

Scout Proficiency Badges



#	SCOUT PROFICIENCY BADGES	PAGE
1.	ADVANCE PIONEER	
2.	ADVANCE SWIMMER	
3.	AMBULANCE	
4.	ANGLER	
5.	ARTIST	
6.	BACKWOODS SKILLS	
7.	BOATSWAIN	
8.	CAMP COOK	
9.	CAMP WARDEN	
10.	CAMPER	
11.	COMMUNICATOR	
12.	COMMUNITY	
13.	COOK	
14.	CRAFT	
15.	CYCLIST	
16.	D. I. Y (DO IT YOURSELF)	
17.	ENTERTAINER	
18.	EXPLORER	
19.	FIRE FIGHTER	
20.	FORESTER	
21.	GUIDE	
22.	HOBBIES	
23.	INFORMATION TECHNOLOGY	
24.	INTERPRETER	
25.	LIBRARIAN	
26.	LIFE SAVER	
27.	MAP MAKER	
28.	MECHANIC	
29.	METEOROLOGIST	
30.	MODEL MAKER	
31.	MUSICIAN	
32.	NATURALIST	
33.	NAVIGATOR	
34.	OBSERVER	
35.	PHOTOGRAPHER	
36.	PIONEER	
37.	POWER COXSWAIN	
38.	QUARTER MASTER	
39.	SECRETARY	
40.	SWIMMER	
41.	WATER SPORTS	
42.	WORLD CONSERVATION	
43.	WORLD FRIENDSHIP	

Note:

This draft is renewed one from the old badge syllabus/ syllabuses. It was done by a Group of Scout Leaders.

PROFICIENCY BADGES' REQUIREMENT

SCOUT PROFICIENCY BADGES

A Scout may start earning proficiency badges when he has completed the Scout Standard and he has a choice of badges from which to chose and some of the badges are a requirement for the Scout Cord for Scouts Under 15 or Bushman's Thong for Scouts over 15 years of Age.

The Scouts earning the badges must enter into his logbook the syllabus of the badge and make notes on the requirements of the specific badge he is attempting and write neatly the required notes.

If a badge examiner list is not available please contact Association giving sufficient time so that the Association can arrange an appointment for the scout taking the badge with the examiner.



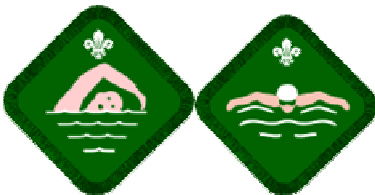
ADVANCE PIONEER

COLLECTIVE ACHIEVEMENT

The Scouts must complete all parts of this.

1. Pass or have passed the Pioneer badge.
2. Demonstrate, and know the uses of, the following knots and lashings:
 - (a) Harvesters' hitch,
 - (b) Double sheet bend,
 - (c) Fisherman's knot,
 - (d) Rolling hitch,
 - (e) Figure of eight lashing,
 - (f) Diagonal lashing.
3. Demonstrate the following:
 - (a) Sailmarkers' whipping,
 - (b) Eye and back splices,
 - (c) Anchorage for firm and soft ground.
4. Have knowledge of the following:
 - (a) The construction of man-made and natural fiber ropes and their breaking strains.
 - (b) The Aerial Runway Code.
 - (c) How to store and maintain pioneering equipment.
5.
 - (a) As a member of a group of three to six Scouts design and built two projects as agreed with the examiner beforehand.
 - (b) Take part in building two pioneering models in appropriate ratio
6. Make appropriate diagrams of five pioneering projects and draw them to scale it should be different from what you have chosen for pioneer badge.

Note: Alternative activities may be undertaken as agreed by the Patrol Leaders' Council.



