' Own

12. Gatherings of Scouts, known by the term, Scouts' Own, are held for the worship of God and to promote fuller realization of the Scout Law and Promise, but these are supplementary to, and not in substitution for, the religious observances referred to in Rule 10.

POLITICS

Movement Non-Political

13. The Boy Scouts Association is not connected with any political body. Members of the Association in uniform, or acting as representatives of the Movement must not take part in political meetings or activities.

Industrial Disputes

14. The Association being a non-political body; its assistance must not be given to either side in an industrial dispute. If any recognised public authority announces that voluntary workers are required to avoid grave public danger or inconvenience resulting from such a situation, there is no objection to a G.S.M., with the consent of the D.C. offering the assistance of his Troop or Crew to such authority, so long as no compulsion is brought to bear on any individual Scout or Rover to volunteer his services, and no penalty attaches to him for not volunteering.

FINANCE

I.H.Q.

15. Apart from any profits arising from its Equipment Department (The Scout Shops), the Boy Scouts Association depends on public support for the expenses of its central office and staff, and general organisation.
A balance sheet and income and expenditure account are published in the Annual Report.
Branch Headquarters overseas support themselves, and may require annual registration from members.

I.H.Q. Subscribers

16. Donors of ten guineas and upwards are regarded as Life Associates of the Boy Scouts Association; annual subscribers of one guinea or more are regarded as Associates during the continuance of the subscriptions.

Units

17. Groups, L.As., and County Scout Councils, are expected to support themselves locally; contributions to I.H.Q. are welcome but not obligatory.
18. Groups are not allowed to issue any form of general appeal for funds, unless the D.C. has sanctioned it in view of exceptional circumstances.

Scouts

19. The spirit of the movement is such that, on the part of the boys themselves, money should be earned and not solicited.

Begging, etc.

20. *Scouts* must not take part in street sales or collections, either for their own funds or for other institutions or charities, nor in any method of touting the public, but they may assist institutions or charities as messengers or in other capacities. They may also assist under proper supervision in the selling of programmes at a fixed price at recognised entertainments.

Illegal and Undesirable Methods

21. All members of the Association, acting as such, must observe the provisions of rule 20, and must not countenance or be concerned in any public method of raising money for Scout or other purposes which is in any way contrary to the law of the land, or likely to encourage Scouts in the practice of gambling.

PART II GENERAL ORGANISATION

LEGAL STATUS

Royal Charter

22. "The Boy Scouts Association" was incorporated by Royal Charter in January, 1912, and is recognised by law as an educational charity.

His Majesty, the King is Patron of the Association.

Protection of Names and Badges

23. By the Chartered Associations (Protection of Names and Uniforms) Act, 1926, and the Chartered Association (Boy Scouts Association) Protection Order, 1927; the name of the Association and certain titles and badges are given legal protection, and any unauthorised person making use of them becomes liable to prosecution.

MEMBERSHIP

British Subjects

24. The organisation is open to British subjects (including the nationals of Protected and Mandated Territories and of Independent States in India) of every class and denomination.

Foreign Subjects

25.
 - (1) Foreign subjects can be admitted as honorary members, but only after special permission of I.H.Q. has been obtained in each case.
 - (2) The issue of any warrant or badge of rank to a foreign subject thus admitted also requires the special sanction of I.H.Q.

Classes of Members

26. The following are considered members of the Movement so long as they are properly serving in the ranks or positions enumerated:--
 - (1) Scouts who are members of a registered Group or are themselves registered as Lone Scouts, Lone Rovers, or Deep Sea Scouts.
 - (2) Persons registered as Old Scouts by the Old Scout Branch of a Group or L.A.
 - (3) Scouters.
 - (4) Persons holding Non-executive or Honorary rank, as in Rules 155-163, 165 and 166.
 - (5) Members of L.As. and County Scout Councils
 - (6) Members of the Council of the Boy Scouts Association.

Determination

27. In addition to other methods subsequently provided in the P.O.R., the membership of any person may be determined by resolution of the Committee of the Council. The Committee shall not be under any obligation to state its reasons for such action.

EXTERNAL RELATIONS

Departments of State

28. The Association is not subsidized by the Government; nor is it controlled by any Department of State.

It has no connection in any way with the armed forces of the country.

Kindred and Other Societies

29. The Association desires friendly relations with other national organisations of a non-political character having similar aims. In the case of Churches and certain organisations special rules apply with regard to the registration of Groups, as set out in rule 179.

Girl Guides

30. The constitution, organisation and finance of the Girl Guides are entirely separate from those of the Boy Scouts Association.
31. Whilst cooperation between the two Associations is to be encouraged generally, and in particular as in Rules 109 (4) and 136 (4), it is most undesirable that Guides and Scouts should be trained together, and D.Cs. must see that this rule is strictly enforced.
32. The provisions of Rule 31 do not prevent: --
 - (1) Joint training of Cubs and Brownies in schools or in other exceptional cases authorised by the D. C. and the Guide Commissioner. In such cases, however, the Brownie Pack requires a separate registration which is dealt with by the Girl Guides Association. Such Cubs and Brownies must not parade together in public.
 - (2) Cooperation between Rovers and Rangers carried out as a means of training carried out as a means of training. In all cases a programme must be previously drawn up and such programme must be adhered to. The following joint activities are suggested --

Indoors. Dramatic and other entertainments, folk dancing, play-centre work, debates, joint representation on committees in connection with camping and with training for joint service, and occasional socials.

Outdoors. Camping, by those from the same district, at a reasonable distance from each other, provided the respective Commissioners are satisfied that the leadership in each case is efficient, and that there is some training programme. The arrangements must ensure that such camps are in no way joint or mixed camps. Hikes and rambles can also be arranged.

Foreign Scout Associations

33.
 - (1) The Boy Scouts Association in common with all the recognised Scout Associations of other countries is registered with the Boy Scouts International Bureau, which is responsible for the recognition and registration of National Scout Associations throughout the world and for the organisation of international events.
 - (2) The International Bureau is controlled by an International Committee elected biennially by the International Conference and is administered by a Director appointed by the International Committee.

GENERAL SCHEME

United Kingdom and Eire

34. The general scheme of organisation in the United Kingdom and Eire is set out in the accompanying chart which shows the system of decentralization.
35. National Councils have been established in Scotland, Wales, and Eire and in respect of these countries are to be taken as appearing in the chart between I.H.Q. and the C.C.

Empire Overseas

36. Branches of the Association are established in the various Dominions, Colonies, etc., and in the local Chief Scouts and Chief Commissioners, to whom certain duties are delegated, are appointed. I.H.Q. must be informed of any changes of Secretaries overseas.
Branch Headquarters are to be taken as appearing in the chart after I.H.Q.
37. A Headquarters Commissioner for Overseas Scouts is responsible for the administration of a special department of I.H.Q. and will supply, if desired, a model form of constitution for and Overseas Branch and information on the practice prevailing in other Dominions, Colonies, etc.

Foreign Countries

38. The International Commissioner at I.H.Q. is responsible for relations with Scout Associations in foreign countries and for British Groups formed in foreign countries.
39. Groups of British Scouts may be formed in foreign countries subject to the consent of the National Scout Headquarters of the country concerned. Regulations governing the formation and control of such Groups have been drawn up by the International Commissioner, who will send full instructions. Generally speaking, such Groups should be confined to British subjects, but exceptions are permitted in special circumstances, as laid down in Rule 25.

Local Variations

40. Variations of P.O.R. rendered necessary by local conditions outside the United Kingdom and Eire may be sanctioned by I.H.Q.

IMPERIAL HEADQUARTERS

I.H.Q. Council

41. Under the Royal Charter, the Association is governed by a Council not exceeding 70 members.

Committee of the Council

42. The Committee of the Council consists, under the Royal Charter, of the Chief Scout, the Chief Commissioner, the Deputy Chief Commissioner, and the Treasurer, together with fourteen other members, elected by the Council and of whom one-third retire annually.
43. C.Cs. and Commissioners representing Overseas Dominions have the right of attending meetings of the Committee and putting forward matters for discussion, without vote, on giving a fortnight's notice to the Secretary.

Chief Scout

44. The Chief Scout, Lord Baden-Powell, is Chairman of both the Council and the Committee.

Chief Scout's and I.H.Q. Commissioners

45. The Chief Scout can only attend large rallies and address public meetings at his own discretion and on special occasions, but a staff of Chief Scout's Commissioners has been appointed to assist him in these duties, and visits from them and from I.H.Q. Commissioners will be arranged on application from C.Cs. requiring their assistance. The special services of the I.H.Q. Travelling Commissioners are available on application by C.Cs.

Departments

46. The various departments of I.H.Q. and their heads are set out in the Annual Register.

Ranks

47. Members of the Council, heads and assistant heads of departments, and the holders of certain appointments at I.H.Q., rank as Commissioners.

CORRESPONDENCE

Limitation

48. It is the desire of I.H.Q. that correspondence shall be reduced as much as possible.

I.H.Q.

49. All communications sent to I.H.Q. are to be addressed to the Secretary.

Channel of Communication

50. All correspondence will normally follow the lines indicated by the organisation chart, except where otherwise directed or in special cases or matters of extreme urgency.

L.A. Secretaries

51. L.A. Secretaries will, however, correspond directly with I.H.Q. for badges and forms, and unless otherwise arranged by the County, for the registration of Groups and the issue of warrants for District and Group Scouters.

Royalty and Departments of State

52. Correspondence relating to Scout matters must not be addressed to any Royal Personage, to any Department of State, or to any Embassy or Legation at home or abroad, except through I.H.Q.

Press

53. No member of the Association may express opinions in the public press on any matter of Scout policy or principle without the previous approval of I.H.Q.

CENSUS

Date

54. An annual census is taken from the Annual Registration returns as on 30th September.

Forms and Instructions

55. The necessary forms and instructions are issued to all proper authorities without application.

PART III WARRANTS

RANKS

Warranted

56. Warrants are issued by I.H.Q. at its discretion, to Scouters of the following ranks:--
Commissioners (C.C., A.C.C., D.C.C., Ak.L., D.C., A.D.C.)
District Scouters (D.C.M., D.S.M., D.R.S.L.).
Group Scouters (G.S.M., C.M., S.M., R.S.L., A.C.M., A.S.M., A.R.S.L.).

Unwarranted

57. Warrants are not issued for:--
(1) Honorary Rank conferred by the C.C. under Rule 97 (5) or by D.C. and L.A. under Rule 165.
(2) Non-executive ranks:--

Appointed by the C.C. and County Scout Council under Rules 111& 115.

County Treasurer

County Secretary

Appointed by the D.C. and L.A. under Rules 155-163

L.A. Chairman

L.A. Treasurer

L.A. Secretary

Chaplain

Instructor

Examiner

Surgeon

Lady Worker

Certificates of appointment for local use in such cases may be obtained if desired from I.H.Q. (Equipment Dept.) on payment.

Ladies

58. Ladies, whilst eligible for Non-executive ranks, may only be recommended for warrants in connection with the Cub section of the Movement, except in exceptional circumstances, and particularly as provided in Rules 170 and 232.

Pluralities

59. A person may not hold more than two warrants, and/or other ranks, unless he has the time and ability to carry out satisfactorily the duties involved and in every case subject to the approval of all L.As. and D.Cs. concerned, where the appointments are in different L.As., and in addition, of the C.Cs. where more than one County is affected.

VALIDITY

Scope

60. Warrants are valid only as made out:--
Specified in the Warrant.
C.C., A.C.C., D/\C.C., and Ak.L., -- for the County
D.C. and A.D.C. --for the District
District Scouters --for the L.A.
Group Scouters --for the Group

Period

61. Warrants are valid for the following periods:--

Commissioners - until 30th September next but one after the date of issue,

District Scouters - until 31st December next but one after the date of issue,

Group Scouters - unlimited,

But in every case a warrant becomes ceases to be effective on the holder discontinuing, or failing to perform, the duties for which it was issued.

APPLICATIONS - COMMISSIONERS

C.C.

62. Warrants for the rank of C.C. are dealt with by I.H.Q. and no application is necessary.

Other Commissioners

63. Applications for warrants for other ranks of Commissioners are made to I.H.Q. by the C.C. who will in all cases observe the precautions laid down in Rules 72-73

APPLICATIONS - DISTRICT AND GROUP SCOUTERS

Procedure

64. Applications for warrants for District Scouters and Group Scouters must in the first place be nominated to the L.A. and D.C. jointly in accordance with the procedure set out in the following rules.

Nomination

65. Applications for warrants as District Scouters and Group Scouters must in the first place be nominated to the L.A. by a member of the L.A. , or some other person of repute, who, in either case, knows the applicant personally and can vouch for his character and general suitability.

Nomination - Controlled Groups

66. In the case of applications for Scouters of controlled Groups as in Rules 179-180, nomination must be by the Controlling Authority.

Nomination - Information of D.C.

67. The L.A. must immediately inform the D.C. of any nomination.

Probation of Group Scouters

68. Applicant s for warrants as Group Scouters must serve a probationary period of three months in the actual rank for which the warrant is desired.

Duty of L.A.

69. The L.A. must satisfy itself in every case that the applicant is fully fitted by character and previous history to be entrusted with the care of the boys, and has, in particular:--
- (1) The necessary qualifications required by the rule relating to the rank in question.
 - (2) A full appreciation of the religious and moral aim underlying the scheme of Scouting.
 - (3) Personal standing and character such as will ensure a good moral influence and sufficient steadfastness of purpose to carry out the work with energy and perseverance.
70. In the case of a Group Scouter, other than G.S.M., the L.A. must ascertain that the G.S.M., the L.A. must ascertain that the G.S.M. approves the recommendation for a warrant.

Duty of D.C.

71. The D.C. must in every case satisfy himself independently of the L.A. that the applicant is qualified and suitable as in Rules 69-70 and that the foregoing procedure is properly observed.

Special Precautions

72. In view of the responsibility to parents and of the dangers which have been found to exist, L.As. and D.Cs. must take every precaution to ensure that no one whose moral character is

open in any way to suspicion should be admitted into the Movement, and they must show no false mercy in any case where such a person has gained admission.

73. In all cases, careful inquiry must be made with regard to the applicant's previous Scout service, if any, and, where a person's antecedents are not fully known, the L.A. or D.C. must consult I.H.Q. before even probationary service is permitted.

Form G

74. When both L.A. and D.C. are satisfied, recommendation is made to I.H.Q., on Form G, which must be signed by the nominator, the L.A. Secretary, and the D.C., and sent to I.H.Q. by the L.A. Secretary, and the D.C., and sent to I.H.Q. by the L.A. Secretary either direct or, if it be the rule in the County, through the County Secretary.

Refusal

75. Where recommendation is refused on the ground that the person is undesirable or unfit to have charge of boys, a report must be sent by the L.A. Secretary to I.H.Q. through the C.C.

CANCELLATION

Method and Occasions

76. Warrants are cancelled by I.H.Q. at its discretion, as follows:--
- (1) C.C. - at the sole discretion of I.H.Q.
 - (2) Other Commissioners - on the recommendation of the C.C.
 - (3) District and Group Scouters - on the recommendation of the D.C. and L.A. , made after a meeting of the L.A. or its Executive Committee, at which the Scouter concerned is entitled to be heard.
 - (4) All ranks - on the warrant ceasing to be effective under Rules 60-61, or by resolution of the Committee of the Council under Rule 27.

Controlled Groups

77. In the case of a controlled Group, the controlling Authority is entitled to be heard by the L.A. and D.C. in any matter concerning the cancellation of a warrant of any Scouter of the Group.

Return to Holder

78. After cancellation, a warrant may be returned to the holder by I.H.Q. at its discretion, provided his service has been satisfactory.

SUSPENSION

Method

- 79.
- (1) Where it appears desirable in the interest of the Movement, the Holder of a warrant may be suspended as follows:--
 - C.Cs. - by I.H.Q.
 - Commissioners - by the C.C.
 - District or Group Scouters - by the D.C. or L.A.
 - (2) Suspension of all Scouters in a L.A. area or of all Scouters of a Group respectively may result from suspension of the L.A. under Rule 135, or of the Group under Rule 190.

Effect

80. A person thus suspended must, for the time being, surrender his warrant in accordance with Rule 86, must refrain from participation in any activity connected with the Movement, and must not wear the uniform or badges. Any rank or appointment held in the Movement by such a person is to be considered vacant for the time being. Any case of difficulty arising from this rule should be referred to I.H.Q.

Report of Suspension

81. A C.C. who has suspended any Commissioner in his County must immediately report the case with full details to I.H.Q.
82. A D.C. who has suspended any District or Group Scouter under Rule 79 (i) in his district must immediately inform the L.A. and the L.A. must similarly inform the D.C. of any such action it has taken in its area.

Enquiry

83. Suspension by the D.C. or L.A. under Rule 79 (i) must be followed as soon as possible by a full enquiry by the D.C. and L.A. jointly. The person suspended (and in the case of controlled Groups, the Controlling Authority) must be informed of the meeting and given an opportunity to be heard.

Termination

84. Suspension is to be regarded as a purely temporary measure. After such enquiry as may be required under P.O.R., the suspension must be withdrawn, or a recommendation for the cancellation of the warrant with a full report must be forwarded to I.H.Q. by, or through, the C.C., as the case may be.

RETURN OF WARRANTS.

Property of I.H.Q.

85. All warrants remain the property of I.H.Q. and must be returned to the Secretary at any time on demand without his being called upon to state any reason.

County and L.A. procedure

86. Warrants must otherwise be returned by the holders, whether demand is made or not, as follows:--

C.C - direct to I.H.Q.

Commissioners - to the C.C.

District and Group Scouters - to the L.A. Secretary or if so directed, to the D.C. or C.C.

who will in turn, forward the warrant to I.H.Q.

in any of the following circumstances:--

- (1) On a warrant ceasing to be effective under Rules 60-61.
- (2) Where a recommendation for cancellation is made to I.H.Q. under Rule 76.
- (3) During any suspension of, or affecting, the holder, under Rule 79, but in this case the warrant is to be retained by the C.C., D.C., or L.A. Secretary to whom it is returned, until the matter is determined.

Report by C.C.

87. The C.C. on returning a warrant to I.H.Q. for any reason must report the circumstances.

Report by L.A. Secretary

88. The L.A. Secretary, when returning the warrant of any District or Group Scouter, must attach a report on Form W and where the circumstances are such as to show that the person concerned is in any way unfit to have charge of the boys, the report must be sent to I.H.Q. through the C.C.

DISAGREEMENT OF L.A. AND D.C.

89. If in any question relating to a warrant, the L.A. and D.C. are unable to agree, the matter must be referred to the C.C. who will decide it and, where it appears that a person is undesirable, will report this decision to I.H.Q.

TRANSFERS

90.

- (1) Where a Scouter changes his rank in the same Group, or takes up work with another Group or in another L.A., the case must be treated as a cancellation of the former warrant, which must be returned for that purpose. An application for the issue of a new warrant must be made in the ordinary way.
- (2) The new address of any Scouter leaving a District should be entered on Form W by the L.A. Secretary in order that I.H.Q. may be able to inform the D.C. of the District to which the Scouter is going.

PART IV COUNTY ORGANISATION

THE SCOUT COUNTY

The Scout County

91.

- (1) The County area for Scout purposes corresponds generally to the civil County, but where it is desirable in the interests of the Groups affected, the County boundaries may be varied by agreement of the C.Cs. concerned, in which case the matter must be reported to I.H.Q.
- (2) A county may be divided for Scout purposes into two or more separate Counties or Sub-Counties at the discretion of, and in such manner as shall be decided by, I.H.Q.

COUNTY PRESIDENT

Appointment

92. The County President is appointed by I.H.Q. at its discretion, after consultation with the C.C.

Rank

93. The appointment ranks as that of Honorary Commissioner; no warrant, but a letter of appointment, is issued by I.H.Q.

Functions

94. The functions of the County President are to encourage the welfare and progress of the Movement in the County.

Uniform and Badges

95. The County President may, if he desires, wear uniform as in Rule 298, and badges as in Rule 325.

COUNTY COMMISSIONER

Appointment

96. The County President is appointed by I.H.Q., with a warrant in accordance with Part III.

Functions

97. The functions of the C.C. in his County are generally to be responsible to I.H.Q. for the welfare and progress of the Movement and for the maintenance of the policy, organisation and rules of the Association, and in particular:--
- (1) To promote the organisation and effective working of a County Scout Council.
 - (2) To act in conjunction with the County Scout Council in all matters connected with County finance and property, and in the appointment and retirement of the County Treasurer and County Secretary.
 - (3) To secure the services of persons suitable for appointment as Commissioners, and to deal with questions concerning their warrants as set out in Part III.
 - (4) To promote the organisation and effective working of L.As., and to deal with questions concerning their registrations in accordance with Rules 131-135.
 - (5) To confer at his discretion, until 30th September following, the corresponding honorary rank upon a Commissioner giving up his warrant, with power to renew from year to year.
 - (6) To deal with questions relating to awards under Part X.
 - (7) To perform, or otherwise to arrange in accordance with Rule 126 for the performance of, the functions of the D.C. in any District during a vacancy in that office.

(8) To give decisions and, where so provided, to report to I.H.Q. on all matters referred to him as directed in P.O.R. and, in particular, in any case of disagreement between a D.C. and L.A.

(9) To attend, if he so desires, meetings of the Committee of the Council, under Rule 43.

Vacancy

98. When the County Commissionership is vacant, the functions are performed by the Chief Commissioner at I.H.Q., or by someone deputed by him for the purpose.

Uniform and Badges

99. C.Cs. wear uniform as in Rules 291-292, and badges as in Rules 320-322.

ASSISTANT COUNTY COMMISSIONER

Appointment

100. A.C.Cs. are appointed by I.H.Q., with warrants in accordance with Part III.

Functions

101. Such appointments are made for the assistance of the C.C. in the following ways:--

(1) For general duties for the whole County.

(2) For general duties for a specified part of the County.

(3) For special duties, i.e., Cubs, Scouts, Sea Scouts, Rovers, Deep Sea Scouts, Handicapped Scouts, and Training of Scouters under Rule 104.

(4) In cases under (2) and (3) the special nature of the appointment is indicated on the warrant.

Uniform and Badges

102. A.C.Cs. wear uniform as in Rules 291-292, and badges as in Rules 320-322.

DEPUTY CAMP CHIEFS AND AKELA LEADERS

Titles

103. Assistant Commissioners for Training of Scouters are known as D.C.Cs. for Scouters (S. and R.), and Ak.Ls., for Scouters (C.).

A.C.C. Training

104. One person selected from the D.C.Cs. and Ak.Ls. of the County may be recommended for appointment as A.C.C. for the training of Scouters, in which case a warrant as A.C.C. under Rule 101 (3) is issued.

Appointment

105. D.C.Cs. and Ak.Ls., who must be specially qualified, are appointed on the recommendation of the C.C., but every such recommendation must have the approval of I.H.Q.

Honorable Charge

106. D.C.Cs. and Ak.Ls. on appointment receive a special type of warrant termed an Honorable Charge, to which the rules with reference to ordinary Commissioners' warrants as set out in Part III equally apply.

Functions

107. The functions of the D.C.Cs. and Ak.Ls. under the leadership of the A.C.C. (Training), are to assist the C.C., but every such recommendation must have the previous approval of I.H.Q.