ADVANCE SWIMMER

PURSUIT

1. Pass or have passed Swimmer badge.
2. Demonstrate entry into water by a straddle jump and racing dive.
3. Swim 100 meters in less than four minutes.
4. Swim 800 meters, of which 400 meters shall be on the back, and 400 meters on the front or side (no time limit).
5. Surface dive into two meters of water both head first and feet first and swim at least 2.5 meters under water on each occasion.
6. Tread water for three minutes.
7. Take part in a swimming activity of an advanced nature, for example, competitive swimming, Competitive diving.

Note: A Scout who hold the Swimmer badge and who has qualified for the Silver Swimming Challenge Award of the Amateur Swimming Association qualifies automatically for this badge.
Every care must be taken to check the depth of water and the safety of the diving area when taking or practicing for this badge.

AMBULANCE

SERVICE

This is a Public Service Badge

No part of this syllabus be omitted including the practical applications where necessary and Scouts earning this badge should score over 90 marks and clear notes should be entered into the log book and be willing to serve as First Aide at all times and must constantly practice and if a scout is found that he is not practicing regularly or has forgotten the matter the badge could immediately be withdrawn.

THE SIGNS OF LIFE AND EMERGENCY TECHNIQUES

The signs of life

A clear airway

The Circulation

Emergency Techniques

Artificial ventilation

External chest compression

Resuscitation by two people

The recovery position

Sever bleeding and pressure points

EMERGENCY MANAGEMENT OF SERIOUS INJURIES

Principles and responsibilities

The job of the First Aide

Immediate action in an emergency

Specific injuries and conditions

What the emergency service needs to know

The HIV risk

Moving and lifting victims

When to move injured person General rules for

lifting

Which method to use

One First Aide

Two First Aide

More than two First Aides

Removing clothing and helmets

Removing clothing

Removing helmets

MAJOR INJURIES AND DANGEROUS CONDITIONS

Bleeding

Wounds and external bleeding

Internal bleeding

Breathing difficulties

Asphyxia

Choking

Drowning

Fumes and Gases

Strangulation

Burns

Cusses

Burn depth

Burn area

Clothing on fire

High-temperature burns and scalds

Chemical burns

Chemical burns of the eye

Electrical burns

Mouth and throat burns

Cartilage injuries

Locked knee

Slipped disc

Circulatory problems

The circulatory system and its function

Angina

Cardiac arrest

Heart attack

Shock

Crush injuries

The importance of time

Diabetes

Hypoglycemia

Hyperglycemic coma

Dislocations

Dislocated shoulder

Epilepsy

Extreme of body temperature

Heatstroke

Hypothermia

Fractures

Types of fractures

Cusses and sites of fracture

Symptoms and sites of fracture

Open fractures

Arm fractures

Elbow fractures

Collarbone fractures
Wrist, hands and finger fractures
Rib and breast bone fractures
Pelvis fractures
Hip and thigh-bone fractures
Lower leg fractures
Kneecap fractures
Foot fractures
Skull fractures
Nose, cheekbone and jaw fractures
Neck fractures
Spine fractures

Muscle Injuries
General muscle injuries
Cramp
Poisoning
General Poisoning
Drug overdose
Alcohol Poisoning
Food Poisoning
Unconsciousness
Head injuries
Wound infection

MINOR INJURIES AND CONDITIONS

Aches and pains
Backache
Headache
Earache
Period pain
Sinus pain
Toothache
Bites and stings
Dog cat and Human bites
Snake bite
Insect Bite
Stings
Black Eye
Bleeding
Minor wound, cuts and grazes
Nosebleeds
Gum and tooth socket bleeding
Tongue bleeding
Scalp bleeding
Lip and cheek bleeding
Bleeding varicose veins

Vaginal bleeding
Breathing problems
Asthma
Hiccups
Burns
Minor burns and scalds
Sunburn
Diarrhea
Extreme of body temperature
Frost bite
Heat exhaustion
Fainting
Fevers
Foreign bodies
Foreign bodies in the ear
Foreign bodies in the eye
Foreign bodies in the nose
Fish hooks
Splinters
Nausea and vomiting
Travel sickness

DRESSINGS, BANDAGES AND SLINGS

Dressings
Plaster (adhesive dressings)
Field (sterile) dressings
Gauss dressings
Improvised dressings
Bandages
Roller bandages

Applying bandages
Triangular bandages
Applying triangular bandages
Slings
Arm sling
Elevation sling
Reef Knots

USEFUL AIDS

First aid kit
Medicines in the home

Drugs glossary
Temperature



ANGLER

INTEREST

1. Know the water safety rules, understand the dangers of shore fishing and the regulations governing fishing in the inner harbor and net fishing.
2. Go fishing in at least 10 occasions in 3 months and make reports on the catch, type of line used and type of bait used, wind direction, currents and weather. (before appearing for the Badge examination this part should be completed with the Unit Leader and appropriate records made)
3. Be able to name 8 different types of fish that are caught in Maldives, its main use, Export packing and preparation.
4. Have general knowledge of the fish that inhabit the waters of his Island.
5. Demonstrate how a line fishing equipment and pole and line fishing equipment is prepared (make appropriate diagrams)
6. All activities mentioned in this section must be carried out.
 - a) Know the types of Boats and Equipment used in fishing in the Maldives
 - b) Know the various types of baits used in Maldivian Fishing
 - c) Go fishing with fisherman after registering with the Examiner for at least 2 times within 3 months. And take practical part in fishing and make a report of it.
 - d) Take part in Net Fishing in the inner harbor at least once in 3 months.
 - e) Be able to bail water out with traditional “Diyahikka fai” or substitute.
 - f) Know how to raise sail and to change sail in a sail Dhoni.
 - g) Know how a standard Engine of the Dhoni operates and equipment used from the Engine for fishing (make appropriate diagrams and name parts of the diagram).
 - h) Know how to keep live bait.
 - i) Know how to make salted fish and traditional Maldivian Fish.
 - j) Have a general knowledge of canning and cooling and frozen fish.



ARTIST

INTEREST

- (1) Demonstrate his interest, practice and proficiency in some form of TWO of the following: -
- Graphic Art** - Sketching, painting, etching, wood -cuts, lion cuts, etc.
 - Decorative Work** - Wallpaper design, printed or woven fabrics, posters, book, Jackets wrought iron etc.
 - Plastic Art** - Modeling in clay, plasticine, etc. Designing and making Poetry, etc.
 - Carving** - Wood stone, or semi -permanent material, e.g. soap.
 - Leather** - Roman, Gill Scan. Script etc.

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

- (2) Known the name and something of the work of at least some famous exponents of the art he has chosen.

- (3) In the presence of the Examiner, makes a sketch of some project, or group of objects, or design selected by him, relating the subject chosen in (1)
- (4) Know few of the Maldivian s Artist and Master piece of Maldivian art work
- (5) Know how Maldivian prepares for lacier work.
- (6) Demonstrate how designs are made on dhones and Baththeli specially on the steering and forward
 - (a) Paint or Draw an illustration of a scene from a story selected by the Examiner
 - (b) The Examiner will give a scene from a camp, the description paint or Draw
- (8). Paint or row a person from life or an object before you.
- (9). Paint or Draw landscape set by or known to the examiner
- (10). Show the examiner a selection of your recent work. (a minimum of 10 to be included) and discuss them with the examiner with a particular reference to:
 - (a) Any necessary preparation of media and materials
 - (b) Opportunity of the further study of the art.
 - (c) Examples of Masters which he has seen or books which he has studied, or his opinions of them.



BACKWOODS SKILLS

COLLECTIVE ACHIEVEMENT

This is a requirement for the Scout Cord.