Uniform and Badges

108. D.C.Cs. and Ak.Ls. wear uniform as in Rules 291-292, and badges as in Rules 320-322.

COUNTY SCOUT COUNCIL

Constitution

109. A County Scout Council is appointed in each County and consists of:--

- (1) The County President.
- (2) All Commissioners in the County.
- (3) Two representatives appointed annually by each L.A.
- (4) Other persons co-opted annually, including representatives of bodies with which it is desired to maintain co-operation -e.g. Girl Guides, local education authorities, religious bodies, and boy or other organisations.

Functions

110. The functions of the County Scout Council are:--

- (1) To promote the welfare of the Movement in the County, and to arrange for harmonious co-operation between the L.As. and with other organisations.
- (2) To act in conjunction with the C.C. in all matters connected with County finance and property and in the appointment and retirement of the County Treasurer and County Secretary.
- (3) To appoint, if desired by the County Scout Council. An Executive Committee, with such sub-committees, of which the members need not be members of the County Scout Council, as may be found desirable for special duties.

COUNTY TREASURER

Appointment

111. The County Treasurer is appointed annually by the C.C. and County Scout Council.

Rank

112. The rank is non-executive and no warrant is issued.

Functions

113. The County Treasurer will receive all moneys on behalf of the C.C. and County Scout Council, and will keep an account of all funds. He shall not pay out any money unless authorised by the person or persons appointed by the C.C. and County Scout Council for the purpose.

Uniform and Badges

114. The County Treasurer may wear uniform as in Rule 298, and badges as in Rules 323-324.

COUNTY SECRETARY

Appointment

115. The County Secretary is appointed annually by the C.C. and County Scout Council. I.H.Q. must be kept informed of any changes in County Secretaries and their addresses.

Rank

116. The rank is non-executive and no warrant is issued.

Functions

117. The functions of the County Secretary are as follows:

- (1) To act as Secretary of the County Scout Council.
- (2) To register Lone Scouts and Lone Rovers in accordance with Rule 200 (i).
- (3) To perform such other duties as may be allotted to him by the C.C.

Payment

118. The County Secretary may, at the discretion of the C.C. and the County Scout Council, be paid a salary out of County funds.

Uniform and Badges

119. The County Secretary may wear uniform as in Rule 298, and badges as in Rules 323-324.

DISAGREEMENT OF C.C. AND COUNTY SCOUT COUNCIL

120. If the C.C. and County Scout Council are unable to agree in any case, the matter must be referred to I.H.Q.

PART V DISTRICT ORGANISATION

THE DISTRICT

General Scheme

121. The County is divided into Districts, each of which is in charge of a D.C. with one or more L.As.

Size

122. The extent and boundaries of Districts are settled by the C.C. Districts must be confined to such limits that the D.C., or one of his assistants, can have constant personal touch with all L.As., Groups and Scouters, within it.

DISAGREEMENT OF L.A. AND D.C.

123. If the L.A. and D.C. are unable to agree in any case, the matter must be referred to the C.C., who will decide it and report his decision to I.H.Q.

DISTRICT COMMISSIONER

Appointment

124. D.Cs. are appointed by I.H.Q., with warrants in accordance with Part III.

Functions

125. The functions of the D.C. in his District are, generally, to be responsible to the C.C. and to I.H.Q. for the welfare and progress of the Movement and for the maintenance of the policy, organisation and rules of the Association, in particular:--

- (1) To encourage the formation of L.As., Groups, and Old Scout Branches, and to secure their effective working.
- (2) To secure the harmonious cooperation of all L.As., Groups, and Scouters in the District.
- (3) With the cooperation as far as possible of the L.A. , to be responsible for the training of Scouters and to supervise the training of all Scouts.
- (4) To visit Groups and advise how to conduct them on the lines laid down in "Scouting for Boys," the "Wolf Cub's Handbook," "Rovering to Success, " and P.O.R.
- (5) To test the wearer of any proficiency badge in his knowledge of the subjects, with power to withdraw the badge if the knowledge is insufficient.
- (6) To deal, as laid down, with all matters allotted to him under P.O.R., and in particular, with:--

Warrants under Part III

Non-executive and Honorary ranks under Rules 155-166, and Old Scouts under Rules 167A-167E and 274B-274E.

Membership of Scouts under Rules 197-200

Decorations and Awards under Part X.

- (7) To grant at his discretion, camping permits to Scouts and Scouters of his District, and to supervise all camps held in his District, whether by his own or by visiting Scouts or Scouters.
- (8) To exercise control over all visiting Scouts whether camping or not, and if necessary, to report the circumstances to the C.C., who will thereupon inform the D.C. of the District from which the Scout has come if in the same County, or I.H.Q. if from another County.
- (9) To combine with his own functions those of the L.A. in any part of his District in which there is no such body.

Vacancy

126. Where the office of D.C. is vacant, the C.C. will either depute one of the A.D.Cs. or some other Commissioner to act, or will himself perform the duties.

Uniforms and Badges

127. D.Cs. wear uniform as in Rules 291-292, and badges as in Rules 320-322.

ASSISTANT DISTRICT COMMISSIONER

Appointment

128. A.D.Cs. are appointed by I.H.Q., with warrants in accordance with Part III.

Functions

129. Such appointments are made for the assistance of the D.C. in the following ways:--

- (1) For general duties, for the whole District.
- (2) For general duties, for a specified part of the District.
- (3) For Special duties, i.e., Cubs, Scouts, Sea Scouts, Rovers, Deep Sea Scouts, Handicapped Scouts.
- (4) In cases under (2) and (3) the special nature of the appointment is indicated on the warrant.

Uniform and Badges

130. A.D.Cs. wear uniform as in Rules 291-291, and badges as in Rules 320-322.

LOCAL ASSOCIATION

131. The area to be administered by a L.A. is settled by the C.C. in consultation with the D.C. It may be, but it is not necessarily, coterminous with the D.C.'s. District, which may include two or more L.As.

Registration

132.

- (1) L.As. are registered, and their warrants issued by I.H.Q. at its discretion, on the recommendation of the C.C. in consultation with the D.C.
- (2) Three copies of Form A.B. must be completed and signed by the prospective L.A. Secretary and by the D.C. They are forwarded to I.H.Q. through the County Secretary who signs them as evidence of the approval of the C.C.
- (3) After approval of the forms, a warrant for the L.A. is issued by I.H.Q. and sent to the L.A. Secretary. I.H.Q. retain one copy of Form A.B., and send to the County Secretary the other two, of which one is to be kept with the County records and one to be transmitted to the L.A. Secretary with the warrant for retention with the L.A. records.

Cancellation

133. L.A. registrations are cancelled, and their warrants withdrawn, by I.H.Q., on the recommendation of the C.C. in consultation with the D.C.

Suspension

134. The C.C. has power to suspend any L.A. pending consideration by I.H.Q. of his recommendation for the cancellation of its registration.

135. During suspension all functions of the L.A. cease and, except in so far as I.H.Q. may direct to the contrary, all Scouters and persons holding Non-executive or honorary rank under the L.A. are automatically suspended with effect as under Rule 80, and similarly all Groups are suspended as under Rules 189-192.

Membership

136. The following are members of the L.A. :--

- (1) Ex officio. The President and Vice Presidents, if such appointments are made. The Chairman, Vice-Chairman (if any), Treasurer and Secretary. The C.C. and any A.C.Cs. performing duties in the area. The D.C., and any D.C.Cs.. District Scouters, G.S.Ms., and Scoutmasters, holding warrants in the area.
- (2) Elected. Any person, including Scouters not specified in (1), elected by vote at a meeting of the L.A. Such members may be required to pay an annual subscription, but do not require annual re-election.
- (3) Associate. Associates with full rights of membership until the next Annual Meeting:--
On payment of not less than 1/- (A Parent or Guardian of a Scout; any Rover or Old Scout who has in either case attained the age of 21.)
On payment of 5/- (Any person).
The L.A. has, however, the right to refuse membership to any person applying under this clause without being under any obligation to state its reasons for such action.
- (4) Co-opted. A representative of the Old Scouts in the area and representatives of bodies with which it is desired to maintain co-operation-e.g., Girl Guides, local education authorities, religious bodies, and boys' or other organisations, co-opted by the L.A. until the next Annual Meeting.

Assistant Scoutmasters

137. Assistant Scoutmasters. Assistant Scoutmasters are not ex-officio members of the L.A. , but are entitled to attend its meetings and to speak. Unless members under Rule 136, they may not vote except in the absence of the Scoutmaster, in which case one Assistant may vote in respect of the section concerned.

Functions

138. The functions of the L.A. are as follows:--

- (1) To safeguard and encourage the progress of the Movement within its area and with the least possible interference with the independence and initiative of the Groups,
- (2) To deal, as laid down, with all matters allotted to it under P.O.R., and in particular with:--
 - Warrants under Part III,
 - Non-executive and Honorary ranks under Rules 155-166, and Old Scouts under Rules 167A-167E and 274B,
 - Group Registrations under Rules 177-196,
 - Membership of Scouts under Rules 197-200,
 - Decorations and Awards under Part X.
- (3) To supervise Group finance, the appointment of Group Committees in accordance with Rules 202-203, and the establishment of proper trusts of Group property in accordance with Rules 204-206.
- (4) To be responsible for the grant of all badges and to arrange examinations for proficiency badges.

Annual Meeting

139. The L.A. will hold its Annual Meeting in October, or as soon as possible thereafter, when the following business is to be transacted:--
- (1) Election for the ensuing year of office bearers, of members and Chairman of the Executive Committee (if any), and of any standing committees which shall be sub-committees of the Executive Committee (if any).
 - (2) Consideration of all appointments of District Scouters and of persons to hold Honorary rank under Rules 155-166.
 - (3) Election of new members under Rule 136.

Chairman
140.

- (1) The L.A. will elect a Chairman at the annual meeting each year.
- (2) The Chairman may be a Commissioner, but not a Scouter of any other rank unless with the special sanction of I.H.Q.
- (3) If desired, during his period in office, the Chairman may be granted Non-executive rank by the L.A. and D.C., in accordance with Rules 155-157 and 163 and, in addition, with the approval of the C.C., he may rank as an Honorary Commissioner, as in Rule 325.
- (4) If granted under (iii), he may wear uniform as in Rule 298, and badge as in Rules 323-324, or, if appointed Honorary Commissioner, as in Rule 325.

Treasurer
141.

- (1) The L.A. will elect a Treasurer at the Annual Meeting each year.
- (2) If desired, during his period in office, the Treasurer may be granted Non-executive rank by the L.A. and D.C. in accordance with Rules 155-157 and 163.
- (3) If granted rank under (ii), he may wear uniform as in Rule 298, and badges as in Rules 323-324.

Secretary
142.

- (1) The L.A. will elect a Secretary at the Annual Meeting each year.
- (2) I.H.Q. and the County Secretary must be kept informed at all times of the name and address of the L.A. Secretary.
- (3) If desired, during his period of office, the L.A. Secretary may be granted Non-executive rank by the L.A. and D.C. in accordance with Rules 155-157 and 163.
- (4) If granted rank under (iii), he may wear uniform as in Rule 298 and badges as in Rules 323-324.

Executive Committee
143.

- (1) An Executive Committee may be appointed at the Annual Meeting each year.
- (2) The Executive Committee shall consist of:--
 - Ex-officio members. The ex-officio members of the L.A. , asset out in Rule 136 (1), with the exception of Vice-Presidents and Group Scouters, shall be ex-officio members of the Executive Committee.
 - Elected Members. The numbers of elected members must be specified in the bye-laws of the L.A. either by a definite number or by a minimum and maximum.
 - These members are elected by the L.A. , at the annual meeting, but the Executive Committee shall have power to fill any vacancy amongst elected members until the next Annual Meeting.
 - It is important that half of these elected members should be Group Scouters holding warrants in the area, and half lay members.
- (3) A Chairman and if desired, a Vice-Chairman of the Executive Committee (if any) shall be appointed by the L.A. at the Annual Meeting. Both appointments are subject to the provisions of Rule 140 (ii).
- (4) A quorum for, and the length of notice of, meetings of the Executive Committee shall be specified in the bye-laws: subject thereto, the Executive Committee shall make its own arrangements for the holding of meetings and for the conduct of business thereat.

144. The Executive Committee may perform all the functions of the L.A. with the exception of those relating to the adoption or variation of Bye-Laws and those reserved by Rule 138.

Sub-committees

145.

- (1) The L.A. may appoint committees to deal with questions connected with Cubs, Scouts, Rovers, finance, badges, and other matters, and secretaries for such committees.
- (2) Such committees are to be regarded as sub-committees of the Executive Committee, where such exists.
- (3) Persons may be elected members of such committees although not members of the Executive Committee.

Sea Scout Committee

146.

- (1) Where there are Sea Scouts or Sea Rovers, or boating is part of the training of Scouts or Rovers, a special committee, which is subject to Rule 145 (ii), must be formed to provide for the issue and observance of necessary rules for the use, condition, and equipment of all vessels and boats, so used, including those privately owned, and for the safety of those using them.
- (2) Subject to the approval of any C.C. concerned, a joint committee of this nature may be formed where two or more L.As., even if in different Counties, abut on the same the same piece of water; such joint committee will also co-ordinate and advise upon all Sea Scout work in its waters.
- (3) Sea Scout committees under (i) and (ii), must in particular, provide, and submit to I.H.Q. through the L.A. C.C. for approval, local bye-laws for:--

The inspection of all boats used in their area, and for approving or disapproving their use with, or without, conditions, approval being given by means of the Boat Certificate.

Restricting the sail area and the number of persons such boats may carry.

The provision of air tanks, life belts or other safety devices.

Ensuring that such vessels or boats when in use shall be properly manned, and in charge of a competent person.

The proper care and maintenance of any vessels boats allotted to them by I.H.Q., and for observing the conditions attached to such allotment.

Suggested Sea Scout bye-laws will be found in the pamphlet, "Sea Scouting."

Bye-Laws

147.

- (1) The L.A. must on registration adopt bye-laws in accordance with the Model Form B obtainable from I.H.Q. Three copies of Form B must be submitted, after approval by the D.C., to I.H.Q. through the County Secretary. Any alterations in the bye-laws must similarly be submitted.
- (2) Local variations of bye-laws will not be sanctioned by I.H.Q. unless good reason can be shown for departure from model form.

148. The L.A. will raise locally the amount required for working expenses or for helping the Groups within the area. Subscriptions and donations for this purpose are to be received by the Treasurer of the L.A. and not by any individual Scouter.

149. The L.A. may require subscriptions from members under Rule 136, and from Groups under Rule 186.

Property

150. It is important that L.A. property should be vested in trustees under a Deed of Trust of which a working model form is obtainable without charge from I.H.Q.
151. Where there is no L.A., the D.C. will combine its functions with his own.

DISTRICT SCOUTERS

Appointment

152. District Scouters, i.e., D.C.M., D.S.M., and D.R.S.L. may be appointed on the recommendation of the L.A. and D.C. with biennial warrants, in accordance with Part III, provided they satisfy respectively the conditions for C.M. or S.M. as in Rules 214 and 233, or for R.S.L. as in Rule 250, with the exception of paragraphs (4) and (5).

Functions

153. The functions of District Scouters are to perform any duties compatible with P.O.R. with which the D.C. may invest the appointment. The District Scoutmaster will generally take charge of Scouts at a combined meeting or rally, unless the D.C. or A.D.C. wishes to do so.

Uniform and Badges

154. District Scouters wear uniform as in Rules 291-292, and badges as in Rules 320-332.

NON-EXECUTIVE RANKS

Ranks

155. The following appointments may be made by the L.A. and D.C., and are known as Non-executive ranks:--
 - Lady Worker.
 - Instructor.
 - Examiner.
 - Chaplain.
 - Surgeon.

In addition, Non-executive rank may be conferred by the L.A. and D.C. on:--

- L.A. Chairman, under Rule 140 (iii).
- L.A. Treasurer, under Rule 141 (ii).
- L.A. Secretary, under Rule 142 (iii).

Appointments, etc.

156. These ranks do not carry warrants, but the procedure to be observed and the precautions to be adopted by the L.A. and D.C., and where occasion arises, by the C.C., in all matters connected therewith and, in particular, in regard to general qualifications, appointment, suspension, and retirement, are the same in every respect except as in the case of District or Group Scouters under Part III, except that:--
 - (1) The appointment is concluded locally; if desired, a certificate for this purpose is obtainable on payment from I.H.Q. (Equipment Dept.)
 - (2) Notification of appointment or retirement will not be sent to I.H.Q. unless under circumstances adversely affecting the character or efficiency of the person.

Qualifications

157. In addition to general qualifications as above and the special qualifications laid down for each rank, a person to receive Non-executive rank must be at least 18 years of age.

Lady Worker

158. The rank of Lady Worker may be conferred as above upon a person who has expert knowledge of any subject necessary for a Scout proficiency badge.

Instructor

159. The rank of Instructor may be conferred as above upon a person having expert knowledge of some subject suitable for Scouts, and who has successfully instructed Scouts in the area for at least three months.

Examiner

160.

(1) The rank of Examiner may be conferred as above upon a person having expert knowledge of any subject necessary for any Scout proficiency badge.

(2) An instructor or a Group Scouter may be appointed an Examiner, but may not examine any Scout he has instructed except in cases which come under Rule 435.

Chaplain

161. The rank of Chaplain may be conferred as above on a minister of religion, including a lay reader, who acts as Chaplain of a Group.

Surgeon

162. The rank of surgeon may be conferred as above on a member of the medical profession who gives his services to any body of Scouts.

L.A. Chairman, Treasurer and Secretary

163. The appointment of the L.A. Chairman, Treasurer, and Secretary lies with the L.A. only, but if the holder of such an office is to hold Non-executive rank, the concurrence of the D.C. is necessary, and in certain cases of Chairmen, under Rule 140 (iii), of the C.C.

Uniform and Badges

164. Persons holding Non-executive rank may wear uniform as in Rule 298, and badges as in Rules 323-324.

HONOURARY RANKS

Appointment, etc.

165. The L.A. and D.C. may confer the corresponding Honourary rank on a person ceasing to hold a warrant as a Group Scouter, and not having any other rank as a Scouter in the Movement.

166. Such rank is open to revision each year on the occasion of the Annual Meeting of the L.A. , and the provisions of Rule 156 apply.

Uniform and Badges

167. Persons holding Honourary rank may wear uniform as in Rule 298 and badges as in Rule 325.

THE OLD SCOUT BRANCH

167A. The L.A. and the D.C. may at their discretion form an Old Scouts Branch of the L.A. ; and similarly may disband such a Branch.

167B. The following persons are ex-officio members of the Old Scout Branch of the L.A. :--

(1) Old Scouts registered under Rule 274D by the Old Scout Branch of any Group in the L.A.

(2) Scouter holding Warrants in the L.A.

(3) If the L.A. and the D.C. so desire, persons holding Non-executive or Honourary rank in the L.A.

Members Admitted

167C. The L.A Branch may at its discretion, but subject to the approval of the D.C., admit to membership of the Branch any Old Scout registered by the Branch of another L.A. or of a Group in another L.A.; and similarly may at any time determine the membership of any person so admitted.

Registration of Old Scouts

167D. The L.A. Branch may at its discretion, but subject to the approval of the D.C., register annually as an Old Scout any person qualified in accordance with Rules 274G and 274H, who is not already registered by any other Branch whether of L.A. or Group; and similarly may at any time remove the name of any person from its register.

Precautions and Reports

167E. The Old Scout Branch and the D.C. in taking any decision under Rules 167C and 167D must adopt the precautions required by Rules 72 and 73, and must report to I.H.Q. through the C.C. any case in which it appears it is not desirable that any person should become or remain a member of the Movement.

PART VI GROUP ORGANISATION

GENERAL SCHEME

168. The unit for Scout organisation in the District is the Group. The general scheme of organisation of the Group is included in the chart shown in Rule 34.

GROUP SCOUTMASTER.

Appointment, etc.

169.

- (1) Where a Group consists of more than one section, it is desirable that a person not in charge of one of the Sections should be appointed as G.S.M. In such a case, a warrant as G.S.M., in accordance with Part III, must be applied for, on the recommendation of the L.A. and D.C.
- (2) In the absence of such a person, the Scouter in charge of one of the Sections of the Group who is best qualified by character, age and experience, may be selected by the L.A. and D.C. to carry out the duties of the G.S.M., but a separate warrant as G.S.M. need not be applied for.
- (3) In selecting a person under (i) and (ii), the L.A. and D.C. will have regard to the rights of the Controlling Authority as in Rule 66, and will also consult the Group Council.
- (4) No warrant as G.S.M. will be issued in Groups consisting of one section only, in which case the Scouter in charge of that section shall be regarded as acting in the capacity of G.S.M. for all purposes.

Ladies

170. A warrant as G.S.M. will only be issued to a lady at the discretion of I.H.Q. in exceptional circumstances. In such a case, a special recommendation by the L.A. or D.C., in addition to Form G, must be submitted to I.H.Q. and must contain:--

- (1) A full statement of the exceptional circumstances.
- (2) An assurance that in respect of any Rovers in the Group the conditions of Rule 255 will be observed.

171. The L.A. and the D.C. should govern themselves by the same considerations as in Rule 170 in selecting a lady under Rule 169 (ii) to carry out the duties of G.S.M. without a warrant.

Qualifications

172. The special qualifications for a warrant as G.S.M. in addition to the general qualifications set out in Rule 69, are as follows:--

- (1) A general knowledge of "Scouting for Boys," "The Wolf Cub's Handbook," "Rovering to Success" and P.O.R.
- (2) Ability to obtain the use of suitable accommodations for Scout meetings.
- (3) Age sufficient to enable him to carry out the work satisfactorily. D.Cs. and L.As. are expected to consider carefully the suitability of the applicant in this respect, and particularly in relation to the ages of the other Scouters of the Group. In normal circumstances an application for a warrant of this rank should not be submitted for a person under the age of 25, and in no circumstances will a warrant be issued for a person under the age of 20.

Functions

173. The functions of the G.S.M. are as follows:--

- (1) To exercise general supervision over all Sections of the Group and to co-ordinate their activities, whilst delegating the fullest amount of responsibility in their actual management to the Scouters in charge of them.
- (2) To act as Chairman of the Group Council under Rule 202 (ii), and to encourage co-operation between the Scouters of the Group.
- (3) To secure the formation of a Group Committee under Rule 202, and to serve on it himself.
- (4) To deal with matters relating to the membership of Scouts in accordance with Rules 197-199.

174.

- (1) A person to whom a warrant as G.S.M. has been issued may, if the L.A. and the D.C. approve, also take charge of any one Section of the Group, but an additional warrant for the rank concerned, need not be applied for.
- (2) The G.S.M. may not personally take charge of the Rover Crew unless he is fully qualified under Rule 250.

Uniform and Badges

175. G.S.Ms. wear uniform as in Rules 292-292, and badges as in Rules 320-322.

THE SCOUT GROUP

Composition

176.

- (1) The complete Group consists of the three sections: Cub Pack, Scout Troop, and Rover Scout Crew, but may at any time, consist of one or two Sections only.
- (2) Except where the context otherwise requires, the word "Troop" includes a Sea Scout Ship and the word "Crew" includes a Rover Sea Scout Crew.

Formation

177. No steps may be taken for formation of a new Group without the provisional sanction of the L.A. and D.C.

Registration

178. All Groups must be registered at I.H.Q. and are recognised as units of the Boy Scouts Association only whilst so registered. Members of unrecognised Groups who wear badges or in any way represent themselves as members of the Association are liable to prosecution as in Rule 23.