1. Demonstrate the knowledge of the following
 - (a) Exposure and its treatment
 - (b) The first Aid treatment for external bleeding and shock, The correct method of applying mouth to mouth ventilation and the dangers involved in moving injured people.
 - (c) Construction of different kinds of shelter
 1. With minimum equipment
 2. Having no equipment available but using natural material
 - (a) Types of fires and burning qualities of different kinds of wood.
 - (b) Rescue signals involving, Whistle, Torch, Morse, Air rescues and ground signals to aid a search party.
 - (c) Signaling from one Island to another Island
 - (d) Signaling for Help from a dhoni.
2. WITH A GROUP OF NOT MORE THAN THREE SCOUT TAKE PART IN THE SURVIVAL EXERCISE APPROXIMATE HOURS, DURING WHICH THE GROUP WILL :
 - (a) Construct a shelter with natural materials and sleep in it.
 - (a) Cook all meals over a wood fire. Apart from a knife, cook meals without utensils or aluminum foil



BOATSWAIN

PURSUIT

1.
 - (a) Have a general knowledge of ropes, including different uses, stress and strain, and demonstrate the correct methods of stowing cables, coiling light lines and painters.
 - (b) Have a knowledge of sail canvas and terylene, be able to name the parts of a sail and know how to maintain sail in good condition.
 - (c) Have a good knowledge of both standing and running rigging in:
 - (i) an open sailing craft
 - (ii) a gaff-rigged vessel
 - (iii) a class racing boat.
 - (d) Have a practical knowledge of at least three types of purchase tackles.
 - (e) Demonstrate that you can heave a lifeline 18 meters (20 yards) with reasonably accuracy.
2.
 - (a) Be able to use a palm and needle and make a drogue with canvas.
 - (b) Make a rope fender for a dinghy.
 - (c) Make a grommet and a stop a block ready for operational use in a sailing boat.
 - (d) Complete a long splice or make up a pair of lizards using bull's eyes or thimbles.
 - (e) Demonstrate in a sailing boat whilst underway the following: single cats paw, running bowline, double sheet bend and mouse a book.
Pipe 'Away boat's crew'.
3. Take a regular and practical part in one of the following activities:
 - (a) Constructing a canoe.
 - (b) Constructing a hard chine boat.
 - (c) Carrying out hull repairs to a caravel, clinker or fiberglass boats.
 - (d) Making a Spinnaker or storm sail.
4. Take a responsible part in one of the following activities:
 - (a) Rig a derrick (or derricks) with rope, spars and tackles and so on, and lift a small dinghy from the water.
 - (b) Rig a form of breeches buoy, using a life buoy, ropes, tackles and spars and so on, and demonstrate its use.
 - (c) Launch a boat from a sandy or shingle foreshore, beach the craft and haul it up well clear of the water.
 - (d) The rigging of a hull strop and the use of a carrick bend should feature in the hauling-up evolution.
5. Take a leading part in one of the following exercises afloat:
Board a sailing boat, apparently dismasted, stream a grogue and ride it, construct and hoist a jury rig, recover the drogue and sail the boat home, with the candidate taking the helm. The jury rig must include one makeshift mast, two jury sails, a rolling hitch, single cats paw, sheet bend and appropriate lashings. The distance of the operation out and in should be approximately 900 meters (4 cables) each leg.

Notes:

- (i) One orthodox sail may be utilized but not in its normal or proper setting.
- (ii) In craft carrying two masts, one orthodox mast may be retained to set one jury sail.
- (iii) The second jury sail is to be fashioned from available materials, for example oilskins, canvas covers, sacking, tarpaulins and so on.
- (iv) Answer a signal for assistance from a sailing boat with a 'damaged rudder' and 'aground in shallow water' at approximately 900 meters (4cables) distant. Re float the craft by warping off, rig for sailing, recover ground tackle and sail the boat home. The candidate to board the 'stranded' craft, supervise laying out of kedge anchor and warping off, recovery of anchor and re-rigging of sailing gear. The candidate should sail the craft home using a steering oar in place of the 'damaged' rudder.

Notes:

- (i) The candidate should muster the crew with the appropriate pipe.
- (ii) The candidate should supervise preparation of the pulling or power boat with the appropriate gear to include: warp, spare anchor and a drogue.



CAMP COOK

INTEREST

1. Make a properly equipped camp kitchen for a Patrol, with open fire and a Camp oven, and cook thereon balance three meals (which may include breakfast)
2. Know how to store provisions in an hygienic manner and prove to the Examiner that he is capable of cooking for a patrol camp for one day.
3. Draw up menus for a patrol camp with quantities and prices for two night's three days.
4. Cook the following dishes.
 - (a) Kulhi Riha,
 - (b) Kan'du Kukulhu,
 - (c) Bodibai
 - (d) Mugu Riha
 - (e) Prepare Roshi for a Patrol of 7 scouts for breakfast
 - (f) Make Kashikelu Fani
 - (g) Cook Soojee
 - (h) Boil Rice for a patrol
 - (i) Know how to lay a table for the patrol in camp and improvise this table in accordance with Camping Standards.

Part 2

1. Pass or have passed the Cook Badge
2. Know how to buy food and draw up prices and dietetically ground menus to include quantities required for camp of a week's duration for at least two patrols of five Scouts each. The Examiner will lay down a limit for the cost of catering.
3. Know how to prepare a hot meal (two courses) and a hot drink, without utensils except a Billy can.
4. Prepare 5 kinds of short eats including two sweet ones
5. Prepare Kandhi
6. Cook kashikelu Baipen
7. Be able to prepare an Eastern or western dish for two persons



CAMP WARDEN

SERVICE

This is a service badge and tasks should be completed individually and those assisting will only be doing for experience.

Corresponding badge for under 14.5 years: Camper
(All parts of this badge should be completed without imitations)

1. Pass or have passed the Camper badge
2. Have camped 10 nights under canvas other than that is required for Camper Badge.
3. Camp for a week - end at a site (other than the ones visited earlier) and report on the advantages and disadvantages on the sites and what could be done to improve these sites. (Note: That Maldives has no Permanent camp sites and your report should be in relation with this in mind). The report should include matters related to soil, water, transport and the influence of the public of the Island that you are camping.
4. Show practical knowledge of Camping standards in regard to gadgets, sanitation, deranges, cooking areas, food supplies, camp equipment (Knives, Axe, Felling Axe, Water storage equipment, Tents, Flags, Pioneering equipment, Water sports equipment, Toilets.) Planning of camp site and the layout of the sites and how to store camping equipment in local condition without a Scout Den. (Scout Store room) also indicate how records of such equipment is maintained and how repairs could be made to Camping equipment.
5. Make a tent, Ground sheet, rucksack, Knife, Kathivalhi, Froa, Mallet, Frying pan, or similar article of camping equipment and make a diagram of your product and write you went about producing the article.
6. Have worked at least for one camp with the troop or patrol in planning the camp. (To prove this the group scout leader should testify and the camp permit that has been given by the association for the specified camp a copy of it should be attached to the notes that are prepared for the badge.)
7. Demonstrate the following:
 1. Use of charcoal for cooking
 2. Building a Scout Camp fire
 3. Pitching a patrol tent and folding it with due regard to storage.
 4. Drying wet clothes and bedding in camp conditions. (So that this is not repeated after the camp is over).
 5. Fire prevention and precessions that has to taken in camp.
 6. Care of food and storage
 7. Care of drinking water.
 8. Care of cooking stoves and kitchen equipment and personal gear
 9. Disposal of waste
 10. Constructions of latrines and how to remove and seal the area after camp.
 11. Equip a camp first aid box and give reasons of your selection of medicines for a patrol camp of 7 days.
 12. Demonstrate how to use the following and how to care for it (protection and storage)
 1. Felling Axe
 2. Kathi Valhi.
 3. Hand saw
 4. Pulleys
 5. Hammer
 6. Mallet
 7. mamotee
 8. spade
 9. crowbar
 10. gas cooker
 11. kerosene cooker
 12. generators
 13. hand saw
 14. Rakes
 15. hammers of 7lbs
8. Discuss with the Examiner how you would want to see a permanent amp site in Maldives and about the facilities that will be made available in this site support your discussion with a drawing or a diagram.