Registration - Controlled Groups

179.

- (1) The following bodies, together with any others which may from time to time be approved for the purpose by I.H.Q., are entitled to apply for a special registration of Groups which they raise:--
Churches of any denomination; Universities, Colleges, and Schools (see Rule 212); Hospitals and Institutions; Works; and the following organisations: Y.M.C.A., British Legion, Church of England Temperance Society, National Association of Boys Clubs, National Juvenile Templars Council, Society of St. Vincent de Paul in England, Regnal League (for Groups consisting of Troops and Crews only), Toc H.

Registration - effect of control

180. The effect of registration as a controlled Group is as follows:--

- (1) The Controlling Authority shall not, except as afterwards provided in this rule, admit, in the case of Church Groups, boys who belong to another Church or denomination, or, in the case of groups raised by any of the other bodies specified in Rule 179 (i), boys who belong to some other, similar body.

Non-observance of this provision does not of itself change the nature of the registration, but, if deliberate, forms a valid ground for the recommendation to I.H.Q. by the L.A. and D.C. that the registration should be altered.

Where, however, in their opinion it is desirable, the L.A. and D.C. may give permission for such other boys to be admitted to a "controlled" Group, but in such cases the Group must be subject to the provisions of Rule 10 (3) and (4).

- (2) The Controlling Authority obtains the right to nominate persons for appointment as Scouters of the Group in accordance with Rule 66, and the L.A. and D.C. may not consider any person for such appointment until so nominated.
- (3) The Controlling Authority has the right to be heard by the L.A. and the D.C. in all matters concerning any refusal of, alteration in, or cancellation of the Group registration, the issue, suspension, or cancellation of the warrant of any Scouter in the Group, or, in the circumstances set out in Rule 197 (iii), dismissal of any Scout in the Group.
- (4) The Controlling Authority, as such, is expected to take an interest in the general welfare of the Group, and is responsible in certain cases under Rule 10 (2) for the religious training of the Scouts, but is not concerned in matters of Scout training for which the G.S.M. is responsible to the L.A. and D.C.

Registration - procedure

181. Application for registration of a Group must be made by the prospective Scouter in charge immediately its first Section is formed, either to the D.C., who will inform the L.A. , or to the L.A. Secretary, who will inform the D.C.

182. The L.A. and D.C. must satisfy themselves independently that registration is desirable, that the Group will be properly conducted, and that suitable Scouters are forthcoming.

183.

- (1) When both L.A. and D.C. are satisfied, recommendation is made to I.H.Q. on Form C in triplicate, which must be signed by the L.A. Secretary and by the D.C. In the case of Controlled Groups, the Forms C must also be signed by the Controlling Authority.
- (2) The Forms C are sent to I.H.Q. either direct or, if it be the rule in the County, through the County Secretary .

(3) Where recommendation is refused, action under Rule 196 may become necessary.

184. On receipt of Forms C, a "Notification of Registration" is sent by I.H.Q. to the person in charge of the Group through the L.A. Secretary. I.H.Q. retain one copy of Form C, send the second to the County Secretary for record, and the third to the L.A. Secretary.

Registration - renewal

185. Registration is only effective until the next 30th September. If not renewed at the time of the annual re-registration return, under Rule 54, the Group ceases to be recognised, with effect as in Rule 178.

Registration - fees, &c.

186. The L.A. may, if desired, require a small registration fee and/or an annual subscription from each Group.

Registration - changes and transfers

187. Any changes desired in the registered title of a Group, or in the nature of the registration (as open or controlled), and from one L.A. to another, are to be dealt with by the L.As. and D.Cs. concerned in a manner similar to the foregoing procedure, but any recommendation to I.H.Q. is submitted on Form C2 in triplicate, and where a Group is to be transferred to another Count both C.Cs. must approve.

Registration - cancellation

188. A Group registration is cancelled by I.H.Q.-
- (1) on the recommendation of the L.A. and D.C. submitted if necessary in accordance with Rule 196, and after a meeting of the L.A. or its Executive Committee, at which the Scouters concerned, and in the case of controlled Groups, the Controlling Authority, are entitled to be heard;
 - (2) on failure to renew the registration in any year, under Rule 185;
 - (3) on cancellation of the registration of the L.A. under Rule 133.

Registration - suspension

189. A Group may be suspended –
- (1) by the D.C. who will thereupon inform the L.A. of his action;
 - (2) by the L.A., in which case the D.C. must at once be informed;
 - (3) as the result of suspension of the L.A., under Rule 134, except insofar as the C.C. may direct to the contrary. Any Group not suspended during suspension of the L.A. will be regarded for the time being as a Lone Group, under Rule 193.
190. During suspension all activities of the Group cease and, except insofar as may otherwise be provided by the terms of the suspension, all Group Scouters are automatically suspended with effect as under Rule 80, and no member of the Group may wear uniform or badges.
191. Suspension is to be regarded as a purely temporary measure, and must be followed as soon as possible by a full enquiry by the D.C. and L.A. jointly. The Scouters concerned, and in the case of a controlled Group, the Controlling Authority must be informed of the meeting and be given an opportunity to be heard.
192. As a result of such enquiry, the suspension must be withdrawn, or a recommendation for cancellation of the registration and/or the warrants of any Scouters must be forwarded with a full report to I.H.Q. through the C.C.

Registration - Lone Groups

193. Where on account of exceptional conditions a Group cannot be included conveniently in the area of the L.A., it may be registered as a Lone Group on the recommendation of the D.C. who will act alone in all matters relating to such a Group in accordance with Rule 151.

Registration - sections

- 194.
- (1) The addition of any further section to a Group which has already been registered requires the written approval of the L.A. and D.C., but no further registration is necessary, and no information need be sent to I.H.Q. until it is shown in the next annual re-registration return.
 - (2) The formation of a Crew is in any case subject to the provisions of Rule 255.
 - (3) Where approval of a new section of a Group is refused, action under Rule 196 may be required.
195. Any section of a Group may be disbanded by joint action of the L.A. or D.C., or suspended by either the L.A. or D.C. In either case, the procedure to be observed throughout is similar to that laid down in the case of Groups in Rules 188-192, except that the matter is concluded locally, and no report is made to I.H.Q. unless the case comes within Rule 196.

Registration - reports to I.H.Q.

196. A full report must be made to I.H.Q. through the C.C. whenever action is taken by the L.A. or D.C. in circumstances which reflect adversely on the character of any person concerned in any of the following cases:--

- (1) Refusal to recommend the registration of a Group, or to approve the addition of a new Section to a registered Group.
- (2) Recommendation for cancellation of a Group registration, or a decision to disband a Section of a Group.

Membership

197.

- (1) The admission of any Scout rests with the G.S.M., but in normal cases, and subject to Rule 262 (1), will generally be delegated by him to the Scouter in charge of the section concerned, who, in the case of a Scout or Rover; will act in consultation with the Court of Honour or the members of the Crew as the case may be.
- (2) The approval of the G.S.M. is necessary in any case of dismissal of a Scout.
- (3) In any case of dismissal, the Scout has a right of appeal to the L.A. and D.C., who in dealing with any such case will observe Rule 180 (3) and follow the procedure laid down in Part III in connection with the cancellation of a warrant of a Group Scouter.

198. A Scout can only belong to one Group, but may be temporarily attached to another, if eligible.

Transfers

199.

- (1) No boy may be accepted as a member of a Group within two months of leaving another Group or another recognised boys' organisation, without a written approval of the transfer by the G.S.M. of his former Group, or by the proper authority of the other organisation.
- (2) In case of a dispute as to a transfer, the matter must be referred to the D.C. for decision.

Lone Scouts and Lone Rovers

200.

- (1) Where, on account of special circumstances, a boy is unable to be a member of a Group, the D.C., if he thinks desirable, and can arrange for subsequent supervision, may request the County Secretary to register him as a Lone Scout or as a Lone Rover.
- (2) A boy may not be registered as a Lone Cub.
- (3) Scouts or Rovers leaving their Groups to go to sea should apply for registration as Deep Sea Scouts and not as Lone Scouts or Lone Rovers.

Group Council

201.

- (1) Where the Group consists of two or more Sections, the Scouters of the Sections will meet regularly to discuss matters affecting the Group. Such meeting is called the "Group Council."
- (2) The G.S.M. will be the Chairman of the Group Council.

Group Committee

202.

- (1) It is desirable in all cases, and necessary where outside subscriptions, or other funds as defined in Rule 208, are received, that a small committee composed of the parents of the Scouts, representatives of the Old Scout Branch, and others interested in the Group, should be formed to be responsible for Group property, and to assist the G.S.M. with finance, propaganda, and obtaining accommodation, camping grounds, and employment for the members of the Group.

- (2) The G.S.M. will be a member of the Group Committee.
- (3) The Group Committee is not concerned in any way with the actual training of Scouts or in the management of the Old Scout Branch.
- (4) In the case of any difference of opinion between the Group Committee and the Group Council with regard to the expenditure of funds, the matter must be referred to the L.A. and D.C.

203. Members of a Group Committee are appointed or retired by the G.S.M., subject to the approval of the L.A. and D.C. given, in the case of controlled Groups, after consultation with the Controlling Authority.

Group Property

- 204. It is important that, where a Group possesses property of any value, such property should be vested in trustees under a Deed of Trust, of which a model form is obtainable without charge from I.H.Q.
- 205. In the case of a Controlled Group it is necessary to determine in the first place what part of the property, if any, belongs to the Group itself and not to the Controlling Authority; and this decision should be recorded in a letter of agreement between the G.S.M. and the Controlling Authority. Such property as it is decided belongs to the Group should, if of sufficient value, be made the subject of a properly constituted trust in accordance with Rule 204.
- 206. A schedule of Group property must be submitted each year to the L.A. or to the D.C. if required.

Group Finance

- 207. The G.S.M. must ensure that no method of raising Group funds is employed which is not in accordance with Rules 18-21.
- 208. Any outside subscriptions to a Group, including funds obtained from the public by the Group or its Sections, must be administered by the Group Committee acting in consultation with the Group Council.
- 209. Subscriptions paid by the Scouts themselves will be administered by the Section concerned, as will any sums allotted to the Section for current expenses by the Group Committee in consultation with the Group Council. The accounts of Section funds, if kept separately, will be included in the annual accounts of the Group.
- 210. G.S.Ms. must see that accounts of all moneys are kept, and any member of the Group concerned is entitled to inspect them. A standard form of accounts can be obtained, if desired, from I.H.Q.
- 211. The annual accounts of the Group must, if required, be submitted to audit by the L.A., or some person appointed by the L.A.

School Groups

- 212.
 - (1) A School Group is one which is registered as controlled by the Headmaster or Headmistress of a school and is composed entirely of boys who are, or have been, at the school.
 - (2) School Groups are included as controlled Groups in the ordinary scheme of administration by L.A. and D.C. It is contrary to the spirit of the Movement that any deviation from, or relaxation of, rules, other than those specified in this rule, should be permitted in School Groups. If in any special case any relaxation appears desirable, application is to be made through the D.C. to I.H.Q., whose approval will, however, only be given in exceptional circumstances.

- (3) Though various reasons may prevent School Groups from mixing as fully as other Groups with local Scouts, they should keep in touch as far as possible in the spirit of the 4th Scout Law.
- (4) When a Scout wishes to be connected with a School Group and also with a Group at his home, he will belong to the School Group and be attached to his home Group under Rule 198.
- (5) A Scout who belongs to a School Group may, with the approval of the G.S.M. of that Group, qualify for proficiency badges under part XII, during the holidays, in any L.A.

CUBMASTER AND ASSISTANT CUBMASTER

Appointment

213.

- (1) C.Ms. and A.C.Ms. are appointed on the recommendation of the L.A. and D.C., with warrants in accordance with Part III.
- (2) Ladies are eligible for both ranks.

Qualifications

214. The special qualifications for C.Ms. and A.C.Ms., in addition to the general qualifications set out in Rules 69-70, are as follows:--

- (1) A general knowledge of "Scouting for Boys," "The Wolf Cubs' Handbook," and P.O.R.
- (2) Age for C.M., not less than 20; for A.C.M., not less than 18.

Functions

215.

- (1) The C.M. takes charge of the Pack with the help of any A.C.Ms. subject to the general supervision of the G.S.M. as in Rule 173.
- (2) In deciding matters of internal administration, however, it is desirable that the C.M. should as far as possible consult the Sixer's Council as in Rule 224.

A.C.Ms. Necessary

216. To ensure continuity it is most desirable that every Pack should have one A.C.M., and, where a Pack consists of more than three Sixes, additional A.C.M.s. are desirable.

Uniform and Badges

217. C.Ms. and A.C.Ms. wear uniform as in Rules 291-297, and badges as in Rules 320-322.

THE PACK

Size

218. Except in special circumstances, a Pack may not consist of more than 36 Cubs.

Training

219. The training of Cubs must be kept as distinct as possible from that of Scouts.

220. Where a Pack is part of a Sea Scout Group, its members must receive only the ordinary Cub training, and the designation and uniform of the Cubs must be the same as for other Cubs. No form of sea training may be given.

The Six

221. The Pack is divided into Sixes, each consisting of six Cubs, including the Sixer and Second.

Sixers and Senior Sixers

222.

- (1) A Sixer is a Cub appointed by the C.M. to lead a Six of Cubs.
- (2) One of the Sixers may be called "Senior Sixer", if desired.
- (3) Sixers and Senior Sixers wear uniform as in Rule 281, and badges as in Rules 309 and 310.

Seconds

223.

- (1) A Second is a Cub appointed by the C.M. in consultation with the Sixer concerned, to assist the Sixer and to take his pace when absent.
- (2) Seconds wear uniform as in Rule 281. and badges as in Rules 309 and 310.

Sixers' Council

224.

- (1) The Sixers' Council is an informal body composed of the Scouters of the Pack, the Sixers, and, if desired, the Seconds.
- (2) The functions of the Sixers' Council are set out in Rule 215 (ii).

225.

- (1) The C.M. may with the approval of the S.M. concerned, obtain the services of a Scout, or with the approval of the D.C. and the Guide Captain concerned, of a Guide or Ranger, to act as a Cub Instructor.
- (2) A Cub Instructor is entitled, on the recommendation of the C.M., to wear a cloth badge with a wolf's head in green above the left breast pocket, or in a similar position on a jersey.

THE CUB

Investiture

226. A boy becomes a Cub by investiture, as described in "The Wolf Cub's Handbook," during which he makes the Cub Promise, as in Rule 4. He is then known as a Tenderpad, and is entitled to wear Cub uniform and badges as in Rule 230.

Age Limits

227. To become a Cub, a boy must have attained the age of 8 but must not have reached his eleventh birthday. He may not continue to be a cub after he has reached his twelfth birthday.

Qualifications

228. Before being invested, he must satisfy the C.M. that he knows the Cub Law and Promise, the Salute, the Grand Howl, and their meanings.

Subsequent Training

229.

- (1) After investiture as a Tenderpad, a Cub proceeds to qualify as a One Star Cub and afterwards as a Two Star Cub by passing the tests laid down in Rule 409 and Rule 411, respectively.
- (2) After gaining the Second Star, he may qualify for special proficiency badges, as in Rules 414-425.

Uniform and Badges

230. A Cub wears uniform as in Rule 281, and badges as in Rule 307.

SCOUTMASTER AND ASSISTANT SCOUTMASTER

Appointment

231. S.Ms. and A.S.Ms. are appointed on the recommendation of the L.A. and D.C., with warrants in accordance with Part III.

Ladies

232. A warrant as S.M. or A.S.M., will only be issued to a lady at the discretion of I.H.Q. in exceptional circumstances. In such a case, a special recommendation, additional to Form G, with a full statement of the circumstances, must be submitted to I.H.Q. by the L.A. or the D.C.

Qualifications

233. The general qualifications for S.M. and A.S.M., in addition to the general qualifications set out in Rules 69-70, are as follows:--

- (1) A general knowledge of "Scouting for Boys," "The Wolf Cub's Handbook," "Rovering to Success," and P.O.R.
- (2) Age for S.M., not less than 20; for A.S.M., not less than 18.

Functions

234.

- (1) The S.M. takes charge of the Troop with the assistance of any A.S.Ms. subject to the general supervision as in Rule 173 of the G.S.M.
- (2) The S.M. will, however, delegate as far as possible, to the Court of Honour as in Rule 242 all internal matters of discipline and administration, including the expenditure of Troop funds, as defined in Rule 209.

A.S.Ms. necessary

235. To ensure continuity it is most desirable that every Troop should have one A.S.M., and where a Troop consists of more than 4 Patrols, additional A.S.Ms. are desirable.

Uniform and Badges

236. S.Ms. and A.S.Ms. wear uniform as in Rule 291-292, and badges as in Rules 320-322.

THE TROOP

Size

237. It is not desirable that a Troop should consist of more than 6 Patrols.

Troop Leader

238.

- (1) A Troop Leader may, if desired, be appointed by the S.M. in consultation with the Court of Honour.
- (2) The following qualifications are required:--

Ability to Lead.

Service as a Patrol Leader for at least six months.

The First Class Badge.

A general knowledge of "Scouting for Boys."

- (3) The Troop Leader wears uniform as in Rule 283, with the shoulder knot of his former Patrol, and badges as in Rule 314.

The Patrol

239.

- (1) The Troop is divided into Patrols, each consisting of 6 to 8 Scouts, including the Patrol Leader and Second.
- (2) The Patrol should be the unit in all activities.

Patrol Leaders

240.

- (1) A Patrol Leader is a Scout appointed by the S.M., in consultation with the Court of Honour or the Patrol concerned, to take charge of a Patrol of Scouts.
- (2) The Patrol Leader carries the Patrol flag.
- (3) Patrol Leaders wear uniform as in Rule 283, and badges as in Rule 313.

Seconds

241.

- (1) A Second is a Scout selected by the Patrol Leader, with the approval of the S.M. and Court of Honour, to assist him and to take his place when absent.
- (2) Seconds wear uniform as in Rule 283 and badges as in Rule 312.

Court of Honour

242.

- (1) The Court of Honour is a body composed of the Troop Leader, if any, and the Patrol Leaders; Seconds may also be members, but their presence is not desirable in cases concerning discipline. The Scouters of the Troop, if present, should act in an advisory capacity only.
- (2) The Court of Honour deals with internal matters, including the expenditure of Troop funds, in accordance with Rule 247.

THE SCOUT

Investiture

243. A boy becomes a Scout by investiture, as described in "Scouting for Boys," during which, he makes the Scout Promise, as in Rule 3. He is then known as a Tenderfoot, and is entitled to wear Scout uniform and badges as in Rule 247.

Age limits

244.

- (1) To become a Scout a boy must have attained the age of 11, but must not have reached the eighteenth birthday, unless about to become a Rover, as in Rule 265 (ii).
- (2) A Scout should leave the Troop at the age of 18 unless he receives the D.C.'s. sanction to remain.

Qualifications

245. Before being invested, he must satisfy the S.M. that he knows:--

- (1) The Scout Law and Promise, and that he understands their meaning.
- (2) Salutes and their importance.
- (3) The Signs.
- (4) The composition and history of, and how to fly, the Union Jack.
- (5) Certain uses of the Scout staff indicated in Chart No. 24, obtainable from I.H.Q. (Equipment Dept.).
- (6) The following knots: reef, sheet bend, clove hitch, bowline, round turn and two half hitches, sheepshank; and understands their respective uses.
- (7) How to whip the end of a rope.

Subsequent Training

246.

- (1) After investiture as a Tenderfoot, he proceeds to qualify as a Second Class Scout, and afterwards as a First Class Scout, by passing the tests laid down in Rules 428 and 430, respectively.
- (2) After gaining the Second Class badge, he may qualify for special proficiency badges as in Rules 437-507.

Uniform and Badges

247. A Scout wears uniform as in Rule 283, and badges as in Rule 311.

ROVER LEADER AND ASSISTANT ROVER LEADER

Appointment

248. R.S.Ls. and A.R.S.Ls. are appointed on the recommendation of the L.A. and D.C., with warrants, in accordance with Part II.
249. In no circumstances will a warrant be granted to a lady.

Qualifications

250. The special qualifications for R.S.L. and A.R.S.L., in addition to the general qualifications set out in Rules 69-70, are as follows:--
- (1) A general knowledge of "Scouting for Boys," "Rovering to Success," and P.O.R.
 - (2) A general knowledge of the social needs of the community in his neighborhood and ability to find service for his Rovers.
 - (3) A personal standing, character and experience of life, such as will enable him to lead young men, and an understanding of the principles of leadership involved.
 - (4) Acceptance by the Rovers concerned.
 - (5) For R.S.L. only - ability to obtain the use of a separate Rover Den, an essential to the success of a Rover Crew.
 - (6) Age sufficient to enable him to carry out the work satisfactorily. D.Cs. and L.As. are expected to consider carefully the suitability of the applicant in this respect, and particularly in relation to the age of the members of the Crew. In normal circumstances an application for a warrant of this rank should not be submitted for a person under the age of 25, and in no circumstances will a warrant be issued for a person under the age of 20.

Functions

- 251.
- (1) The R.S.L. takes charge of the Crew with the assistance of any A.R.S.L., subject to the general supervision as in Rule 173 of the G.S.M.
 - (2) The R.S.L. will however, entrust as far as possible to the Crew all internal matters of discipline and administration, including the expenditure of Crew funds, as defined in Rule 209.

Extension of Title

252. Where the context so requires, the term R.S.L. shall, in respect of all functions, be taken to mean any one of the persons acting as the leader of the Crew under Rule 255.

Uniform and Badges

253. R.S.Ls. and A.R.S.Ls. wear uniform as in Rules 291-292, and badges as in Rules 320-322.

THE CREW

Aims of Rover training

254. Rover training is a continuation of that given to Cubs and Scouts with the same objects as are laid down in Rule 1, but with a wider outlook, and with the added object of helping Rovers to make useful careers for themselves and to render service to the community.

Rover Scouting covers the period during which the young man is "finding himself," i.e., developing his character and his powers by training them in an endeavour to put into practice in a wider world the principles of the Scout Law, and continuing the use of Scout methods of training and the activities which fall under the term Scoutcraft in a manner suitable to his age.

Conditions of formation

255. Before the L.A. and D.C. approve the formation of a Crew, it is essential that there should be a suitable leader who should if possible, be a warranted R.S.L. Failing this, the L.A. and D.C. must arrange either for the G.S.M. or one of his assistants to be in charge (in which case the qualifications laid down in Rule 250 must be observed.) or for adequate supervision by the D.R.S.L. or A.D.C. for Rovers.

Joint Meetings

256. The Rovers in an L.A. may meet together as desired for Rover activities under the leadership of the A.D.C. for Rovers, the D.R.S.L., or any other Scouter (R) approved by the L.A. and D.C. Such a body of Rovers cannot be registered as a L.A. Crew or Group, since all Rovers must already be members of Groups registered under the L.A.

Activities

257. The activities of a Crew fall under the two main headings of (a) Training and (b) Service.

(a) Training activities are carried out along the lines suggested in Rules 264, 268, 269 and 270, with due regard to the needs of the younger members of the Crew. General training in Scoutcraft; Physical Education (hygiene, football, athletics, exercises, etc.); Current affairs; Homecraft, etc., should be carried out in the Crew as a normal part of its programme.

(b) Service activities entail careful selection and preparation according to the needs of the Crew as a whole, and along lines such as are suggested in "Rovering to Success."

Size and Patrols

258.