Important

All tasks for this badge should be completed individually and those assisting will only be doing the tasks for Experience.



CAMPER

PURSUIT

1. Have camped under canvas with a troop or Patrol for a total of not less than 15 nights. And support this with reports duly signed by the Unit Leader.
2. Pitch and strike a hike tent.
3. Direct successfully the pitching and striking and packing of a Patrol tent.
4. Make a sketch of a Campsite that you will look for when choosing a Camp site For the Patrol and for the Troop and discuss the Advantages and disadvantages of the selected Camp site.
5. Write the Main rules of Camp Hygiene and the importance of order and cleanliness in Camp.
6. Make a sketch of a Quarter Masters tent and how you will store food and write an intelligent discussion why you have made the provisions that you have shown in your sketch.
7. Construct and make a diagram of a camp larder, a Camp Oven, and two other gadgets of your own choice and discuss the importance with the Examiner and write about it giving emphasis on why you have to make these things in camp.
8. Make basic Camp Gadgets with the help of a patrol or six other boys.
9. Make camp equipment such as (Waterproofing a ground sheet, Knife, Coconut scraper, crowbar, mallet, saucepan etc.)
10. Make a menu for a patrol camp and give quantities and costing.
11. At Camp cook for a Patrol for day's standard meals in an open fire.



COMMUNICATOR

INTEREST

To gain the badge you must complete all the requirements in one of the following alternative:

A 1

- (a) Log 25 different amateur radio stations showing details of date, time, call sign, frequency, readability and location. (Some broadcast station may be included.)
- (b) Demonstrate how to tune a simple communications receiver.
- (c) Give an example of a typical 'greetings message'.

A 2

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

A 3

- (a) Know the international phonetic alphabet and define at least eight intentional Q code signals.
- (b) Demonstrate your ability to recognize call signs from the UK and near continent.

A 4

Visit an amateur radio station.

A 5

- (a) Understand the regulations governing the use of amateur radio equipment.
- (b) Pass the Radio Amateur Novice License A or B.

- (c) Send and receive a short message by Morse code or Semaphore at a rate of five words per minute.
- (d) Demonstrate that you know a recognized procedure when sending and receiving a message.
- (e) Know the International Phonetic Alphabet and define at least eight international Q code signals.
- (f) Construct a simple Morse code oscillator and a short message to the examiner.

B 1

- (a) Log 25 different citizens' band users contacted showing details of date, time identification, signal strength, readability and location.
- (b) Discuss with the examiner your experiences in keeping the log, for example, use of equipment and effect of various conditions on range of reception.
- (c) Demonstrate the use of citizens' band equipment by making a contact with another citizens' band user and maintaining the contact for at least two minutes.
- (d) Discuss with the examiner the DTI recommended Code of Practice and the reasons for receiving certain channels for specific functions.
- (e) Demonstrate knowledge of the 'ten codes' used and discuss their advantages and disadvantages.
- (f) Show a working knowledge of the conditions under which a DTI Citizens Band License is issued, how suitable equipment may be recognized and the restrictions on its use. Demonstrate that all equipment used conforms to these regulations.
- (g) Discuss with the examiner the causes of radio and television interference and the steps that might be taken to minimize the effects.

C 1

Pass the restricted Certificate of Competence in (Marine) Radio Telephony (VHF only).