- (1) No minimum or maximum size is fixed for a Crew.
- (2) The Crew may be subdivided into Patrols if desired.

Rover Mates and Senior Rover Mates

259.

- (1) A Rover Mate is a Rover elected half-yearly, annually, or biennially, by the Crew with the approval of the R.S.L., in order to help in its leadership.
- (2) When there are two or more Rover Mates, one may be elected half-yearly, annually, or biennially, as Senior Rover Mate by the Crew with the approval of the R.S.L.
- (3) Rover Mates and Senior Rover Mates wear uniform as in Rule 288, and badges as in Rules 318 and 319.

Seconds

260.

- (1) A Rover Second is selected by the Rover Mate to assist him or is elected half-yearly, annually, or biennially, by the Crew with the approval of the R.S.L.
- (2) Rover Seconds wear uniform as in Rule 288, and badges as in Rule 317.

Court of Honour and internal administration

261.

- (1) Where the size of the Crew renders it desirable, a Court of Honour may be formed, similar in composition to that of the Troop, to deal with internal matters of discipline and administration, including the expenditure of Crew funds as defined in Rule 209.
- (2) Otherwise, such matters will be dealt with by the Crew itself, subject, however to Rule 251

THE ROVER SQUIRE

Conditions of admission to Crew

262. Before a young man is admitted by the R.S.L. to a Crew, the following conditions must be observed:--

- (1) He must be approved by the G.S.M. and by the Crew.
- (2) He must either be recommended by the S.M. as a Scout who is trying to act up to his Scout obligations, including the doing of good turns, or if not previously a Scout, he must be willing to learn practical Scouting, pursue the open-air life, and accept the way of life set forth in the Scout Promise and Law.
- (3) The age for admission to a Crew is necessarily dependent on the physical and mental development of a boy in his progress to manhood. He must be at least 17 years of age.

263. On admission to a Crew, he is known as a Rover Squire until such time as he can be invested as a Rover.

Training as a Rover Squire

264. Before a Rover Squire can be invested as a Rover he must have fulfilled the following conditions to the satisfaction of the R.S.L. and the Crew:--

- (1) Have read and studied, "Scouting for Boys" and "Rovering to Success."
- (2) Have studied and understood the Scout Promise and Scout Law as they concern Rovers, and by applying them in a spirit of unselfish service to life in general.
- (3) Have sufficient knowledge to train a boy of Scout age in the Tenderfoot tests.
- (4) Have undergone such period of probation as the G.S.M., R.S.L. and Crew may require.

Uniform and badges

265.

- (1) Rover Squires who have been Scouts, wear uniform as in Rule 287, and badges as in Rule 315.
- (2) A Rover Squire who has not been a Scout and who wishes to wear uniform and badges, as in (1) above, must pass the Tenderfoot test, make the Scout Promise, and be invested as a Scout in accordance with Rules 243 and 245.

THE ROVER

Age

266. No one who is under 17 years of age may be invested as a Rover, while it may be desirable to wait until the age of 18 has been attained before investiture.

Investiture

267. Some process of self-examination (in the form a vigil or otherwise) and an investiture, during which he will make or reaffirm the Scout Promise, are essential to emphasize the fact that as a Rover he is undertaking certain definite responsibilities. The degree of ceremony used in the vigil and the investiture will vary, and this must depend upon the wishes of the Crew and of the individual to be invested.

Training - ideals

268. The Rover is expected to adopt and be governed by the following principles:--

- (1) His promise of Duty to God, through a conscientious effort to develop his own spiritual life, and through the practice of his religion.
- (2) His promise of his duty to the King, through an earnest endeavor to secure a proper knowledge of the Government of his Country, and to perform his duty as a Citizen.

- (3) His promise of Duty to his Neighbors, through a logical development of the Scout Good Turn, after proper preparation and training, into some form of effective service to the community. In doing so he is asked to realise that his first service is to establish himself in life, and to make every endeavor to consolidate his position so that he is not a burden on others, or on the State.
- (4) His promise to Obey the Scout Law by adopting it as an ideal to be expressed in his actions, and in goodwill, fellowship, and clean living.

Training - Practical

269. Within a period of three years from his Investiture, the Rover is expected to aim at qualifying himself in the following to the satisfaction of the R.S.L. and Crew:--
- (1) Have a working knowledge of the matters dealt with in Chapter III of "Scouting for Boys" (Camp Life) with special reference to:
 - The normal requirements in regard to personal and camping kit, both for a week-end and a week's hike or cruise.
 - The general regulations affecting camping and hiking.
 - The use and care of an axe, both hand-axe and felling axe if possible.
 - The use of and ability to make, the following knots in addition to the Tenderfoot Knots: Bowline on a bight; fisherman's bend or hitch; man harness knot; marlinspike or lever hitch; rolling hitch; timber hitch.
 - The use and making of the following lashings: Square, diagonal, sheer or round, figure of eight.
 - The use or making of the following splices: Back or end, eye, short.
 - Hike and camp cookery, the storage of food in camp or on hike, the disposal of refuse in camp, and the supply of hike rations suitable for hikes of both a week-end and a week's duration.
 - (2) Participate in hiking, camping and pioneering practices, or in sailing expeditions and cruises, with the Crew.
 - (3) Hike - on foot - over a distance of at least 16 miles, spending one night out under cover improvised by himself, or carried on his back, and submit a report of the hike, paying particular attention to a subject such as: Antiquities; Life and Labour; Nature Lore. The report should include sketch maps of any important parts of the route.
 - (4) Swim a distance of 100 yards.
 - (5) Practice the care of his own health in matters of cleanliness, fresh air, exercise, food and clothing; feel the importance of his own and other people's interest of keeping physically fit, and recognise the necessity of keeping morally, as well as physically clean.
 - (6) Qualify in the St John, St Andrew's or Red Cross Senior Course, or for the Bronze Medallion of the Royal Life Saving Society, or for the Durham and Northumberland Mines Safety Badge.
 - (7) Have a general knowledge of the rights and obligations of citizenship, and a working knowledge of the local government of the area in which he lives, with special regard to finance, education, health services, public assistance, roads, regional planning, police, local authorities undertakings; have some practical knowledge of his local Council (personnel, elections, what they do and how they work), so that he may understand and be capable of exercising his responsibilities as a citizen.
 - (8) Recruit a Rover Squire.
270. A Rover who has qualified in the aims under Rule 269 may wear across the end of his shoulder straps a strip of red cloth not more than ¼ inch in width.

271. After qualifying under Rule 269, the Rover is expected to continue his training and activities along such of the following lines as he selects for himself:--
- (1) Advanced campcraft.
 - (2) Advance boatwork.
 - (3) Advanced pioneering.
 - (4) Rambler's badge (Rule 511)
 - (5) Rover Instructor badge (Rule 510)
 - (6) "Scoutmastership" with a view to serving as a Scouter, and so returning to Scouting something of what he has received from it.
 - (7) The study and practice of any of the subjects or activities mentioned on page 227 of "Rovering to Success."
 - (8) The study of the Constitution and Government of his country.
 - (9) The study of the relations of the various countries and peoples which compose the Commonwealth of British Nations, and of International relationships.
 - (10) The study of the history and organisation of World-wide Scouting and Guiding, This study should be amplified by correspondence with Scouts in other countries, and, when possible, by carrying out camps and hikes abroad and by studying the Scout literature of other countries.

Rovers and warranted rank

272. A Rover may take up a warrant without ceasing to be a Rover, but his duties as a Scouter must come first. The possession of a warrant will not give him any precedence as a Rover.

Retirement

273. If occupation, age or other circumstances, prevent a Rover from taking an active part as a member of his Crew and from pursuing the aims mentioned in Rules 269 and 271, he can become an Old Scout.

Uniform and badges

274. Rovers wear uniform as in Rule 288, and badges as in Rule 316.

THE OLD SCOUT BRANCH (GROUP)

Purpose

- 274A. The purpose of the Old Scout Branch is to give its members a feeling of continued possession in the Group and to utilize their services for the support, development, and welfare, of the Group and its traditions.

Formation, etc.

274B.

- (1) An Old Scout Branch may be formed in connection with a Group by procedure similar to that laid down in Rule 194 for the addition of a Section to a Group.
- (2) The Old Scout Branch is, however, distinct from the three Sections of the Group, and Rules 197-211 do not apply to it except where specifically stated.

It must be entirely self-supporting, and its funds and finances must be kept separate from those of the Group.

- (3) The Old Scout Branch of a Group may be disbanded by procedure similar to that laid down in Rule 195 for the disbandment of a Section.

- (4) The provisions of Rule 196 apply in cases of refusal to approve formation of, or decisions to disband, an Old Scout Branch.

Members ex-officio

274C. All Scouters of the Group whilst holding warrants as such are ex-officio members of the Group Old Scout Branch.

Registration of Old Scouts

274D. The Old Scout Branch of a Group may at its discretion, but subject to the approval of the D.C., register annually as an Old Scout any former member of the Group qualified in accordance with Rule 274G and 274H; and similarly, may at any time remove the name of any person from the register.

Precautions and reports

274E. The Old Scout Branch and the D.C. in making any decision under Rule 274 must adopt the precautions required by Rules 72 and 73, and must report to I.H.Q. through the C.C. any case in which it appears that it is undesirable that any person should become or remain a member of the Movement.

THE OLD SCOUT

Registration

274F.

- (1) An Old Scout is a person who is so registered either by the Old Scout Branch of a L.A.
- (2) Registration as an Old Scout is only valid for twelve months and must be renewed each year.

Qualifications

274G. The following are eligible for registration as Old Scouts:--

- (1) As Associate Members. Any Scout leaving the Troop at or over the age of 16 for a reason certified as valid by the Group Council.
- (2) As Members. Any person of 18 years of age or over who was formerly a Scout member of a registered Group or was himself formerly registered as a Lone Scout, Lone Rover, or Deep Sea Scout.

274H. The following are eligible for registration as Old Scouts:--

- (1) A desire to live as a man in accordance with the Aims and Basis of the Association (Rule 1).
- (2) The making or re-affirmation of the Scout Promise.
- (3) A continued interest, as active as possible, in the Scout work of the Group or L.A.

Uniform and badges

274I. Old Scouts may wear uniform as in Rule 298A, and badges as in Rule 325A.

Part VII UNIFORM

GENERAL

Uniform described

275. The correct uniform to be worn by Scouts, Scouters, Non-executive and Honourary ranks, and Old Scouts, as also by members of the Girl Guides Association in certain cases when helping with Scout Groups, is described under the various headings in this part of P.O.R.

The badges of rank to be worn are set out in Part VIII.

276. No alteration may be made in the uniform as described, nor any addition to it, with the exception of authorised badges and decorations and certain articles as set out in various rules below.

Bright metal buttons, unauthorised badges, fancy decorations, and personal adornments must not be displayed.

Public Occasions

277. Whenever uniform is worn in public, it must be correct and complete.

Camp

278. Members of the Movement may, at the discretion of the Scouter in charge, wear any convenient clothing in camp, but whenever they appear in public outside the camp limits, they must be in proper uniform.

279.

(1) Similar scarves must be worn by all members of a Group.

(2) The colour and design of Group scarves will be chosen by the G.S.M. in consultation with the Group Council, subject to the approval of the L.A. and D.C. who will arrange that as far as possible, no two Groups in the same L.A. shall have scarves of the same colour and design.

Kilt

280. The following persons other than ladies, may wear the kilt with a plain leather sporran:--

(1) Any person holding any rank in the Movement in Scotland.

(2) Elsewhere than in Scotland, the members of any Section of a Group or of the Old Scout Branch of a Group, provided they all wear the kilt, and that all members of the Group are of Scottish descent - i.e., have at least one grandparent of pure Scottish blood.

(3) Persons qualified as under (1) or (2) in respect of service in Ireland or Irish descent.

CUBS

Essential Articles

281.

(1) A Cub wears uniform as follows, with the appropriate badges of rank described in Rules 307-310.

Cap. Green, with yellow piping, with cloth Wolf's head badge in front.

Scarf. Of the Group colour, worn with a Group ring (of one pattern, other than Gilwell) or a loose knot at throat.

Jersey Dark blue, khaki, green, or grey; sleeves down or rolled up, at the discretion of the C.M.

Stockings Any plain colour; worn turned down below the knee, with green tabbed garter showing outside.

Boots or shoes. Brown or Black.

Shoulder Patch. Small triangular patch of cloth (the colour of the Six) sewn at the top of the left sleeve, immediately below the shoulder, with point upwards.

Shoulder Badge. Indicating the Group, worn on right shoulder or on both, according to the custom of the Group.

County and other emblem. If and as authorised under Rules 342-345.

- (2) In tropical climates, Cubs may wear their national head-dress or a white, grey or green soft felt hat with the Wolf's head badge in front, and a shirt, of a colour different from that of the Troop shirt, in place of a jersey.

Optional articles

282. The following optional articles may be carried on appropriate conditions:--

Haversack (worn on the back, and not at the side) or small rucksack.

Overcoat, mackintosh, or jacket. Bright colours or loud patterns are not allowed.

SCOUTS

Essential articles

283. A Scout wears uniform as follows, with the appropriate badges of rank described in Rules 311-314

Hat. Khaki (four dents), flat brim, leather band round crown, and lace worn at back of head and tied in front on the brim of the hat.

Scarf. Of the Group colour, worn with a Group ring (of one pattern, other than Gilwell) or with a loose knot at the throat.

Shirt. Dark blue, khaki, green, or grey, with two patch pockets (buttoned), and shoulder straps optional; or a jersey or sweater of the same colours.

Shorts. Dark blue, khaki or grey.

Belt. Brown leather or web.

Stockings. Any plain colour; worn turned down below knee with green tabbed garter showing on outside.

Boots or shoes. Brown or black.

Shoulder knot. Llama braid six inches long, half an inch wide, of Patrol colours, on left shoulder.

Shoulder badge. Indicating the Group; worn on right shoulder or on both, according to the custom of the Group.

County and other emblem. If and as authorised under Rules 342-345.

Staff. Every Scout including a Sea Scout, should be equipped with a natural wood staff, marked in feet and inches, to be carried on all appropriate occasions.

Optional Articles

284. The following optional articles may also be worn:--

Haversack. (worn on the back, and not at the side) or ruc-sac.

Lanyard. To carry whistle or knife.

Knife. Carried on the belt.

Handaxe. Carried on the belt, but only on appropriate occasions.

Cord. A length of cord may be carried on the belt.

Overcoat, mackintosh, or jacket. Bright colours or loud patterns are not allowed.

Sea Scouts

285. Sea Scouts wear Scout uniform as in Rules 283-284 but with the following differences:--
- Cap. Bluejackets Cap (with white cover from 1st May to 30th September) with ribbon inscribed "Sea Scouts" or, if desired, in the case of Groups operating on inland waters, "Boy Scouts."
 - Shirt or jersey. Dark blue. Jerseys with the words "Sea Scouts" in white letters across the chest; or shirts or jerseys with an anchor badge on the right breast. Groups wearing the word "Boy Scouts" on cap ribbons will wear a blue jersey or shirt, without the words, "Sea Scouts" but with an anchor badge in either case.
 - Shorts. Dark blue.
 - Boots or shoes. Black or Brown.
286. Whilst fishing or boating in bad or cold weather, there is no objection to Sea Scouts wearing trousers, but on shore and on ordinary occasions shorts are to be worn, and no Sea Scout may wear trousers with his uniform except in the special circumstances mentioned. The wearing of such articles of clothing a bluejacket's jumper is not permitted. Waterproofs or oilskins and sou'westers may be worn at the discretion of the S.M.

ROVERS

Rover Squire

287. A Rover Squire who has been invested as a Scout either on joining the Troop or in accordance with Rule 265 (ii) wears uniform as for a Scout (or Sea Scout, in the case of Sea Scout Groups) as described in Rules 283-286, but the shoulder knot will be green and yellow.

Rover

288. A Rover wears uniform as for a Scout, as described in Rules 283-286, but with the following differences:--
- Shoulder knot. Red, yellow and green.
 - Garter tabs. Red.
 - Thumbstick. In place of staff.

Rover Sea Scouts

289. Rover Sea Scouts wear uniform as for a Sea Scout, as described in Rules 285-286, but with the following differences:--
- Cap. With ribbon inscribed "Rover Sea Scouts" or if desired, in the case of Groups operating on inland waters, the words "Rover Scout."
 - Shoulder Knot. Red, Yellow and Green.
 - Garter tabs. Red.
 - Thumbstick. In place of staff.
 - Special scarves.
290. The Rovers a L.A., when meeting together as in Rule 257, may, with the approval of the D.C and L.A., wear a special scarf; if an emblem is desired on the scarf, it must be approved in accordance with Rules 342-345.

SCOUTERS

Uniform described

291. All Scouters, except as provided in subsequent rules under this heading, wear uniform as for Scout, as described in Rules 283-284, but with the following differences:--
- (1) The shoulder knot, if any, will be of the colour appropriate to the rank, as laid down in Part VIII.
 - (2) D.R.S.Ls, R.S.Ls. and A.R.S.Ls. wear red garter tabs instead of green.
 - (3) A walking stick or thumbstick will normally be carried instead of a staff.
292. The following additional differences are also permitted:--
- (1) In place of shorts, shirt and scarf, there be substituted, if desired, khaki shorts, khaki tunic with or without a belt of the same material, khaki shirt and collar, and green tie.
 - (2) Breeches with stockings or leather leggings are permissible, but not desirable.

Scarves

293. Scouters, other than Group Scouters, may wear any of the following scarves:--
- (1) The scarf of the Group to which they belong.
 - (2) A scarf of "Scout" green.
 - (3) The special Gilwell scarf, if entitled to it.
294. Group Scouters, when not with or representing their Group, may wear the Gilwell scarf, if entitled to it.

Sea Scouters

295. Sea Scouters, and persons holding Non-executive or Honorary rank in Sea Scout Groups, including those in Packs, wear uniform as for Sea Scout, as described in Rules 285-286, but with the following differences:--
- (1) A blue peak cap with black band (white cover from 1st May to 30th September) is worn.
 - (2) A blue serge double breasted coat with horn buttons may be added, in which case, a white or blue shirt and collar will be worn with a green tie instead of a scarf.
 - (3) The shoulder knot will be of the colour appropriate to the rank, as laid down in Part VIII.
 - (4) A walking stick or thumbstick may be carried on appropriate occasions instead of a staff.

Ladies

296. The following is the uniform for ladies:--
- Scoutmaster's hat (four dents)
 - Any one of the following in khaki in khaki, green, blue or grey:--
 - Coat, with or without belt of same material, skirt and shirt of the same colour.
 - Shirt or jersey, and skirt, with Scout belt.
 - One piece frock with Scout belt.
 - Scarf, as in Rules 293-294, or green tie.
 - Brown or black shoes.
 - Shoulder badge, in the case of Group Scouters, indicating the Group, on right shoulder or on both, according to the custom of the Group.
 - County and other emblem, if, and as authorised under Rules 342-345.
 - Reference should be made to the pamphlet "Notes for Women Scouters," obtainable from I.H.Q., free of charge.
297. The following items are optional for ladies:--
- Stick or tumbstick.
 - Plain overcoat or mackintosh.
 - Lanyard to carry whistle.
 - Haversack or ruc-sac.
 - Knife.

NON-EXECUTIVE AND HONORARY RANKS

298. Persons holding Non-executive or Honorary rank wear uniform as for Scouter, as described in Rules 291-292. The scarf will be as in Rule 283 or 294.

OLD SCOUTS

Uniform

298A. (1) Old Scouts wear uniform as for Scouters as described in Rules 291-295, but without shoulder knot.
(2) Those who have been invested as Rovers may wear red garter tabs instead of green.

GUIDES AND GUIDERS

Guide uniform

299. A Guide or Ranger helping with a Pack may be given permission by the Captain of the Guide Company to wear a Guide uniform, when so helping. The badge described in Rule 25 (ii) may also be worn.

Uniform as Scouters

300. A Ranger or Cadet Ranger who is granted a warrant as a Scouter will wear uniform as in Rules 296-297, with the appropriate badges of rank under Part VIII.

301.

- (1) A Guider who is also a Scouter may wear her blue coat and skirt or overall with the appropriate hat, badge, and scarf or green tie, for all Scout functions.
- (2) In the case of a warranted Guider, Guide uniform should be worn at Guide functions.

PART VIII BADGES OF RANK

GENERAL

Property to be retained by L.A.

302.

- (1) Many of the badges described in this Part incorporate the Wolf's head or the Arrowhead and/or the words "Boy Scouts" and are accordingly protected, as in Rule 23.
- (2) It is most desirable that, in order to be able to remove such badges on the resignation or dismissal of any Scout or Old Scout, the L.A. should retain the property of them, by not selling them to any Scout or Old Scout, but lending them to him during his tenure of the rank in question.

How obtained and issued

303. Badges of rank are obtained from I.H.Q. and issued as follows:--

- (1) For Scouts. By the L.A. Secretary on the recommendation of the Scoutmaster.
- (2) For Scouters and Non-executive and Honorary ranks. By the Secretary of the L.A. or County as the case may be. He will only issue them after the warrant has been granted by I.H.Q. or, in the case of Non-executive and Honorary ranks, when the appointment was made.
- (3) For Old Scouts. By the L.A. Secretary on the recommendation of the Secretary of the Old Scout Branch.

General badges for Scouters, etc.

304.

- (1) Scouters and persons holding Non-executive or Honorary rank, who have made the Scout Promise in accordance with Rules 6-7 may, if they desire, wear, in uniform, the arrowhead badge, as in Rule 311 (1) or alternatively, in the case of those connected with the Cub section of the Movement, the Wolf's head badge, as in Rule 307 (1).
- (2) Similarly, they may, if they desire, wear in ordinary clothes, in the place of any other badge, a small Arrowhead badge in bronze or alternatively, if connected with the Cub section of the Movement, the Wolf's head badge, as described in Rules 311(2) and 307 (2), respectively.

305. Any Scouter or person holding Non-executive or Honorary rank, irrespective of rank, may, if he desires, wear in ordinary clothes, in the place of any other badge, a small buttonhole Arrowhead badge in bronze or alternatively, if connected with the Cub section of the Movement, a bronze Wolf's head badge, both these badges being without the words "Boy Scouts."

306.

- (1) The badges of two or more ranks may not be worn at the same time.
- (2) The uniform and badges of warranted rank, being the sign of the Chief Scout's confidence and trust, will be worn by a Scouter on all occasions when in uniform, in preference to those of any other rank he may hold in the Movement.
- (3) No part of the Rover uniform and no Rover badges may be worn with, or added to, the uniform of a Scouter, except that a Scouter (other than a Commissioner) who is also a Rover may, if he so desire, wear at all times with his uniform as a Scouter, except on a tunic, the green shoulder straps described in Rule 316 (1). A person holding Non-executive or Honorary rank who is also a Rover may similarly wear green shoulder straps.

- (4) A Scouter who holds more than one warranted rank will wear the uniform and badges appropriate to the particular occasion, but where this is not practicable, the uniform and badges of the senior rank will be worn.

CUBS

The Cub Badge

307. A Cub wears the following badges:--

- (1) In uniform. A Cloth badge with a Wolf's head and the words "Boy Scouts" below, worn on the front of the cap and on the left breast of the jersey.
- (2) In ordinary clothes. A brass buttonhole form of the same badge.

Second

308. A second wears badges as for Cub, and in addition, in uniform, one armlet of yellow llama braid, half an inch wide, above the left elbow.

Sixer

309. A Sixer wears badges as for Cubs, but:--

- (1) In uniform. He wears badges as for Cub, and, in addition, two yellow armlets as described in Rule 308.
- (2) In ordinary clothes. A buttonhole badge similar to that described in Rule 307 (2), but in white metal.

Senior Sixer

310. A Senior Sixer wears badges as for a Sixer, but with three yellow armlets.

SCOUTS

The Scout Badge

311. A Scout wears the following badges:--

- (1) In uniform. A cloth badge with an Arrowhead and the words "Boy Scouts" below, worn on the centre of the left-hand pocket of the shirt or in the corresponding position on a jersey.
- (2) In ordinary clothes. A brass buttonhole form of the same badge.

Second

312. A Second wears badges as for a Scout, and, in addition, in uniform, one white llama braid vertical stripe, three inches long and half an inch wide, on the right-hand side of the Arrowhead badge.

Patrol Leader

313. A Patrol Leader wears badges as for a Scout, but:--

- (1) In uniform. He wears, in addition, in front of the hat, a white metal Arrowhead badge and scroll (or in the case of Sea Scout Patrol Leaders, an Arrowhead on cap ribbon between the words "Sea" and "Scouts"), and two white stripes, as in Rule 312, one on each side of the Arrowhead badge.
- (2) In ordinary clothes. A buttonhole badge similar to that described in Rule 311 (2), but in white metal.

Troop Leader

314. A Troop Leader wears badges as for a Patrol Leader, but with a third white stripe under the Arrowhead badge.

ROVERS

Rover Squire

315. A Rover Squire who has been invested as a Scout, either on joining the Troop or in accordance with Rule 265 (ii), wears badges as for a Scout as described in Rule 311.

Rover

316. A Rover wears the following badges:--

- (1) In uniform. The cloth Arrowhead badge, as for Scout in Rule 311 (1), green shoulder straps with Scout badge, with the letters "R.S." superimposed, and a bar with "R.S." on the front of the hat.
- (2) In ordinary clothes. A white metal buttonhole Arrowhead badge with the words "Boy Scouts" below, and the letters "R.S." superimposed.

Second

317. A Second wears badges as for a Rover and, in addition, in uniform, one vertical red llama braid stripe, three inches long and half an inch wide, on the right-hand side of the Arrowhead badge.

Rover Mate

318. A Rover Mate wears badges as for Rover, and in addition, in uniform, a white metal Arrowhead badge in front of the hat (or in the case of Rover Sea Scout Mates, the Arrowhead in addition to the words "Rover Sea Scouts") and two red stripes, as in Rule 317, one on each side of the Arrowhead badge.

Senior Rover Mate

319. A Senior Rover Mate wears badges as for Rover Mate, but with the addition of a third red stripe under the Arrowhead badge.

SCOUTERS

Badges generally

320. Scouters wear badges of rank as follows:--

- (1) Hat badge. These are of three types, as shown in the illustrations.
 - Type C. Worn in front of hat.
 - Type S. Worn on left of hat.
 - Type R. Worn on left of hat.Sea Scouters (S. and R.) wear special cloth badges on the front of the cap.
- (2) Buttonhole badges. These are of four types, C., S., R., and N., as shown in the illustrations.
- (3) Shoulder knot. Worn by certain Group Scouters only, as in Rule 322.
- (4) Shoulder straps. The Rover shoulder straps described in Rule 316 (1) are worn (but not on tunics) by D.R.S.Ls., R.S.Ls., and A.R.S.Ls. only. See also Rule 306 (iii).

Buttonhole badges

321. The buttonhole badges (including those made in pin or brooch form) referred to in the previous rule are primarily intended for wear in ordinary clothes, unless the badges described in Rules 304 (ii) or 305 are worn, but they may, if desired, be worn in uniform where no cloth badge is worn under Rule 304 (i).

Details of Ranks

322. The following are the colours of hat badges, buttonhole badges and of shoulder knots (if any), of the different ranks of warranted Scouters:--

Rank of Scouter	Hat badge & buttonhole badge		Shoulder knot, Colour
	Type	Colour	
GROUP SCOUTERS			
A.C.M.	C	Red	--
C.M.	C	Green	--
A.S.M.	S	Red	Red
S.M.	S	Green	Green
A.R.S.L.	R	Red	Red, yellow and green
R.S.L.	R	Green	Red, yellow and green
G.S.M.	S	Green and White	White
DISTRICT SCOUTERS			
D.C.M.	C	White	--
D.S.M.	S	White	--
D.R.S.L.	R	White	Red, yellow and green
COMMISSIONERS: Hat badge of Type S with purple plume and buttonhole badge of Type N., in green, with letter "C" superimposed.			

NON-EXECUTIVE RANKS

Badges worn

323.

- (1) Non-executive ranks wear badges as described in the following rule.
- (2) These badges, except where otherwise specified, are of Type N., coloured according to the rank and with a letter superimposed.
- (3) They are made as buttonhole badges in metal, for use in ordinary clothes, and in cloth (except for L.A. Chairmen and Lady Worker) for wear in uniform on the centre of the left breast pocket or in the corresponding position on jerseys where no cloth badge is worn under Rule 304 (i).
- (4) Non-executive ranks may also wear badges, as in Rules 304 (ii) or 305.

324. The details of these badges are as follows:--

- (1) County Treasurer. Blue with letter "T."
- (2) County Secretary. Blue with letter "S." Also hat badge of Type S with blue and black plume.
- (3) L.A. Chairman. If granted rank in accordance with Rule 140 (iii) he may wear uniform, but no special badge is provided. If granted further rank as an Honorary Commissioner, and under the same rule, he will wear a badge as in Rule 325.
- (4) L.A. Treasurer. Red with letter T.
- (5) L.A. Secretary. Red with letter "S" Also hat badge of Type S with red and black plume.
- (6) Chaplain.

Metal form --- green with cross superimposed.

Cloth form --- yellow cross on green background, with Arrowhead superimposed.

There is an alternative design for Jewish Chaplains.

- (7) Instructor. Yellow with letter "I." Instructors in Sea Scout Groups wear a special form on the cap in uniform.
- (8) Examiner. Yellow with letter "E."
- (9) Surgeon. Badges, metal and cloth, of circular form with red cross on white ground and Arrowhead superimposed.
- (10) Lady Worker. A metal badge only, consisting of a silver arrowhead with blue enamel stars, worn on the left breast in uniform or ordinary clothes.

HONORARY RANKS

Badges worn
325.

- (1) Honorary ranks wear on the left breast when in uniform a cloth and silver badge of a type and colour appropriate to the rank, and shoulder knot (if any) as for the corresponding warranted rank.
- (2) They may also wear in ordinary clothes the buttonhole badge as for the corresponding warranted rank.
- (3) They may also wear badges, as in Rules 304-305.

OLD SCOUTS

Badges worn

325A. An Old Scout may wear, in uniform or ordinary clothes, the Old Scout badge, or badges as for Scout in Rule 311; or if previously a Rover, badges as in Rule 316.

PART IX GENERAL RULES

BANDS

326.

- (1) Bands, where such exist, must be so conducted as to avoid nuisance to the public and, in particular, must not play when passing churches, hospitals, or any house where illness is known to be. They must not play after 9:00 PM in the streets, and bugle practice must not be carried out in open places within 600 yards of houses.
- (2) Bands are not permitted for Cubs.

BOATING AND BATHING

327. No Scouter or other person in charge for the time being shall allow any Scout to take part in boating without first considering carefully all of the conditions, and in particular having satisfied himself:--

- (1) That the Scout can swim 50 yards in shirt, shorts, and stockings. This precaution is unnecessary in the case of lakes and streams where it is known that there is no danger and that the depth of the water nowhere exceeds three and a half feet.
- (2) That, in addition, if sailing, the boat is under the charge of a professional sailor or other experienced person.

Sea Scouts

328. The following rules, in addition to those in Rule 327, apply to Sea Scouts and Rover Sea Scouts, and where boating is part of their training, to Scouts and Rovers:--

- (1) No boat shall be taken over for use until the "Charge Certificate" issued for this purpose has been completed. Boat certificates must be renewed each year.
- (2) No boat shall be used for training unless properly manned and in charge of a person possessing the "Charge Certificate" issued for the purpose or otherwise authorised by the Sea Scout Committee of the L.A. Charge Certificate forms can be obtained from I.H.Q.
Examiners for "Charge Certificates" must be nominated by the Sea Scout Committee and approved by the L.A. and D.C.
- (3) No Sea Scout or Rover Sea Scout shall form part of the crew of any rowing boat until he can swim 50 yards with clothes on (shirt, shorts, and stockings, as a minimum), or form part of the crew of a sailing boat until he has also passed for the Oarsman badge.

Scouts bathing

329.

- (1) No Scout shall be allowed to bathe except under the personal supervision of the Scouter in charge of the party or some responsible adult appointed by him for the purpose. The safety of the place must have been previously ascertained and all reasonable precautions must be taken, including the provision of a life line.
- (2) A picket of two good swimmers, preferably those with the Rescuer badge, must be on duty (undressed) with great coats on, in a boat or on shore as the circumstances may demand, ready to help any boy in distress. The picket itself may not bathe until the others have left the water.
- (3) This rule does not apply to bathing in properly supervised swimming baths. The precautions set out in this rule may also be modified to a reasonable extent where the

Scouter in charge has previously ascertained that the whole of the water is shallow, and that no possible danger exists or can exist.

Rovers

330. Rovers must exercise all reasonable precautions in both boating and bathing, and where a number of Rovers are bathing together the above precautions must be taken.

Cubs

331. Cubs may boat or bathe, subject to the precautions set out above in Rules 327 and 329.

CAMPS

Scouters are recommended to read "Camping Standards," price 3d. from I.H.Q. (Equipment Dept.) C.Ms. are also recommended to read "Camping for Cubs," price 1/- from I.H.Q. (Equipment Dept.) 332.

- (1) No Scouts may camp without the previous permission of their D.C.
- (2) Only in exceptional circumstances, and with the previous permission of their D.C., may Cubs be allowed to camp with Scouts.

Notification

333. When Scouts propose to camp outside their own District, at least 21 days notice of the summer camp or 14 days' notice of other camps must be given (Forms P.C. 1 and PC. 2 being used) by the Scouter in charge to his D.C., who will inform the Secretary of the County to be visited, who in turn, will inform the D.C. concerned. The D.C. of any District in which a camp takes place has control under Rule 125 (8).

Permits - hiking

334. Parties of Scouts or Rovers trekking or hiking through one or more Counties should give similar notice, stating approximate dates. If Scouts or Rovers intend to visit a site frequently at weekends, a general notice should be given at the beginning of the season.

Notification - addressing

335. If, in any case, the name and address of the County Secretary are not known, the D.C. can address the notice:--

The County Secretary for.....,
Imperial Headquarters

Whence it will be forwarded by next post.

Permit cards

336. To facilitate the holding of week end Patrol camps, and the arranging of treks and hikes, when the use of Forms P.C.1 and P.C.2 is impossible, appropriate permit cards can be used, and these cards can be obtained free by D.Cs. from I.H.Q.
337. Short-camp permit cards which are issued free to D.Cs. are only available for camps of not more than two night's duration, but D.Cs. can authorise their use at Easter, Whitsun, and August Bank Holidays for four nights. D.Cs. must only issue these cards to G.S.Ms. of Groups whose of camping capabilities they are completely satisfied and G.S.Ms. must use the same discretion in issuing the cards to Patrol Leaders. The D.C. is not relieved of his responsibility as to these camps.

A Rover hike permit card can be used in the same way.

Foreign visits

338.

- (1) Scouts proposing to camp or travel abroad in uniform must first obtain the sanction of I.H.Q.; the application must be accompanied by a recommendation from the D.C.
- (2) Sanction will not be given to Cubs to camp abroad or, save in exceptional circumstances, to travel abroad.
- (3) Invitations to foreign Scouts to visit or camp in the British Isles must not be issued until sanction has been obtained from I.H.Q.

Bedding

339. Enough sleeping bags or blankets must be provided to enable each Scout to make a separate bed.

Raiding

340. Camp raiding is strictly prohibited.

Cubs

341. The following rules, additional to those in Rules 332-333, 335 and 338-340, apply in the case of camps for Cubs:--

- (1) Some form of clean, permanent shelter, or a weatherproof marquee, large enough to accommodate all the Cubs in camp in case of wet weather, must be available.
- (2) In normal circumstances there should be at least one adult for every six Cubs in camp. In no circumstances should a camp be held with less than two adults.
- (3) In the case of a C.M. or A.C.M. wishing to take Cubs to camp for the first time, or after an adverse report has been received on a previous camp, the preliminary permission of the D.C. should be sought at least three months before the proposed commencement of the camp and before any intimation of the camp has been given to either Cubs or parents.

Old Scouts

341A. Old Scouts camping in uniform must comply with Rules 332-340.

EMBLEMS

Approval required

342. No emblem may be worn on uniform unless it has been approved by I.H.Q. in accordance with the following rules.

Types approved

343. The following may be approved:--

- (1) National. In special cases.
- (2) County.
- (3) LA.
- (4) Group.
- (5) Rover. To be worn on special scarves under Rule 290.

Conditions of approval

344. Approval will only be given subject to the following conditions:--

- (1) Application must be submitted through the normal channels of communication and not direct to I.H.Q.
- (2) A drawing or specimen of the design (which will not be returned) must be submitted, together with a statement of the approval of the C.C.
- (3) In the case of Rover emblems and Group emblems the approval of the L.A. and D.C. is also necessary.

- (4) The design must be emblematic in character, e.g., the title of a Group or the name or initials of an individual are not admissible.
- (5) The design must not exceed two inches in length or breadth.
- (6) A specimen of the emblem when made must be sent to I.H.Q. for record.

Method of wear

345. An emblem, when approved, must be worn in one of the following places, as decided by the commissioner concerned;--
- (1) on the shoulder,
 - (2) on the right breast,
 - (3) on the point of the scarf,
- by all members of the unit for which it is approved.

FLAGS

Types sanctioned

346. Scouts can use any of the following: ---
- (1) The National flag. On land, the Union Flag, commonly called the Union Jack; at sea, the Red Ensign.
 - (2) Scout flags. Flags of any colour and design, bearing if desired, the Scout badge and the name of the Group.
 - (3) Patrol flags.

Dedication

347. If flags are dedicated they must be treated with the greatest reverence at all times - for instance, it would not be correct to fly a dedicated Union Jack on a flagstaff in camp, or to move it uncased without an escort. Groups are advised to consider this carefully before undertaking the charge of dedicated flags.

Method of carrying

348. When large flags are carried, the flag-pole should be either sloped over the right shoulder, the flag gathered in, or, when marching past, held vertical in the carrier, the flag flying free. Reference should be made to the leaflet, "Flag Carrying" obtainable from I.H.Q.

Lowering

- 349.
- (1) The flags described in Rule 346 (1) and (2) will be lowered to the King or the Queen, members of the Royal Family entitled to the prefix "Royal Highness," representatives of His Majesty in Dominions and Colonies, foreign Monarchs and Presidents of Republics.
 - (2) Such flags will not be lowered during the playing of the National Anthem unless one of the persons mentioned in (i) is present.
 - (3) Scout flags only will be lowered to the Chief Scout.

MARCHING

Precautions

- 350.
- (1) Parties of Scouts on the march must have responsible pickets at the head and rear.
 - (2) Such pickets at night must show a white light in front and a red light to the rear.

Mourning

351. Mourning for all members of the Association in uniform is a two-inch black crepe band worn round the left arm above the elbow.

SALUTES

Occasions

352. Salutes are given on the following occasions:--

- (1) As a greeting. Scouts, Scouters, persons holding Non-executive or Honorary rank, and Old Scouts, meeting for the first time in the day, salute each other. The first to see the other should be the first to salute, irrespective of rank. Scouts and Guides salute each other when in uniform.
- (2) As a token of respect. At the hoisting of the National Flag, at the playing of the National Anthem, to uncased colours, to Scout flags other than Patrol flags, and to funerals.
- (3) During the making or re-affirming of the Scout Promise. In this case, all Cubs present salute as in Rule 353 (i), and all other ranks give the Scout Sign as in Rule 353 (5), even if in church or on parade.

Methods

353. The following methods are the methods of saluting:--

- (1) Cubs salute as in figure 1.
- (2) All other ranks, except as in paragraph (3) salute as in figure 2, passing a stick or thumbstick into the left hand.
- (3) Scouts, when carrying staves, salute as in Figures 3 and 4.
- (4) If the hands are occupied, the salute is by turning the head and eyes to the right or left, as the case may be.
- (5) The Scout Sign (for use only in cases under Rule 352 (3) is given by raising the right hand level with the shoulder, palm to the front and fingers as in figure 2, but Scouts carrying staves use the left hand. The Scout sign is not used by Cubs.
- (6) The above salutes are used irrespective of whether the head is bare or covered.
- (7) In church, the salute is always by standing at the alert, except in Rule 352 (3).
- (8) On all parades, other than in church, the leader calls the Scouts to the alert and he alone salutes except as in Rule 352 (3).

SHOOTING

Precautions

354. G.S.Ms. must not allow members of their Groups to practise rifle shooting or shoot matches except on an officially approved range, and no shooting must ever take place except under the supervision of a competent adult who will be responsible that the range rules are strictly adhered to.

Firearms Certificate

355. Under the Firearms Act, 1920, application must be made by the person responsible to the chief officer of police of the district for a Firearms Certificate in respect of all rifles and ammunition.

THEATRES

Appearance of Scouts

356. Scouts or Old Scouts in uniform are not allowed to appear on the stages of theatres or music halls in public performances other than their own without the permission of I.H.Q., given through the D.C.

TOTEM POLES

357. A Pack is entitled to carry a Totem Pole.

PART X DECORATIONS AND AWARDS

DECORATIONS AUTHORISED

358. No badge, cord, chevron, or other decoration may be worn on Scout uniform, except:--

- (1) Those described elsewhere in POR.
- (2) Ribbons of the following: King's medals, war medals, decorations and orders, except when attending an Armistice Day Memorial Service, when such medals may be worn.
- (3) Ribbons of decorations conferred by foreign Governments; decorations conferred by foreign Scout associations.
- (4) The St. John and St Andrew's Ambulance badges (senior course); the badges (junior and senior) of the British Red Cross Society and of the Royal Life Saving Society; and the badge of the Coast Life Saving Corps. Worn on the right arm in the centre amongst the special proficiency badges.
- (5) The Life Saving medals or the Order of St John, of the Order of St Andrew, and of the Royal Humane Society. Worn on the right breast above the line of the pocket.
- (6) The brassards of the St. John Ambulance Association, and of the Coast Life Saving Corps. Worn on the left arm whilst serving either body respectively.
- (7) Any badge issued under the authority of a Secretary of State for work on munitions, service as a special constable or otherwise. Worn where authorised by the Secretary of State.
- (8) The membership badge of the Scouts' Friendly Society. Worn on the right breast above the line of the pocket.
- (9) Badges of recognised Temperance Societies. Worn on the right breast above the line of the pocket.

Description and background

359.

- (1) Service stars are of one type only in metal or cloth, but after the first year, figures from 2 upwards to indicate the number of years' service.
- (2) They are made with yellow, green, or red cloth background to indicate Cub, Scout, or Rover service, respectively.
- (3) They are worn with khaki or blue background by Scouters and persons holding Non-executive or Honorary rank.

360. Service stars are worn on the left breast pocket immediately above the pocket, or with jerseys, in a similar position.

Scouts

361. A Scout wears one star only to indicate his length of service in that Section of the Group in which he is still serving. It will have a background of the appropriate colour and will require to be changed on the completion of each year's service so as to show the correct figure.

Previous service as a Cub

362. A Scout who has previously been a Cub will continue to wear a star with yellow background and appropriate figure showing his total service as a Cub, in addition to the star with green background showing his Scout service.

Previous service as Scout or Cub

363. Similarly, a Rover will continue to wear a star with yellow background showing any Cub service and a star with green background showing any Scout service in addition to the star with red background showing his Rover service.

Scouters, etc.

364.

- (1) The wearing of a Service star by a Scouter, a person holding Non-executive or Honorary rank, or an Old Scout is optional.
- (2) If such a person desires to wear a Service star, he must wear one star only showing his whole period of service, both as a Scouter, or other such rank, and as Scout. This star will be worn with a background of khaki or blue as preferred, and will require to be changed each year to show the appropriate figure.
- (3) A special form of Service star without background may be worn for 25 years service.

Method of reckoning

365.

- (1) Service of more than one kind, performed at the same time, may only be counted for one star or background.
- (2) Service is reckoned, in the case of Scouts, from the date of investiture; in the case of Scouters, from the commencement of the probationary period; and other ranks from the date of appointment.

366. Where a year's service is composed of different kinds of service, not performed at the same time, but for different periods, that service which is performed for the longest period shall be reckoned as a complete year's service for the purpose of Service stars.

367.

- (1) The reckoning of service for the purpose of Service stars and the application of the above rules are generally not affected by any transfer.
- (2) Service with recognised foreign associations may be counted.
- (3) Service with the Girl Guides Association may be counted.

WOOD BADGE

Conditions of Award

368.

- (1) The Wood Badge is awarded to Scouters and persons holding Non-executive or Honorary rank who complete satisfactorily the respective courses of training outlined in the pamphlet "The Training of Scouters," in which are contained the full particulars as to the conditions governing the issue of the badge.
- (2) The Wood Badge remains the property of I.H.Q. and must be surrendered on demand.

Description

369.

- (1) The Wood Badge consists of facsimiles of two of the beads forming the necklace originally belonging to Chief Dinizulu which was captured by the Chief Scout during the Zulu War.
- (2) The Wood Badge worn by D.C.Cs. and Ak.Ls. is similar but with the addition of two extra beads.

Method of wear

370. The Wood Badge is worn in uniform on a leather bootlace round the neck.

THANKS BADGE

Description

371. The Thanks Badge is composed of an Arrowhead set in a frame bearing the words "Thanks Badge."

Scope

372. It is primarily intended for presentation to those who are not active Scouts or Scouters.

Conditions

373.

- (1) Subject to Rule 372, The Thanks Badge may be given by any Scout or Scouter, provided he first obtains the approval of the L.A. or D.C., to any person who does a Scout a good turn.
- (2) If the person to whom the badge is to be presented is connected with the Movement in another L.A. , the approval of that L.A. or D.C. must also first be obtained.

Effect

374. The holding of this badge does not confer membership of the Association.

Method of wear

375. The Thanks Badge is intended for wear in ordinary clothes and must not be worn with uniform.

"CORNWELL SCOUT" BADGE

Basis of award

376.

- (1) The "Cornwell Scout" Badge is an exceptional award in respect of pre-eminently high character and devotion to duty, together with great courage, endurance or gallantry.
- (2) A Certificate may be issued where the required standard for the badge is not attained.

Recommendation

377. Recommendation may be submitted through the usual channels, but only exceptional cases should be put forward, and normally only Scouts over the age of 14, or Rovers who have, in addition, an outstanding record of service and efficiency will be considered.

Further particulars

378. Further particulars may be obtained on application to I.H.Q.

Method of wear

379. The badge is worn in uniform on the right breast above the line of the pocket.

AWARDS FOR GALLANTRY

380.