COMMUNITY

SERVICE

To gain the badge you must pass all the requirements in one of the following alternative:

1. Find out about local community services for example health, education, leisure, social) using such resources as the local authority, youth officer and local library. Discuss with the Unit leader before going for the test to the Examiner how these services meet the needs of the members of the community.
 - (a) 2. Carry out a study of one aspect of community concern in your area, after consulting the Patrol Leaders' Council and Scout Leader. The study should be of approximately six months' duration, and could include the old, the young, the disabled, the lonely or the unemployed.
 - (b) 3. Take a regular part in a form of service to the community, spread over at least two months. Explain to the Patrol Leaders' Council what you have learned from this experience of social involvement. You must discuss this option with the examiner before undertaking any of the requirements.
 - (c) With a friend, push and be pushed in a wheelchair around your neighborhood, visiting shops and buildings. Describe your experience to the examiner.
 - (d) Show how to open and close a wheelchair properly and how to take it up and down curbs, down a slope and up and down stairs.
 - (e) Demonstrate the techniques of lifting someone who has a weakness in the legs and of transferring them from one chair to another.
 - (f) Assemble a display of not less than eight items of aids used by people with handicaps. Explain to your Patrol and the examiner how these items are used
 - (g) Learn the following Macaroon phases - Hello, please, Thank you, Friend, Help, Home, Tired, Eat, Drink, Yes, No, O.K., Wash, Toilet and Good-bye. Help to make a handicapped Awareness tail for the Scouts in your Patrol You should take part in it. Tell your Examiner about it
 - (h) Spend a total of 15 hours within a period of three months either helping in the Hospital, Society for Health Education, Veshi, Fashan or Similar or helping at a special Pack or Troop, which caters for Scouts with a handicap

- (i) Help at 3 camps at which there are a number of Cub Scouts to the satisfaction of the Akela and support your report about the camp with a letter of acknowledgement from the Akela.

Or:

1. Any other one activity of a similar nature and levee of achievement as agreed by the Patrol Leaders' Council
2. Discuss with the Patrol Leaders' Council and with the examiner how you now feel about people with handicaps and how you will behave towards them in the future.
3. Learn about local police station and find out about:
4. The organization of a police force and the rank structure.
5. The various specialist departments.
6. Communications including personal radio, emergency system and phonetic alphabet.
7. The practical side of preventing and detecting crime.
8. Show an understanding of crime prevention in the home and the community.
9. Observe a stranger for a period of two minutes and, after a period of time, be able to describe him or her in such a manner as to enable the person to be recognized
10. Show a good knowledge of the Highway Code
11. Take part in a locally organized course as agreed by your Patrol Leaders' Council or Scout



COOK

PERSUIT

1. Know what is meant by normal culinary terms, for example arguing, roux, to sweat, fold, render.
2. Prepare successfully two of the following:
Rihakuru Garudhiya, Masfen, Kudheena Fudi Satani.
3. Prepare by cooking, baking etc. by yourself two of the following:
 - (a) Plain Rice
 - (b) Roshi
 - (c) Fish Curry
 - (d) Vegiable Curry
 - (e) B be Cue Fish
 - (f) Kuli Riha
 - (g) Handhulhu Bodi Bai
 - (h) Kashikeyo Fani
 - (i) Gula
 - (j) Mashroshi
 - (k) Roast Pan
 - (l) Foni or Rihakuru Folhi
 - (m) Dhall Curry
 - (n) Masbai
 - (o) Bread Pudding
 - (p) Fruit, Chocolate or Butter Cake
 - (q) Plain Omelet
 - (r) Macaroni Cheese or Macaroni with Fish
4. Cook and serve, for two to four people, two main course dishes and two sweets demonstrating the necessary preparation and serving skills.
5. Demonstrate four different ways of cooking potatoes (for example baked in jacket, creamed , croquettes, Mayonnaise and so on)
6. Plan a varied menu for yourself for one week and discuss your choices with the examiner.

Note:

At least three of the dishes selected for requirements 3 and 4 to be cooked under camp conditions.

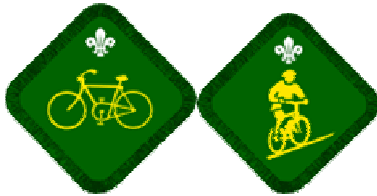


CRAFT

INTREST

The project to be completed for this badge must be agreed with the examiner beforehand and should last Approximately six hours.