- (1) Awards for Gallantry are granted at the discretion of I.H.Q. to Scouts, Scouters, persons holding Non-executive and Honorary ranks, and Old Scouts, and also to Groups in cases of joint action, on the recommendation of the L.A., D.C., and C.C., application being made on Form H.
- (2) In the case of an application for an award to a Commissioner, the recommendation will be made by the C.C. only.
- (3) Applications must incorporate a full account of the occurrence, with the evidence of eyewitnesses, wherever possible.
- (4) The application must not specify any grade of the award.

Grades

381. The following awards are granted:--

- (1) Bronze Cross. Red Ribbon
The highest possible award for gallantry, granted only for special heroism or extraordinary risk.
- (2) Silver Cross. Blue Ribbon
For gallantry with considerable risk.
- (3) Gilt Cross. Blue and red vertical ribbon.
For gallantry with moderate risk.
- (4) Bar. Bars to the above Crosses may be granted for additional acts of gallantry.
- (5) Certificate. In cases which do not justify the award of a Cross or Bar.
- (6) Letter of Commendation. In cases which do not justify the award of a Certificate.

Method of wear

382. Crosses are worn in uniform on the right breast above the line of the pocket, except where awarded to a Group jointly, in which case the Cross may be pinned to the Group flag.

Cloth emblems

383. Cloth emblems, with design of the colour of the ribbon, are issued with Crosses for wear in uniform in the same position on occasions when it is not convenient to wear the Cross itself.

Certificates of award

384. Certificates of Award are issued to accompany all Crosses and Bars.

AWARDS FOR MERITORIOUS ACTS

Application and issue

385. Awards for meritorious acts, not involving heroism or risk of life, are applied for, and are issued to the same classes of persons, and in the same manner, as laid down for Awards for Gallantry in Rule 380.

Grades

386. One of the following awards may be granted according to the circumstances of the case:--

- (1) Medal of Merit. Green Ribbon.
- (2) Bar to the Medal of Merit. Green ribbon.
- (3) Certificate of Merit.
- (4) Letter of Commendation.

Method of wear

387. The Medal of Merit is worn in uniform on the right breast above the line of the pocket, except where granted to a Group jointly, in which case, it may be pinned to the Group flag.

Cloth Emblem

388. The cloth emblem with the design in green is issued with the Medal for wear in uniform in a similar position on occasions when it is not convenient to wear the medal itself.

Certificate of Award

389. A Certificate of Award is issued to accompany the Medal of Merit.

AWARDS FOR GOOD SERVICES

Application and issue

390.

- (1) Awards for especially good work for the Movement are made to Scouters and persons holding Non-executive or Honorary rank at the discretion of I.H.Q., on the recommendation of the L.A. or its Chairman, the D.C. and C.C., application being made on Form I.
- (2) In the case of an application for an award to a Commissioner, the recommendation will be made by the C.C. only.
- (3) The application must contain a full statement of the work and must show, unless the case is an exceptional one, service of outstanding character in one of the categories mentioned in paragraph (i) for at least the period specified in Rule 391.

Grades

391. One of the following awards may be granted according to the circumstances of the case:--

- (1) Medal of Merit. Green ribbon.
At least seven year's service.
- (2) Bar. A Bar to the Medal of Merit may be awarded for not less than five year's additional service of similar character.
- (3) Certificate of Merit.
- (4) Letter of Commendation.

Method of wear, etc.

392. The conditions relating to the Medal of Merit for Good Service in respect of:--

- (1) Method of wear,
- (2) Cloth Emblem,
- (3) Certificate of Award

are the same as set out in Rules 387-389

SILVER ACORN AND SILVER WOLF

Conditions of grant

393.

- (1) The Silver Acorn is an award for specially distinguished services.
- (2) The Silver Wolf is an award for services of the most exceptional character, normally of national or international importance.
- (3) They are only granted at the discretion of the Chief Scout, but C.Cs. and Oversea Chief Scouts may submit recommendations to I.H.Q.
- (4) A list is published in "The Scouter" in connection with St. George's Day each year. Recommendations as above should be submitted so as to reach I.H.Q. not later than the end of February.

Method of wear

394.

- (1) The Silver Acorn is worn in uniform on a yellow ribbon on the right breast above the line of the pocket.
- (2) The Silver Wolf is worn in uniform as an order round the neck on a green and yellow ribbon.

Cloth emblem

395. Cloth emblems, with a design in yellow for the Silver Acorn and in green and yellow for the Silver Wolf, are issued for wear in uniform on the right breast above the line of the pocket on occasions when it is not convenient to wear the decoration itself.

PART XI MISCELLANEOUS

DEEP SEA SCOUTS

Enrollment

396.

- (1) Deep Sea Scouts and Adventurers are those who are members of the Royal Navy, the Merchant Navy, the Fishing Fleets, crews of ocean going yachts or of Sea Training Establishments. They are enrolled by I.H.Q. or by persons authorised by I.H.Q.; applications for enrollment should be sent through some Scouter or person holding Non-executive or Honorary rank, to whom the applicant is personally known.
- (2) Full particulars will be found in the pamphlet "Deep Sea Scouts; Rules and Organisation," obtainable from I.H.Q. without charge.

Uniform and badge

397. Deep Sea Scouts have a special badge, and may wear Scout or Sea Scout uniform with a special royal blue scarf. A staff will not be carried.

Warrants for Scouters

398. Warrants for Scouters, including A.C.Cs. and A.D.Cs., will be issued on lines similar to those laid down in Part III.

HANDICAPPED SCOUTS

399.

Handicapped Scouts are Scouts who are prevented by physical or mental handicaps from joining completely in the activities of normal Scouts: they are expected to pass the normal tests except where prevented from doing so by their disability, in which case they may pass the alternative tests approved by I.H.Q. They should form part of the normal organisation of Counties, Districts, etc.

SUPPORTERS' BADGE

400. Persons who are not Scouters, holders of Non-executive or Honorary rank or Old Scouts, e.g., associates of the Boy Scouts Association, Members of County Councils, members and associates of L.A., and other supporters of the Movement, may wear a miniature gold, or green and yellow enamel pin badge, obtainable direct from I.H.Q. (Equipment Dept.).
401. The possession of this badge does not of itself constitute membership of the Boy Scouts Association.

WAR SERVICE BADGES

402. Various Scouts and Scouters were awarded special badges in respect of Scout War Service during the period 1914-18. Those entitled to such badges may continue to wear them on uniform.

PART XII PROFICIENCY BADGES

GENERAL

Method of obtaining

403. Proficiency badges are obtained by L.A. Secretaries from I.H.Q. (Equipment Dept.) and issued by them to Scoutmasters on the recommendation of the examiner, as laid down in subsequent rules.

Protection

404. Most of these badges bear the words "Boy Scouts" though this is not shown in the illustrations. Such badges are accordingly protected as in Rule 23.

Method of examination

- 405.
- (1) The tests for these badges must, except where otherwise specified, be passed to the satisfaction of an independent and qualified Examiner appointed by the L.A. and D.C. under Rule 160.
 - (2) Where in any particular case opportunity may occur in camp or on some other special occasion for doing the practical part of any of the tests for the badges which by reason of the circumstances of the Group cannot be carried out in the course of its normal activities, the D.C. may at his discretion, authorise the Examiner to accept a certificate by the Scoutmaster in respect of certain specified parts of such tests.

Special tests

406. Special tests for physically or mentally defective boys are available on application to I.H.Q., through the D.C.

CUBS

General scheme

407. The general scheme of Cub proficiency badges is as follows:--
- (1) Two general proficiency badges - One Star Cub and Two Star Cub - the tests for which are set out in Rules 409 and 411, respectively.
 - (2) Twelve special proficiency badges for different subjects, the tests for which are set out in Rules 414 and 425. A Cub is allowed to win and wear not more than two special proficiency badges after he has gained the One Star badge.

Method of wear

408. Cub proficiency badges are worn on the right arm in parallel rows between the shoulder and elbow, except as follows:--
- (1) One Star is worn on the cap on the right of the Wolf's head badge.
 - (2) Two Star is worn on the cap on the left of the Wolf's head badge.

One Star Cub

409. Before awarding the First Star, the C.M. must satisfy himself that the Cub can re-pass his Tenderpad tests and pass the following tests:--
- (1) Know the composition of the Union Jack and the right way to fly it.
 - (2) Be able to tie the following knots, and know their uses: Reef knot and sheet bend.
 - (3) Turn a somersault. Leapfrog over another boy of the same size. Hop (not necessarily on the same foot) round a figure of eight course of approximately 25 yards. Throw a ball, first with the right hand, then with the left, so that a boy ten yards away catches it four times out of six. Catch a ball (either hand or both may be used) thrown to him from ten yards' distance four times out of six.

- (4) Skip with both feet together thirty times. (It must be done backward on the toes with the knees slightly bent all the time; the Cub must turn the rope himself.) Walk upright and with good carriage, carrying a weight on his head, for 20 yards.
- (5) Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose; and be carrying these things out in practice.
- (6) Be able to tell the time by the clock.
- (7) Recite the first and third verses of "God Save the King."
- (8) Clean a pair of boots or shoes, fold his clothes neatly, and satisfy his C.M. that he is doing his best to keep the Pack Den tidy and to leave no litter anywhere.
- (9) Have at least 3 months' satisfactory service as a Cub.

410. The First Star is granted by the L.A. on the recommendation of the C.M.

Two Star Cub

411. Before awarding the Second Star, the C.M. must satisfy himself that the Cub can re-pass his Tenderpad and One Star tests and pass the following tests:--

- (1) Know the alphabet in Morse or Semaphore, and be able to send and read simple words slowly. (If Semaphore is chosen, small flags may be desired; if Morse is chosen, flags should not be used.)
- (2) Use a compass to show a knowledge of the eight principal points.
- (3) Be able to tie the following knots and know their uses: Clove hitch and bowline.
- (4) Understand the meaning of thrift in all things and be carrying it out in practice.
- (5) Produce a satisfactory model or article made entirely by himself in wood, metal, cardboard, clay, plasticine or similar substance; or an article knitted or netted, woven or carved; or a set of at least eight sketches drawn by himself in colours (chalk or paint) of National flags, or animals, or flowers, with their names clearly written.
- (6) Lay and light a fire indoors. Run or cycle with a verbal message of not less than fifteen words, go by a certain route and deliver it correctly. Be able to use the telephone; or where telephones are non-existent, know where and how to ask for assistance in an emergency (Ambulance, Fire, Police).
- (7) Perform toe-touching and knee-bending exercises as shown in "The Wolf Cub's Handbook." Walk a plank 12 feet by 6 inches (the height of an ordinary table above the ground).
- (8) Show how to clean and tie up a cut finger, cover a scald or burn. Understand the danger of dirt in a scratch. Know the simple treatment for shock (not electric). Understand the necessity for summoning adult help.
- (9) Have at least 9 months' satisfactory service as a Cub.

412. The Second Star is granted by the L.A. on the recommendation of the C.M.

Grouping of Special Badges

413. The twelve special proficiency badges are divided into four groups, as follows:--

- (1) Character. Colour of badge - blue.
Collector. Observer. Gardener.
- (2) Handcraft. Colour of badge - yellow.
Artist. Homecraft. Toymaker.
- (3) Service. Colour of badge - red.
First Aider. Guide. House Orderly.
- (4) Physical Health. Colour of badge - green.
Athlete. Swimmer. Team Player.

Group 1 - Collector

414. Must 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. The nature of the collection should be chosen by the Cub. Suggestions are as follows: Stamps, postmarks, picture postcards, cigarette cards, fruit papers, match box tops, crests, coins, feathers, leaves or flowers. (For the purpose of the last two, photographic or carbon reproductions may be accepted.)

Or, Must keep a scrapbook diary of events, etc., for a period of at least three months.

Group 1 - Observer

415.

- (1) Have observed the appearance, and know something of the habits, of either:
 - i. Six animals, or
 - ii. Six birds.

Or know the names and appearance of either:--

- iii. Six spring flowers, six summer flowers and six autumn flowers, or
 - iv. Twelve trees or shrubs.
- (2) Find his way to an unknown spot, not more than 300 yards away, by following directions given to him by the examiner (either compass directions, or signs made on the ground, or landmarks, or a combination of these).
- (3) Must be able to play Kim's Game, nine objects out of twelve. (It is preferable to select variations of this game which are not used in the Troop).

Group 1 - Gardner

416.

- (1) Must care for a patch of garden of at least 16 square feet for at least three months.
- (2) Must be able to name at least four of the following common growing specimens:--
 - i. Trees or shrubs, or
 - ii. Flowers or vegetables.
- (3) Distinguish and name four common words, and be able to use the following tools: Spade, fork, hoe, trowel, rake.
- (4) With the help of seedsmen's catalogues or gardening magazines, make a scrapbook of not more than six pages, one page to each month, of either flowers or vegetables planted or flowering in that month. A minimum of twelve subjects to be shown.

In case of town Packs where patches of garden are impossible, the following alternatives can be taken in place of (1) and (3):--

- (5) Must care for a window-box for three months.
- (6) Must grow two of the following:--
 - i. A bulb in water, peat moss, sand, or soil.
 - ii. A chestnut or acorn in water, sand, peat moss, or soil.
 - iii. Mustard and cress, peas, or beans, on flannel.

Group 2 - Artist

417.

- (1) Must draw with pencil, brush, pen, or crayon an original illustration of any incident or character in a simple story (size not less than 7 by 5 inches.).
- (2) In addition, do two of the following:--
 - i. Draw from life or memory, in pen and ink or pencil, any animal or human being he has seen.
 - ii. Draw from nature a landscape or still-life group.

- iii. Keep a sketch book for a period of three months.
- iv. Illustrate a story by means of match-stick figures in a series of not less than four pictures.
- v. Make a simple greeting card, using pencil, brush, pen or crayon.

(Note.-The natural bent of the boy is to be encouraged in every way; the spirit and intention of the work to count as much as adherence to academic rules.)

Group 2 - Homecraft

418. Must thread a needle and sew on a button, and carry out any two of the following tests:--

- (1) Knit a useful article.
- (2) Make a piece of netting (to put over seeds, for a bag, etc.)
- (3) Work a design in cross-stitch on canvas.
- (4) Make a rug or mat on canvas or hessian.
- (5) Darn a hole in jersey or stocking, or mend a tear.
- (6) Wash and iron his scarf.
- (7) Make a basket.
- (8) Weave a useful article in raffia.

Group 2 - Toymaker

419. Make an article from odds and ends, such as fir-cones, clothes pegs, etc., and either a toy of reasonable size, such as a boat, engine, motor-car, doll or animal, or in reasonably correct proportions and colouring, a composite toy such as a farmyard, jungle, ark with animals, cottage with furniture, or station.

(Note.-An article presented for the Two Star Test (5) must not be admitted for any part of this badge.)

Group 3 - First Aider

420.

- (1) Know how to "clean-up" and treat a graze.
- (2) Be able to dress and bandage a hand and cut knee and put on a large arm sling correctly.
- (3) Know the treatment for stopping bleeding from the nose.
- (4) Know how to extinguish clothes that have caught fire; and how to treat minor burns and scalds.
- (5) Show that he understands the need for summoning help.
- (6) Know the simple treatment for shock (not electric).

Group 3 - Guide

421.

- (1) Be able to give clear directions to a stranger asking his way, well expressed and distinctly spoken; and be capable of doing so politely and promptly.
- (2) Know the whereabouts of the nearest police station or box, doctor, chemist, public telephone, fire alarm, railway station, petrol station, motor garage and hotel.
- (3) Know how to call for Fire, Police, Ambulance.
- (4) In towns: Know the number, if any, and at least two places each way on the route of the local buses or trams up to a maximum of four routes.

In country: Know the route of the local bus or buses.

Group 3 - House Orderly

422.

- (1) Make a good pot of tea, and fry or poach an egg.
- (2) Peel potatoes, and boil or fry them.
- (3) Make up a bed, wash up crockery, utensils, etc.

- (4) Clean windows and brasswork.
- (5) Sweep and dust a room, or scrub a table.

Group 4 - Athlete

423. These tests are divided into two classes, A and B. Class A is for Cubs from 8-10 years of age; B for those 10-12. The tests are of the same nature in both classes, but the standards are different.

(Note. - The average height of Cubs in Class A is 4 ft. 1 in. If a Cub in Class A is unusually developed (not only in height) he shall be judged in Class B.)

Class A.

Must be able:

- To sprint 50 yards in 10 seconds.
- To jump 2 ft 6 in. (high jump).
- To jump 6 ft. (long jump).
- To climb a tree at least 15 ft., or climb a rope at least 10 ft.
- To throw a cricket ball 20 yards, and catch one thrown from 10 yards.

Class B.

Must be able:

- To sprint 60 yards in 10 seconds.
- To jump 2 ft 8 in. (high jump).
- To jump 7 ft. 6 in. (long jump).
- To climb a tree at least 15 ft., or climb a rope at least 10 ft.
- To throw a cricket ball 30 yards, and catch one thrown from 15 yards.

Group 4 - Swimmer

424.

- (1) Must be able to swim 25 yards (any stroke).
- (2) Be able to float on back for 60 seconds in salt water or 30 seconds in fresh water, or tread water for two minutes in salt water or one minute in fresh water.
- (3) Swim on back for 15 yards (any stroke).
- (4) Be able to "ducks dive" (i.e., dive while standing in the water or swimming). Or (as alternative), perform a "honey-pot," (i.e., jump with arms clasped round knees) from a board, bank, or boat.

Group 4 - Team player

425. Must be a regular playing member of a properly organised team of football, rounders, cricket or some other organised game of a similar nature. (The team must be under the control of the C.M., the boy's schoolmaster, or other person approved by the C.M.) Must have played in at least six matches and must be specially recommended by his captain and by the person responsible for the team as being a keen, sportsmanlike player.

SCOUTS

General scheme

426. The general scheme of Scout proficiency badges is as follows:--

- (1) Two general proficiency badges - Second Class Scout and First Class Scout - the tests for which are set out in Rules 428 and 430, respectively.
- (2) 71 special proficiency badges for different subjects, the tests for which, in alphabetical order, are set out in Rules 437-507, but none of these badges may be worn until the Second Class has been gained.

- (3) Three additional proficiency badges, based on the holding of certain badges under (2) above - King's Scout, All Round Cords, and Bushman's Thong--details of which are set out in Rules 432-434.
- (4) Scouts may not wear Proficiency Badges gained as Cubs.

Method of wear

427. Scout proficiency badges are worn on the right arm in parallel rows between the shoulder and the elbow, except as follows:--

- (1) The Second Class badge is worn on the left arm between the shoulder and the elbow.
- (2) The First Class badge is worn when gained in the place of the Second Class.
- (3) The Ambulance Man badge is the only badge worn on both arms. It must be worn as the top badge nearest the shoulder, whenever gained.
- (4) Those special proficiency badges which qualify for King's Scout (i.e., those based on public service and marked with an asterisk, as stated in Rule 436) are worn on the left arm, as and when they are acquired.
- (5) The King's Scout badge is worn on the left arm above the First Class Badge, and surrounded by the qualifying badges.
- (6) All round cords are worn round the right shoulder in addition to all Round Cords, if both are held.

Second Class Scout

428. Before being awarded the Second Class Badge, the Scout must pass the following tests:--

- (1) First Aid. Know the general rules of health as given in "Scouting for Boys." Campfire Yarn 18.

Be able to deal with the following:--

Cuts and Scratches.

Sprains.

Burns and Scalds.

Bleeding from the nose.

Stings and bites.

Sunburning, avoidance and treatment.

Know how to clean a wound and apply a clean dressing.

Have a knowledge of the triangular bandage as a large and small sling and as applied to knee, head, and foot; and understand the importance of summoning adult help and treating for shock (not electric).

- (2) Signaling. Know the Semaphore or Morse sign for every letter in the alphabet and for the numerals, and be able to send and receive a simple message. He must also understand the use of the calling up sign and its answer, the general answer, the end of message sign and its answer, and the cease signal.
- (3) Observation. Follow a trail half a mile in 15 minutes; or if this be impossible, describe satisfactorily the contents of one shop window out of four, observed for one minute each, or Kim's Game, to remember 16 out of 24 well-assorted small articles after one minute's observation. Go a mile at Scout's Pace.

Note.-It is wise that boys should be trained in both following a trail and Kim's Game

- (4) Pioneering. Demonstrate correctly the following:--
 - i. Square and diagonal lashings.
 - ii. Timber hitch, rolling hitch and fisherman's knot.
- (5) Firelighting. Lay and light a wood fire in the open, using not more than two matches, natural timber to be used wherever possible.

- (6) Cooking. Cook a quarter of a pound of meat and two potatoes, without cooking utensils other than a billy can, over a wood fire in the open.
- (7) Axemanship. Know the safety rules and care of a hand axe and knife. Demonstrate the correct ways of chopping firewood.
- (8) Compass. Demonstrate the practical use of a compass and know the 16 principle points.
- (9) Service. Have at least one month's satisfactory service as a Tenderfoot and satisfy the S.M. that he can re-pass his Tenderfoot tests.

429. The badge is granted by the L.A. on the recommendation of the S.M. who acts as examiner.

First Class Scout

430. Before being awarded the First Class Badge, a Second Class Scout must have attained the age of 14 years, and satisfy his S.M. that he can pass his Tenderfoot and Second Class tests: and pass the following tests:--

- (1) Swimming. Swim 50 yards. If a doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass one of the following badges:--
Camper, Handyman, Healthyman, Naturalist, Pioneer, Stalker, Starman, or Tracker.
- (2) Pioneering. Demonstrate correctly the following:--
 - i. Shear lashing.
 - ii. Back and eye splices.
 - iii. Fireman's chair knot and man harness knot.
- (3) Signalling. Send and receive a message either in semaphore, at rate four (twenty letters a minute), or in Morse, at rate three (fifteen letters a minute). He must also understand the alphabetical check for numerals.
- (4) Estimation. Estimate without apparatus, distance, numbers and height within 25 percent, error each side.
- (5) First Aid. Know the position of the main arteries (names unnecessary) and be able to stop bleeding; how to recognise and apply First Aid to fractured arm, fore-arm, and collar bone, and the importance of not moving other suspected fractures; and the proper method of dealing with any of the following emergencies:--
Fire, drowning, fainting, ice breaking, electric shock, grit in the eye, fits.
Be able to throw a lifeline with reasonable accuracy.
- (6) Cooking. Cook satisfactorily (over a wood fire in the open) two of the following dishes: Porridge, bacon, hunter's stew-as may be directed; or skin and cook a rabbit; or pluck and cook a bird; also make a "damper" or a "twist" baked on a thick stick.
- (7) Mapping. Read and be able to use a one-inch Ordnance Survey map (or its local equivalent) and draw an intelligible rough sketch map. Use a compass and point out a compass direction by day or night without the help of a compass.
- (8) Axemanship. Use a felling axe for felling or trimming light timber, or, if this be impracticable, be able to log up a piece of timber and demonstrate the theory of felling a tree.
(The term "felling axe" includes both three-quarter and half size.)
- (9) Journey. Go on foot or row a boat, alone or with another Scout, for a total distance of fourteen miles, or ride an animal or bicycle (not motor) a distance of thirty miles; he must write a short report of the journey with special attention to any points to which he may be directed by the Examiner or his Scoutmaster (a route map of the journey is not required). The journey should occupy about twenty-four hours and camping kit for the night must be taken and used. Whenever practicable, the camp site must be of the Scout's own choosing, and not where other Scouts are camping. His S.M. or Examiner may indicate the route and suggest the approximate area but not the actual position

where he will make his camp. In abnormal circumstances the L.A. may give permission for the paragraph to be made easier to exceptional cases. This test should normally be the final one taken for the First -Class badge.

431. Where thought desirable, the L.A. or D.C. may authorise the boy's own S.M. to examine in tests 1,2,4, and 6. (See Rule 405 (ii).

King's Scout

432.

- (1) Must be a First Class Scout, qualified to wear four of the following badges, of which Ambulance Man and either Pathfinder, Coast Watchman or Pilot are obligatory: Airman, *Ambulance Man, Climber, Coast Watchman, Cyclist, Fireman, Handyman, Horseman, *Interpreter, Oarsman, *Pathfinder, Pilot, Public Health Man, Rescuer, *Signaller.
- (2) He must be re-passed in all his qualifying badges once between twelve and eighteen months from the date of his being awarded the badge, except in the case of those badges which are marked with an asterisk, i.e., Ambulance Man, Interpreter, Pathfinder, and Signaller, which must be re-passed annually in accordance with Rule 436. The re-examination is normally carried out by an independent examiner, but in the case of those badges in italics the re-examination may be made by the S.M. or any other warranted Scouter. He must cease to wear the King's Scout badge should he fail in any of them.

Bushman's Thong

433. First Class Scouts who hold the Camper badge, together with one of the following: Explorer, Stalker, or Tracker, and also one of the following: Forester, Naturalist, Pioneer, Starman, Weatherman, are entitled to wear the Bushman's Thong, consisting of a leather thong on the right shoulder.

All-round Cords

434. Scouts are entitled to wear any one of the following grades of All-round cords for which they are qualified:--

- (1) Green and Yellow. For holders of six of the special proficiency badges. Open to First Class Scouts only.
- (2) Red and White. For holder of 12 of the special proficiency badges. Open to King's Scouts only.
- (3) Gold. For holder of 18 of the special proficiency badges. Open to King's Scouts only.

Alternative tests for special Badges

435. In respect of the special proficiency badges, L.As. may be authorised by the C.C. to grant the badges on tests other than those presented in Rules 437-507, provided that the tests-

- (1) Are laid down by the Public Education Authority in the County or Borough;
- (2) Are not easier than the tests in the Rules;
- (3) Fulfill the same general purpose.

Annual tests

436. The badges, the tests for which are marked with an asterisk in the following Rules, must be re-passed annually.

Airman

437.

- (1) Airman. Know the proper conduct to adopt, and the ordinary safety precautions to follow, when on an aerodrome or near flying machines.

Indicate wind direction for landing both by day and night, and assist in taxiing and tethering an aeroplane.

Use chocks and improvise them. Understand the importance of keeping people away

from an aeroplane when stationary or moving and the necessity of leaving a wrecked machine and/or parts thereof undisturbed until Police or officials arrive.

Show what constitutes a reasonable landing ground, and name three possible landing-grounds in the neighborhood; also know the compass direction of principal aerodromes within 50 miles of Troop Headquarters.

- (2) Know the national markings, both service and civil, of the aeroplanes of at least six foreign countries, preferably those countries nearest his own, or whose machines make regular visits to his country.

From observation have recorded the passing of a number of aeroplanes, stating where possible date, time and place seen, direction which flying, whether service or civil - number of engines, monoplane or biplane, approximate height, state of weather, country of origin and, in the case of civil machines, rough lettering.

- (3) Have a knowledge of the theory of flight and aero engines.

- (4) Make a model of -

Either an aeroplane which will fly at least 25 yards;

Or a glider weighing not less than 1 lb., which will glide at least 100 yards.

Or a well finished scale model of an aeroplane.

Ambulance Man

438. (Alternative designs may be sanctioned for non-Christian countries).

- (1) A Scout must have attained the age of 14 years.
- (2) Must be able to answer questions from Second and First Class Ambulance.
- (3) Know the position of the main arteries, and know how to stop bleeding from veins and arteries, internal or external.
- (4) Improvise splints and diagnose a broken limb.
- (5) Must know how to deal with choking.
- (6) Must know how to distinguish between fainting, apoplexy and drunkenness, fits and concussion, and the appropriate treatment for each.
- (7) Demonstrate the Schäfer method of artificial respiration.
- (8) Demonstrate how to improvise a stretcher, and apply a roller bandage.
- (9) Demonstrate how to send a correct message, verbal, written or by telephone.

(A Scout who has passed the examination for the St. John Senior Badge is entitled to this badge provided that he also passes in the last section of the above test.)

Artist

439. Show that he takes an interest in, has practiced, and gained proficiency in some form of one of the following:--

- (1) Graphic art: drawing, painting, etching. Woodcuts, etc.
- (2) Decorative work: designing for wall papers, posters, book jackets, stained glass, wrought iron, etc.
- (3) Plastic art: modeling, pottery, etc.
- (4) Carving: wood, stone, etc.

In no case is the work to be a copy and he must be prepared to state on his honor that the work is entirely by his own hand.

Athlete

440.

- (1) Demonstrate the proper method of sitting, standing, walking, running and starting in a race.
- (2) Give evidence of proper training and of taking regular bodily outdoor exercise.

- (3) Pass two running tests, and two jumping tests, according to his weight in the following schedule.

	For boys under 14 1/2 years						For boys over 14 1/2 years
	Under 6 st.	Under 7 st.	Under 8 st.	Under 9 st.	Under 10 st.	10 st. and over	
Running long jump	10 ft. 6 in.	11 ft. 6 in.	12 ft. 6 in.	18 ft. 6 in.	14 ft. 6 in.	15 ft. 6 in.	Add 6 in.
High jump	8 ft. 3 in.	3 ft. 6 in.	8 ft. 9 in.	4 ft. 0 in.	4 ft. 8 in.	4 ft. 6 in.	Add 1 in.
Standing long jump	5 ft. 6 in.	6 ft. 0 in.	6 ft. 6 in.	7 ft. 0 in.	7 ft. 8 in.	7 ft. 6 in.	Add 2 in. up to and including 9 stone
Standing hop, step and jump	15 ft. 0 in.	17 ft. 0 in.	18 ft. 6 in.	20 ft. 0 in.	21 ft. 6 in.	22 ft. 0 in.	Add 6 in.
Running hop, step and jump	18 ft. 0 in.	20 ft. 0 in.	22 ft. 0 in.	24 ft. 0 in.	26 ft. 0 in.	28 ft. 0 in.	Add 6 in.
50 yards	8 3/5 secs.	8 secs.	7 3/5 secs.	7 1/8 secs.	7 secs.	6 3/5 secs.	Deduct 1/5 sec.
100 yards	16 secs.	15 secs.	14 secs.	13 secs.	12 3/5 secs.	12 secs.	Deduct 1/5 sec, up to and including 10 stone.
220 yards	40 secs.	36 secs.	33 secs.	30 secs.	28 secs.	26 secs.	Deduct 1 sec.
440 yards	--	--	75 secs.	68 secs.	65 secs.	62 secs.	Deducts 2 secs.
880 yards	--	--	--	2.45 min.	2.35 min.	2.25 min.	Deducts 10 secs.
1 mile	--	--	--	6 min.	5.30 min.	5.15 min.	Deducts 10 secs.

Two attempts at the two jumps chosen.

One attempt at the two running tests chosen.

Backwoodsman

441.

- (1) Make a satisfactory shelter for two people out of natural materials and sleep in it, preferably alone or with another Scout, other than a First-Class Scout.
- (2) Skin and cook a rabbit and cure the pelt; or cook a fowl in clay.
- (3) Camp for not less than two nights, preferably alone or with another Scout, other than a First-Class Scout, and with other Scouts for not less than four week-ends during the twelve months preceding his examination; and outside the immediate surroundings of his home.

Note. - Troop camps not to count.

- (4) Prove his skill in finding his way alone across unknown country without using maps or roads or making enquiries, to a point invisible from his start.
 - i. by compass and by day a distance of not less than three miles.
 - ii. Without compass and by stars a distance of not less than one mile.
- (5) Know the local varieties of timber and their respective values for burning.
- (6) Have attained First-Class standard in axemanship and pioneering.
- (7) Know how to use a First-Aid box and the dangers of, and methods of purifying, contaminated drinking water.

Basket Worker

442.

- (1) Have a general knowledge of the raw material used in one or other of the branches covered by the badge.
- (2) Know where the raw material is obtained and how prepared for working.
- (3) Produce an article of practical use in either basket, cane, rush or straw work, made entirely by himself.

Bee-master

443. Have a knowledge gained in practice of swarming, hiving, hives, artificial feeding and bee management generally.

Bird Warden

444.

- (1) In his own district, with regard to bird life in general, know the chief dangers (including egg collectors) to which it is exposed; any social customs, ideas or superstitions which threaten its existence; and any laws passed, or practical steps taken, to protect it.
- (2) Have a practical knowledge of the construction of three types of nest boxes for different species of birds, and how they should be used to the best advantage.
- (3) Have fed birds in his district for at least one year by means of food houses, food tables or food sticks.
- (4) Produce a notebook of, and be familiar with, the habits, calls and appearance (plumage, size, etc.) of at least 12 distinct varieties of birds in his district.
- (5) Have kept a record of birds and nests in his district for over a year, giving such particulars as:--
 - Species of birds. Date when first seen or heard.
 - Date of finding nest. Kind of tree or bush or tussock.
 - Height above ground. Number of eggs or young.
 - Date of leaving nest. Remarks.

Blacksmith

445.

- (1) Forge iron to simple forms, viz. hook, ring, staple, holdfast, or pipe-hook, and weld together two pieces of iron.
- (2) Make a common welded eye bolt to given dimensions out of a ½" or 5/8" round iron. Make a bracket to a given angle, not necessarily a right angle.
- (3) Know how to use a light sledge hammer and to temper a cold chisel.

Boatman

446.

- (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 steam vessels.
- (5) Know the use of, and the way to construct, a sea anchor.
- (6) Know the rule of the road at sea.

Bookbinder

447. Perform the following operations in the binding of a book:--

- (1) Prepare the 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.

Camper

448.

- (1) Know what are the normal requirements in regard to:--
 - Personal kit for a week's camp.
 - Personal kit for a week-end hike or cruise.
 - The equipment and rations for a week-end Patrol Camp or cruise (7 boys).
- (2) *Either* know the principle points to look for in the selection of a Patrol or Troop camp site, 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 boat or sailing vessel.
 - A sea-going vessel.
- (3) Demonstrate that he:--
 - Understands the use and care of an axe.
 - Understands the uses of, and can tie, the following knots in addition to the Tenderfoot and Second Class knots: slip reef, double sheet bend, figure of eight, bowline on a bight, and man-harness hitch.
 - (4) Demonstrate how to pitch, strike, pack, and execute petty repairs to a Patrol tent.
 - (5) Show that he has a satisfactory knowledge of camp cookery, and understands the proper methods of storing food and how to dispose of refuse.
 - (6) Have camped under canvas or on board ship or boat with his Troop or Patrol for not less than eighteen nights, and have camped out alone, or with one other Scout, for at least three nights, not necessarily consecutive in either case.

Carpenter

449.

- (1) Drive in screws up to 1½ inches without damage to wood or screws.
- (2) Nail on a packing case lid correctly, using ½ -inch wood and 1½-inch nails.
- (3) Divide lengthways with an ordinary saw a 1-inch board, 2 feet long, the cut not to deviate from the line more than 1/16th of an inch.
- (4) Sharpen a chisel and plane-iron, make a housing, tenon and mortice, and halved joint.
- (5) *Either* dove-tail two pieces of wood together with not less than five dove-tails, or make a properly framed stool, chair, or other piece of framed furniture.
- (6) Distinguish woods in local use and know the nature and common uses of each.

Clerk

450.

- (1) Pass tests in handwriting, hand-printing, typewriting, shorthand - 20 words a minute as a minimum - writing a letter from memory on a subject given verbally five minutes previously, and simple book-keeping.
- (2) Have a knowledge of postal and telegraph rates, copying and filing of correspondence, and use and misuse of the telephone.

Climber

451.

- (1) Have attained the age of 14 years.
- (2) Have a knowledge of a mountain area covering at least 25 square miles, and show that he is personally acquainted with the principle routes to the summit of peaks and to points of interest, the nearest telephone and doctor to any point in the area, inns and places of refreshment. Draw an intelligible sketch map showing such information, and identify peaks from a distance by their appearance.
- (3) Find his way to a given point in a mountainous area, using a one-inch Ordnance Survey map or its local equivalent, and compass, and display mountaineering ability.
- (4) Know the local weather conditions, and what to do in emergencies, such as being overtaken by darkness or mist.
- (5) Have a knowledge of the First Aid treatment of fractures, bruises, concussion and shock.

Note. - It is left to the discretion of the D.C. of the area selected to define the country of which a knowledge is expected so as to exclude any particularly dangerous parts and to make the knowledge really useful to others who are likely to be in the district. Scouts should be tested by an Examiner in the area selected, and the certificate forwarded by the S.M. to the L.A. of the Scout's home district.

Coast Watchman

452. Have a thorough knowledge of:--

- (1) The general distress signals for surface vessels and aircraft.
- (2) The letter or numeral represented by each flag in the International Code. Read and distinguish "V" in Morse (sound or flash)-"I want assistance." Be able to make "U" (sound or flash)-"You are standing in to danger."
- (3) The best landing places for boats, and where they can find shelter in bad weather, and how to indicate to a boat the best place to land or that landing is dangerous.
- (4) Where bathing places are safe, and where dangers exist, such as quicksands and places where visitors are likely to be cut off by the tide, and what to do if they get into difficulties. Dangerous cliffs and where lifelines, etc., can be obtained.
- (5) The beacons, storm signals, coast guard stations, lifeboats and rocket apparatus, the nearest telegraph offices, telephones, hospitals, and addresses of doctors available at each point.

Have a general knowledge of:

- (6) The tides and tidal streams, and outlying dangers within visual distance of a selected position on the coast near his Headquarters.
- (7) The rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water from local tide tables.
- (8) The lighthouses and light-vessels which can be seen from his strip of coast, and the lights they exhibit.
- (9) The proper treatment for oiled sea-birds.

Cook

453.

- (1) make a camp kitchen with open fire and other necessaries, and prepare therein the following dishes: Stew, roast meat, vegetables, scrambled eggs, milk pudding, stewed fruit, or any dishes which the Examiner may consider equivalent. Make tea, coffee, cocoa, and a "damper" or "twist."

- (2) Know how to store provisions in a hygienic manner and bring proof that he has cooked satisfactorily for a Patrol or Troop in camp for not less than one complete day.

Cyclist
454.

- (1) Sign a certificate that he owns, or has the use of, and has had the use of for at least six months, a bicycle or motor cycle, in good working order, correctly equipped with lamp, bell or horn, rear reflector or rear lamp, and pump, and that he is able and willing to use it in the King's service if called upon at any time in case of emergency.
- (2) Ride his machine satisfactorily and keep it in repair and 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-the signs of the C.T.C. and N.C.U. or A.A. and R.A.C., 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 one hour's duration.
- (6) Inform the Examiner that he has made use of his machine in the last six months.
(On ceasing to own, or have the use of, a bicycle or motor bicycle he must hand in his badge.)

Dairyman
455.

- (1) Have a knowledge gained by practice of management of dairy cattle, milking, making butter and cheese, sterilization of milk, care of dairy utensils and appliances.
- (2) As an alternative to cheese making: be able to make scalded cream by the Cornish or Devonshire system.

Debater
456.

- (1) Propose at least two motions and oppose at least two others in properly conducted debates.
- (2) Speak in the course of a debate in the presence of the Examiner for at least five minutes on the subject under discussion under discussion; have prepared the subject thoroughly and have submitted concise and orderly notes for his speech.
- (3) Know the ordinary rules of debate and the duties and powers of the chairman.

Electrician
457.

- (1) Have an elementary knowledge of the terms and measurements used in electrical work.
- (2) Make connections in electric wiring and replace defective switches, lamp-holders and fuse wires correctly.
- (3) Know the construction of primary cells, electric bells, telephones, motors and dynamos and make a simple electro-magnet.

Engineer
458.

- (1) Have a clear idea of the working of steam and internal combustion engines and know the names and functions of all the principle parts in one of either kind.
- (2) Use a hammer, file, chisel, spanner, and stock and die accurately, and temper and grind a tool for its special use.
- (3) Understand a simple mechanical drawing.

Entertainer

459.

- (1) Entertain by himself for at least 10 minutes with a varied programme from the following: Recitations, songs, conjuring tricks, character sketches, stories, ventriloquism, stump speeches, step-dancing, playing the banjo, penny whistle, mouth organ, 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.
- (2) The performance in each of these cases shall have taken place before a mixed audience, and to the satisfaction of an independent Examiner.

Explorer

460.

- (1) *Either* have thoroughly explored within a period of 12 months an area of at least three miles radius (preferably round his own home or Headquarters) for one of the following objects:

Tracing out all footpaths, bridle paths and waterways shown on past and present maps, and reporting on their present existence and condition.

Preparing a full report on the industries of the locality, the nature of the agriculture, making an approximate estimate of the amount of arable land and land under pasture, and the use to which it is put.

Making a full report on the history of the area, giving particulars and history of any antiquities or places of special interest and the extent to which it is disfigured by advertising, etc.

Preparing a report on the trees, flowers, birds and animals common to the area.

- (2) *Or* have a sound knowledge of not less than five miles of a navigable river or canal, including knowledge of tides, channels, shoals or mudbanks, where tides are strongest, mooring places, local rules and customs, including local "rule of the road" and Conservancy regulations affecting use of the waterway by Scouts (e.g., restrictions of bathing, prevention of river pollution), and know where special dangers (if any) exist.

Know of two camping sites adjacent to mooring places within the area, with names and addresses of owners and where drinking water and supplies are obtainable.

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

Farmer

461.

- (1) Have a knowledge gained by practice of the work of one of the following: Horseman, or Shepherd, or Cattleman.
- (2) Have a knowledge of farm machinery, hay making, sowing, reaping, loading, stacking and thatching, and an acquaintance with the routine seasonal work on a farm, including the care of cattle, horses, sheep and pigs.

Note.-The Examiner should pay special attention to the customs of the locality and not expect a Scout to have practical knowledge of work which is not done in his neighborhood.

Fireman

462. Know.-

- (1) The danger of inflammable household articles, such as oil lamps, spirit stoves, flannelette, Christmas 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) The first steps 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 at least two common types of extinguishers, buckets, and bucket-chains.
- (5) How to deal with the following types of fire: Clothes, petrol, and spirit, chimney, motor-car, curtain, electric, heath, grass and rick fires.
- (6) Use of scrum to keep back crowd, carrying of injured, improvising ropes, chair knot, lowering by lines, jumping sheet, crawling through smoke. How to drag insensible persons, prevent panic, and rescue horses.
- (7) If possible, use of hose, hydrants, and chutes wherever instruction can be obtained.

Folk Dancer
463.

- (1) Dance 6 folk dances from the books of the recognised folk Dance Society of his country, three of these to be country dances and the others such as jigs, morris, reels and sword dances.
- (2) Take a really efficient part with a folk dance team.
Note.-The Examiner should normally be approved by the nearest branch of a recognised Folk Dancing Society, or give other proof that he is suitably qualified for the purpose.

Forester
464.

- (1) Know from practical observation how to rear young trees, including preparation of soil, how and when to transplant, and the right reason for thinning and felling.
- (2) Know generally how a tree lives and produces its species, how to deal with wounds and have a knowledge of the agencies which cause them. Understand the danger of fire in forests.
- (3) Have a knowledge of the growth and development of 12 different species of trees in the locality, and be able to recognise them at a distance, at any season of the year, as well as by the bark, leaf, and fruit; and know their chief respective uses when converted into timber.
- (4) Know the normal types of axes in general use and name their parts. Know how to select an axe, how to take care of it, and the safety rules of axemanship.
- (5) Use a felling axe to fell a tree of at least 36-inch girth and understand the use of cross-cut saw and wedges.
- (6) Know the general principles of felling, trimming, logging-up, moving and stacking timber.
- (7) Calculate the amount of useful timber in a given tree.

Friend to animals
465.

- (1) Have a general knowledge of the habits, food, and all that tends to the well-being of the following animals:-- Horse, cow, or donkey, sheep or goat, dog, cat and rabbit, and be able to recognise any form of cruelty or ill-use to which they are subject.
- (2) Know, in respect of any one of the above animals, the usual minor ailments to which it is liable, and what simple remedies may be employed.
- (3) *Either* have a knowledge of the care of such birds, insects or reptiles as are generally kept either as pets or for domestic purposes:
or, 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 cases of accident to animals; also of any laws passed for their protection, and of the powers of the police with regard to them.

Gardner
466.

- (1) Dig a piece of ground not less than 144 square feet, plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings.
- (2) Know the names of twelve plants pointed out in an ordinary garden, and understand what is meant by pruning, budding, grafting and manuring.

Handyman

467. Be able to do 10 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 fittings and replace mantles.
- (4) Replace electric light bulbs, lamp-shades and fuses.
- (5) Replace a tap-washer and adjust a ball-cock.
- (6) Hang pictures and fix curtain rods.
- (7) Fix, repair and adjust blinds.
- (8) Take up, beat and relay a carpet.
- (9) Repair furniture, upholstery or china.
- (10) Sharpen knives.
- (11) Glaze a window.
- (12) Top up and care for an accumulator.
- (13) Replace a sash cord.
- (14) Replace a spring in a door lock.
- (15) Know what immediate steps to take in the case of a burst water-pipe or gas leak.
- (16) Hang wall-paper.
- (17) Attend to stopped gutters, waste pipes and frozen pipes.

Healthyman
468.

- (1) Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach, and the organs of special senses (eyes, ears and nose) in good working order, and the principle dangers to be guarded against.
- (2) Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercising; give evidence of observance of these rules for at least 12 months.
- (3) Know the dangers incurred in the use of tobacco and alcohol, and the breaking of the 10th Scout Law; the danger of over-training the body, and of the continual use of one form of exercise.
- (4) Train a Patrol in simple exercises suitable for strengthening all parts of the body, and give reasons for each exercise.

Horseman
469.

- (1) Either in case of light horses, ride at all paces and jump an ordinary fence on horseback; saddle and bridle a horse correctly and show a horse "in hand," or, in the case of heavy draught horses or vanners, know how to harness them in single and double harness for cart, van or wagon, and in chains.
- (2) Water, feed and groom a horse correctly.
- (3) Strip, clean and assemble either a saddle and bridle, or harness and bridle.

- (4) Know the points of a horse, and be able to detect common ailments and lameness.
Note.-If taken as a qualifying badge for King's Scout, the Scout must have a horse at his disposal.

***Interpreter**

470. Carry on a conversation, write a simple letter on a subject given by the Examiner, read and translate at sight a passage from a book or newspaper, in either Esperanto or any language that is not that of his own country.

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

Journalist

471.

- (1) Have served on the editorial staff of a professional paper or Scout magazine, for at least six months.
- (2) Produce a report written by himself of Troop activities; and of one of the following:--
News incident, lecture or address; bazaar, open-air fête, 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 the names of six common type faces
- (6) Understand the printer's correction signs.

Leather Worker

472.

- (1) *Either* sole and heel a pair of boots or shoes, either sewn or nailed, and generally repair boots and shoes.
- (2) *Or*, dress a saddle, repair traces, stirrup leathers, etc., and know the various parts of harness: and in either case have a knowledge of the different kinds of leather used.
- (3) *Or*, in decorative work:--
Know the various kinds of leathers used.
Have a knowledge of the tools required and how to use them.
Know how to use and mix the various stains.
Produce an article made by himself, such as handbag, wallet, or purse, on which must be a design modeled and stained.

Marksman

473.

- (1)
 - i. Produce two targets fired by himself within the previous four weeks for any one of the alternative tests, either concurrently or preferably on different dates, showing that on both occasions he has obtained not less than the minimum score indicated. The targets must be certified by his instructor.
 - ii. In the presence of the examiner the candidate must adjust the sights for himself, the sights previously having been altered off the centre of the bull's eye, and after firing not more than 5 sighting shots, obtain not less than the minimum score indicated.
Edge of shot hole nearest to centre of target to decide value of each hit.

Small Bore Rifle (.22 inch). Any single loading type, any sights except telescopic; position prone; sling may be used. Ten shots at any of the following ranges:

Test	Distance Yards	Minimum Score	Targets
1	100	65	S.M.R.C. Match
2	50	70	S.M.R.C. Match
3	25	75	S.M.R.C. Match
4	10	75	S.M.R.C. Match
5	15	75	S.M.R.C. Match

Air Rifle (.177 inch.) Any single loading type; position standing or prone; sling may be used. Ten shots at the following range:

Test	Distance Yards	Minimum Score	Targets
6	6	75	S.M.R.C. 5 Bull Air Rifle

Note.-When using air rifles, care must be taken to fix the targets so that the pellets do not rebound to the danger of the firer's eyes.

- (2) Know the usual safety-first rules for rifle shooting and have a knowledge of the parts of the rifle he uses and its care and cleaning.
- (3) Understand what forces act on the bullet from the time the trigger is pressed until it reaches the target.

Note to Examiner.-The candidate must adjust his sights himself, the sights previously having been altered off the centre of the bull's eye. After adjusting his sights, the candidate should be allowed not more than ten sighting shots.

Mason
474.

- (1) Lay at least four course of a straight wall with a corner, in addition to the foundation and damp course.
- (2) Make mortar and understand the use of a plumb line and trowel.

Master at Arms

475. Attain proficiency in two of the following subjects:--

Single-stick, quarter-staff, fencing, boxing, ju-jitsu, gymnastics, and wrestling.

Metal Worker

476.

- (1) Execute some work in beaten brass, copper or sheet iron.
- (2) Describe the tools necessary and show how they should be used.
- (3) Explain the compositions and properties of solders and fluxes.
- (4) Make and solder a tin box to measure, with a lid to fit.

Miner

477. Have a general knowledge of one particular branch of the mining industry, such as coal, iron, or other mineral, with the special dangers involved, and safeguards against them.

Missioner

478. Have a general knowledge of and be able to demonstrate:--

- (1) How to choose, prepare and ventilate a sick room.
- (2) How to wash, give medicine to and take a patient's temperature, pulse and respiration.
- (3) How to prepare invalid food, fomentations, make beds and prevent bed sores.
- (4) How to apply a roller bandage to hand, knee and foot and know the materials used for dressings.

Motor Mechanic

479. Demonstrate his ability to:--

- (1) Oil and grease chassis points, attend to oil level and gear box and back axle, and top up battery.
- (2) Adjust brakes.
- (3) Dismantle, clean, re-assemble and adjust carburetor.
- (4) Remove and replace inner tube and tyre cover and mend puncture.
- (5) Check ignition timing, clean and test sparking plugs.
- (6) File a nut to fit a size lower spanner.

Musician

480.

- (1) Answer questions on the meaning of the ordinary musical signs denoting pitch, length of notes, and time signatures in either staff or tonic sol-fa notation.
- (2) Read at sight a short test in the key of C, G, or F, in simple time, either singing or playing on an instrument.

Note.-Tests will be supplied to music Examiners on application to I.H.Q. through the Secretary of the L.A. , and must be used.

- (3) Either, play a piece upon any recognised solo instrument and have reached the standard of the Lower Division in the Associated Board " School " Examination tests. The Examiner is to be informed of, and to approve, the instrument on which the piece is to be played.

Note.-As the purpose of the badge is to encourage the taking up of an instrument as a hobby, too high a standard should not be set.

Play effectively without music one of the following pieces: "God Save the King", "Rule Britannia", "God Bless the Prince of Wales", "March of the Men of Harlech." A hymn tune or an original accompaniment to any of the songs appearing in one of the leaflets "Songs for Scouts."

Or sing two songs, one of the Scout's own choice, selected from the leaflets, "Songs for Scouts", issued by I.H.Q., and one from the following list:--

"Hark, hark, the Lark" Schubert

"Who is Sylvia" Schubert

*"Land to the Leeward Ho!" .. Parry

"Where the Bee Sucks" Arne

"Nymphs and Shepherds" Purcell

"Cherry Ripe" Horn

*"Bobby Shafto" Traditional

*"Dashing away with the Smoothing Iron" Somerset Folk Song

*"Sir Eglamore" Traditional

*"I Saw Three Ships" Traditional

*"Good Morrow Gossip Joan" .. Old English
*Heave away, my Johnny" .. Shanty (Somerset)

*All these available from Messrs. Novello's, 160, Wardour Street , W.1.
Those marked * are included in the leaflets sold at I.H.Q.*

Naturalist
481.

- (1) Explain in his own words and from his own observations: The fertilisation and development of a wild flower and one of the following: the development of the frog, toad or newt; the life history of an insect, spider or fish; the development, habits, songs or call-notes of six birds; the habits of four wild mammals; the habits of some of the creatures 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 10 birds, 10 plants, 10 trees, and 10 butterflies or moths and of a short account of other animals which have been seen; and illustrate the records with pencil sketches, carbon impressions of leaves, or pressed specimens.

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

Make a collection of 30 different species of wild flowers, ferns and grasses, dried and mounted, giving names, places and dates, and recognise them as well as give a short description of 10 of the specimens.

Make a collection of photographic or carbon impressions or sketches of 20 trees, giving names, places and dates, and recognise them and give a description of the appearance of 10 of the trees from which they came.

Make 10 sketches of animals or birds from life, and give the life history of five of them.

Name 60 different kinds of mammals, birds, reptiles, fishes, or insects in a Museum or Zoological Gardens, r from unnamed coloured plates, and give particulars of the lives, habits, appearance and markings of 20 of them.

Oarsman
482.

- (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 alongside a vessel and landing- stage.
- (3) Tow and be towed, and secure a boat to a buoy or alongside a wharf.
- (4) Anchor a boat and make the simple bends and hitches, knots and splices (not wire) required for boat work, and be able to throw a line.

Pathfinder
483.

- (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 services, in regard to fire, transport, communications, etc., and the 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 the above intimate knowledge will be required is a two-mile radius from the Group Headquarters or home in country or towns up to 20,000 inhabitants; one mile in towns between 20,000 and 100,000; half a mile in towns over 100,000. The D.C. may at his discretion vary the area to exclude undesirable neighborhoods, parks or other open spaces, and include an equivalent area.

- (2) Have a general knowledge of the district so as to be able to guide strangers by day or night within a five-mile radius, and give them general directions how to get to the principle suburbs, districts or towns within a 25 mile radius.

Or, alternatively in London are:

Have a sound general knowledge of what parts of the country are served by the main line railways and how to reach the principle London termini and motor-coach stations, and 12 important places(The Tower, Zoo, etc.) by train from his Headquarters or home.

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

Photographer

484.

- (1) Take, develop and print 12 separate subjects, three interiors, three portraits, three landscapes and three instantaneous photographs.
- (2) Have a knowledge of the theory and use of lenses, the construction of cameras and the action of developers.

Pilot

485.

- (1) Possess the Boatman's Badge.
- (2) Be able to read a chart, particularly that one if available which covers the area round his own Group Headquarters. Have an elementary knowledge of the boating waters including rivers and canals which lie within a radius of 20miles from his Headquarters, and a detailed knowledge of the waters within a radius of 10miles from it.
- (3) Know the different types of buoys, beacons, landmarks, lighthouses and light vessels used round the coast of the British Isles.
- (4) Know how to heave the lead.
- (5) Know the danger and storm signals, and the lights carried by all classes of vessels.
- (6) Be able to box the compass.

Pioneer

- (7) Show extra efficiency in the following: fell a nine-inch tree, or scaffolding pole of not less than 5-inch diameter, neatly and quickly.
- (8) Tie the following knots and understand their uses thoroughly, in addition to the Tenderfoot and Second Class knots: bowline on a bight, catspaw, double sheet bend, man-harness knot, marline or lever hitch, draw or highwayman's hitch, fisherman's bend or hitch.
- (9) Use the following lashings in the proper way: shear or round, figure of eight; and be able to lash a block to a spar.
- (10)Build a model bridge or derrick.
- (11)Make a camp kitchen, or a raft that will carry himself.
- (12)Build a camp shelter or hut of one kind or another suitable for three occupants.

Piper

486. Play a march, strathspey, and reel, or their equivalents in the locality concerned.

Plumber
487.

- (1) Make a blown joint in compo or lead pipe.
- (2) Solder a copper ball, repair leaky cocks and taps, and hammer up a burst pipe.
- (3) Understand the ordinary hot and cold water system of a house and how to thaw out a frozen pipe and how to protect pipes from frost.

Poultry Farmer
488.

- (1) Have a practical knowledge of natural and artificial hatching, sanitary fowl-houses and coops and runs; also of rearing, feeding, killing, and dressing birds for market.
- (2) Pack birds and eggs for market.

Printer
489.

- (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 type faces.
- (3) Understand the printer's correction signs and know the names of different paper sizes and their measurements.

Prospector
490.

- (1) Have a general knowledge of the various periods of the formation of the Earth's crust, and which are water-bearing rocks.
- (2) Understand stratification, dip and faults.
- (3) Identify two of the following: 20 minerals, 20 rocks, 20 fossils.

Public Health Man
491.

- (1) Know the modes of transmission of the following diseases: Scarlett fever, diphtheria, tuberculosis, measles, mumps, whooping cough, chicken-pox, typhoid fever, dysentery, summer diarrhoea, smallpox, malaria, ringworm, scabies; the measures adopted by sanitary authorities to prevent their spread, and the steps which should be taken by private individuals in cases of infection.
Note.-Bacteriological and medical details are not required.
- (2) Know how the importation of diseases from abroad is guarded against, with special reference to immigrants and animals such as rats and dogs.
- (3) Describe one or more methods of disinfecting a house and a room and its contents, including bedding, after infectious diseases, and also of eradicating the commoner insect pests, such as bugs and flies, from infested houses and camps.
- (4) Describe the necessity, and the mode employed in his own locality, of collecting, removing and destroying house refuse and rubbish; also the main principles of camp sanitation and cleanliness, pointing out those things which make for unhealthy camping.
- (5) Have an elementary knowledge of the laws (general and local) governing dairies, dairy farms, slaughter houses and butcher's shops; the adulteration of the more common foods, and the use of preservatives in them.
- (6) At the age of 16, a knowledge of the dangers of the two venereal diseases.

Rabbit Keeper
492.

- (1) Must have kept and reared rabbits for at least one year.
- (2) Distinguish and explain the best breeds for fur and flesh production
- (3) Know up to date marketing requirements in flesh and fur.

- (4) Be able to kill and skin a rabbit and dress it in current style for market.
- (5) Be able to recognise six non-cultivated rabbit food plants.
- (6) Be able to discuss intelligently values of various grain and other foods for rabbits.
- (7) Be able to explain the symptoms of the elementary rabbit diseases.
- (8) Have a working knowledge of requirements for housing rabbits in good health, etc.
- (9) Be able to construct a simple but useful hutch.

Reader
493.

- (1) Have read 18 books in the previous 12 months and supply a list of the books, giving title and author to the Examiner, who will, by viva voce examination, assure himself that the books submitted have been read with understanding.
- (2) Show a knowledge of how books should be cared for.
Note.-The Examiner will bear in mind the objects aimed at by the badge: firstly, to encourage the mere habit of reading: secondly, the reading of books by good authors, or books on subjects of special value or interest to the individual Scout.

Rescuer
494.

- (1) Perform in the water four methods of rescue, and three of release from the clutch, of a drowning person. The drowning subject, about the size of the rescuer, in each of the rescue methods to be carried at least 10 yards.
- (2) Dive from the surface to the depth of at least five feet and bring up a stone, brick or iron weighted object of not less than five pounds.
- (3) Demonstrate the Schäfer method of resuscitation, and the promotion of warmth and circulation.
- (4) Swim 50 yards attired in shirt and trousers, and undress before touching ground.
- (5) Throw a life-line to within one yard of a small object 15 yards away three times out of four.
(A would-be rescuer should undress as far as possible before going into the water.)

Rigger
495.

- (1) Know the different kinds of canvas, use a palm and needle, make a cringle, sew a round and flat seam, herringbone and make small repairs to sails.
- (2) Splice hemp and wire and make fenders, mats, and lead and log lines.
- (3) Know the different stresses and strains of hemp and wire rope, the use of a jack, and spin yarn and make two kinds of sennit.

Sea Fisherman
496.

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

*Signaller
497.

- (1) Send and receive by flag in Semaphore at rate 7 (35 letters a minute) and in Morse at rate 5 (25 letters a minute).

- (2) Send and receive at rate 6 (30 letters a minute) by lamp, heliograph or disc.
- (3) Send and receive at rate 5 (25 letters a minute) by lamp, heliograph or disc.
Note.-90 percent accuracy must be obtained in all the above tests (1), (2), and (3).
- (4) Have a good knowledge of the simple procedure outlined in the official Scout Manual of Signalling.
- (5) Have a good knowledge of the various signs and signals given in "Scouting for Boys."

Stalker
498.

- (1) Demonstrate his ability to stalk. Making use of all available cover, quietly and inconspicuously, and understand the value and use of cover, camouflage, wind, shadows and background by day and night.
- (2) Give proof of having stalked 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, and by describing the results of his observations.

Starman
499.

- (1) Have a general knowledge of the apparent movements of the stars and point out and name eight principle constellations, of which six are other than circum-polar.
- (2) Find the north by means of stars other than the Pole Star, in case of that star being obscured, and have a fair knowledge of how to tell the time and points of the compass by the sun and stars.
- (3) Have a general knowledge of the relative positions and movements of the earth and moon, and of planets and eclipses.

Surveyor

500. Map correctly from the country itself:--

- (1) By triangulation an area not less than 10 acres in extent, at a scale not less than 12 inches to one mile, and
- (2) By compass and field-book a road map of not less than one mile of road showing all main features and objects within a reasonable distance on either side to a scale of not less than 12 inches to a mile-field book must be produced for inspection.
- (3) Be able to enlarge or reduce any portion of a map which the examiner may determine to such scale as he may prescribe.

Swimmer
501.

- (1) Swim 50 yards with clothes on (shirt, trousers and socks as a minimum) and undress in the water.
- (2) Swim (without clothes) 100 yards on the breast and 50 yards on the back with the hands either clasped or the arms folded in front of the body.
- (3) Dive and pick up small objects from the bottom.

Tailor
502.

- (1) Cut out and sew, either by hand or machine, a Scout's shirt and shorts, or equivalent garments, to fit himself.
- (2) Insert a patch, and darn a small hole, in a neat workmanlike manner, in either of the same two, or other suitable arguments.

Tracker
503.

- (1) In Kim's Game remember 25 out of 30 well-assorted articles after one minute's observation, three times running; each article being correctly described.
- (2) By smell alone recognise 8 out of 10 assorted liquids or solids in common use.
- (3) By hearing alone recognise 8 out of 10 different sounds.
- (4) By touch alone recognise 12 out of 15 assorted articles (including such things as dry tea-leaves, flour, sugar.)
- (5) Recognise and explain 2 different characteristics in each of 5 different types of animal tracks.
- (6) Solve, within 25 per cent error, 3 simple tracking stories set in sand, snow or other suitable natural media.
- (7) Produce 6 casts of animal or bird tracks, all casts being taken unaided by himself, 2 at least of the casts to be those of wild animals.
- (8) Follow a simple nature trail of at least 1 mile in length, containing at least 40 signs, of which at least 35 must be noted and described verbally or in writing when the trail is completed.

Weatherman
504.

- (1) Keep from his own personal observations a daily record of the weather for two months, using the Beaufort letters and symbols.
- (2) Read a barometer and thermometers, and record rainfall.
- (3) Know the different variety of cloud formations and what they portend and make a reasonably accurate forecast both from the daily weather report and from personal observations.
- (4) Understand Buys-Ballot's Law, and read the maps in the daily weather report of the Meteorological Office.
- (5) Know the meaning of gale warnings, and (if living on the coast) where and during what hours they are displayed.
- (6) Know for his own district the wettest month and the wettest day on record, the extremes of temperature, and the prevailing winds.

Wirelessman
505.

- (1) Have an elementary knowledge of how a thermionic valve works as-
 - i. H.F. Amplifier.
 - ii. Detector.
 - iii. L.F. AmplifierIn a wireless set, and also how a "Westector" works
- (2) Know the functions of condenser, resistance, inductance, reaction and mains rectifier, transformer.
- (3) Know how to cure hum OR how to build a cheap mains eliminator.
- (4) Know how to locate and cure a simple fault in a wireless set.
- (5) Show a working knowledge of moving coil loud-speakers, both permanent magnet and mains energised types.
- (6) Draw a simple diagram showing the way to connect up a stage of "resistance coupled" L.F. amplification, and another to illustrate the connections of a "L.F. transformer," and show a knowledge of the principles involved.
- (7) Read a technical diagram and interpret all the symbols ordinarily employed.

(8) Have assembled a simple wireless receiver which works satisfactorily and know all the distress signals.

(9) Know the methods of charging and looking after accumulators.

World Friendship

506.

- (1) Have an elementary general knowledge of the geography and history of at least three foreign countries and of the British Empire as a whole.
- (2) During the previous 12 months have either corresponded regularly with an overseas or foreign Scouts either in Great Britain or overseas, and in either case have a general knowledge of the geography, customs and characteristics of the country concerned, and the communications with it.
- (3) Have some knowledge of the Boy Scout International Organisation, the World Girl Guide and Girl Scout Organisation.
- (4) Have some knowledge of the League of Nations and the way it works.

ROVERS

Badges authorised

507.

- (1) There are two proficiency badges for Rovers—Rover Instructor and Rambler's.
- (2) Rovers may not wear proficiency badges gained as Scouts or Cubs.
- (3) Rovers who are interpreters may wear an emblem (similar to those worn by Scouts under the note to Rule 470) on the right breast pocket, or in a similar position on a jersey, showing the language or languages spoken.

Method of Wear

508. The Rover Instructor Badge is worn on the right breast above the line of the pocket; the Rambler's badge on the left shoulder strap.

Rover Instructor Badge

509. Show a knowledge of, and ability to instruct in, the subjects of the First Class badge, or one of the Scout proficiency badges qualifying for the King's Scout badge or the Bushman's Thong, or any two other proficiency badges, or of the First and Second Star badges for Cubs and two Cub special proficiency badges, and must produce a certificate from a S.M. or C.M. that he has instructed Scouts or Cubs satisfactorily for a period of three months.

A high standard of instructional ability is required in each case.

Rambler's Badge

510. Walk, or walk and make passages in a kayak or boat (sailing or rowing) an aggregate of 100 miles (or go an aggregate of 400 miles by pedal bicycle) outside towns, during week-end or holiday hikes; must keep a log of his journeys to be handed in on completing the total of 100 (or 400) miles; this log should give dates, places and distances, and should preferably give information that would be of use to other hikers, such as places of interest to be visited en route, good camping places, inns, hints for finding the way at difficult points, together with passage notes of the boat journeys with tidal or other useful information and plans of harbours, inland waterways, etc.; sketch maps and nature notes should be included.

SCOUTERS

511. Scouters may not wear Scout proficiency badges, but those who are Interpreters may wear an emblem (similar to those worn by Scouts under note to Rule 470) on the right breast pocket, or in a similar position on a jersey, showing the language or languages spoken.

OLD SCOUTS

512. An Old Scout may wear:--

- (1) The Rambler's Badge previously gained as a Rover.
- (2) The Rover Instructor badge previously gained as a Rover, so long as he continues to instruct Scouts or Cubs.
- (3) Interpreter emblems, if qualified, as in Rule 508.

APPENDIX A

COMPETITIONS

The following competitions are open to members of the Boy Scouts Association:--

The Duke of Connaught Challenge Shield for marksmanship.

The Otter Swimming Cup for Swimming and Life Saving.

Details will be supplied on application to I.H.Q.

PUBLICATIONS

The following are published in connection with the Movement, and are obtainable from I.H.Q.:--

- (1) "The Scouter." Price 3d. monthly; yearly subscription, including postage, 4s 6d. For Scouters and Rovers.
- (2) "The Scout" Price 3d. weekly; yearly subscription, including postage, 17s 6d. For boys.
The Chief Scout writes regularly in both these papers.
- (3) "Scouts in Ships." Yearly subscription, including postage, 3s
- (4) "The Arrow." Yearly subscription, including postage, 3s.
- (5) Register of Commissioners, Secretaries, etc. Price 1s available for members of the Movement only.
- (6) Various pamphlets.

SCOUTS' FRIENDLY SOCIETY

Members, past and present, of the Movement are eligible for membership of the Scout's Friendly Society, which has a badge of its own and is an Approved Society under the National Health Insurance Acts. Particulars can be obtained from: The Secretary, Scouts' Friendly Society, 40, Cheapside, E.C.2.

UNIFORM AND EQUIPMENT

All Scout uniforms and equipment are stocked at I.H.Q. (Equipment Dept.) Price lists will be forwarded on application.

As the profits of the Equipment Department are used entirely for the general benefit of the Scout Movement, members are recommended to buy uniforms and equipment there.

APPENDIX B

FORMS

The following forms are issued by I.H.Q., and are obtainable, on application, without charge.

No application is, however, necessary in the case of Forms D., E., and F., which are printed specially each year and sent to those responsible for making the Annual Re-Registration Return.

Those printed in italics are to be submitted to I.H.Q. in triplicate; in all other cases one copy only is required.

- * Form A.-For the registration of a L.A. (Rule 132 (2)).
- * " B.-Model Bye-laws for a L.A. (Rule 147).
- " C.-For the registration of a Group by I.H.Q. (Rule 183).
- " C2-For any change in the registration of a Group (Rule 187).
- " D.-L.A. Annual Registration Summary
- " E.-L.A. Annual Summary of Groups which have ceased to exist.
- " F.-Group Annual Registration Return (Rule 185)
- " G.-Application for Warrant of District or Group Scouter (Rule 74).
- * " H.-Application for an Award for Gallantry (Rule 380),
And for Meritorious Acts (Rule 385).
- * " I.-Application for an Award for Good Services to the Movement (Rule 390).
- * " J.-Application for "Cornwell Scout" badge (Rules 376-379).
- " PC. 1.-Camp Permit (Rule 333)
- " P.C. 2.-Notification of camp (Rule 333)
- " R.V.-Application for voucher for reduced railway fares for camp.
- * " W.-Form to be attached to Warrants returned to I.H.Q. (Rule 88)
- * Model Deed of Trust for L.A. or Group property (Rules 150 and 204)

OVERSEA FORMS

Of the above forms, those marked with an asterisk (*) are also intended for use overseas. The following additional forms are for oversea use only:--

Form AA.-For the registration of a Branch To be completed in duplicate

" CC.-For the registration of a Group "

" GG.-Application for Warrant of District or Group Scouter

" N.-Census Return.