From your own design, make an object or objects, from materials such as wood, metal, clay, plastic, leather or the like. The design should include details of construction.



CYCLIST

INTREST

1. Own a bicycle and use satisfactorily for at least six months. It should be a bicycle that is properly equipped and good working order.
2. Be able to make simple adjustments and repairs at the discretion of the examiner, for example change a tire and tube, mend a puncture, replace a brake shoe and block, adjust the height of saddle and handlebar to enable a younger boy to ride the bicycle.
3. Demonstrate that you know and observe the Highway Code, traffic signals, lighting-up times, road signs national system of road numbering and direction and that you can read a road map.
4. Take part in a Scout activity, which includes the use of bicycles.

Note:

A Scout who has passed the National Cycling Proficiency Test of the Royal Society for the Prevention of Accidents or the Cycle way National Course in Cycling Awareness qualifies automatically for those parts of requirements 2 and 3 which are covered by these courses.



D.I.Y (Do It Yourself)

SERVICE

Demonstrate six of the following, the choice to be made by you:

- (a) Renew a shash cord, or replace a casement window frame and hang it.
- (b) Glaze windows, both in wood and iron frames.
- (c) Help to paint and paper a room.
- (d) Take precautions to prevent frozen pipes in a dwelling house.
- (e) Repair defective plastering.
- (f) Re-hang a door and repair door furniture, including handles, locks and so on.
- (g) Effect minor repairs to furniture, such as broken castors and minor upholstery repairs.
- (h) Help to lay a pavement.
- (i) Put a neat patch on a garment.
- (j) Clean and polish a car.
- (k) Repair a gate or fence.
- (l) Mix concrete and effect simple repairs with it.
- (m) Repair children's toy.
- (n) Lay linoleum.
- (o) Replace a tap water.
- (p) Oil and adjust a lawn mower.
- (q) The immediate steps to be taken in the case of a burst water pipe.

Note:

The examiner and you can choose other options.



ENTERTAINER

COLLECTIVE ACHIVEMENT

Carry out these activities as a member of a group of Scouts, preferably as a patrol project.

1. Write and plan a short entertainment with your patrol or group. This could take the form of a sketch. Film or slide and tape presentation, Camp fire or stage routine involving some of the following: Mime, Drama, and Music, Story telling, Conjuring, Photography, Sound recording.
2. Prepare your Entertainment, ensuring that every one has a job to do, for example actor, producer, stage manager, publicity manager.
3. Present your entertainment at a pack or troop Parent's evening.
4. Discuss with the Examiner the value of work you have undertaken.
5. Take an active part in your Island / Atoll or National Scout Show. This would require a minimum of two months regular rehearsing.
6. Alternative activities maybe accepted if the Examiner feels that the activity is a substitute to the above mentioned points for testing.



EXPLORER

PERSUIT

This is a requirement for Bushman's Thong.

1. Pass or have the Advance Swimmer badge
2. Take part in an expedition with not less than 2 and not more than 5 other scouts. The expedition may be on foot, pulling dinghy, Sail Dhoni or a distance of two atolls by mortised Dhoni
3. The expedition must be planned to last for at least 4 - 8 days, and at least 4 nights must be spent away from home under canvas, rough shelter or in the open. All necessary equipment and food must be taken and all meals be prepared by members of the party preferably in backwoods style atleast for 24 hours duration
4. All scouts in the party will take an equal part in the planning arrangements before and during the expedition, but it is not necessary that all participants should be under test
5. A log of the expedition must be kept by each member of the party, having previously agreed between themselves a different "emphasis" for each log e.g. weather, geography, history, architecture, archaeology, botany, ornithology or Environmental Conditions
6. The more and special log subject must have the prior approval of the examiner
7. An expedition, whether on foot or otherwise, must be a test of determination, courage, physical endurance and a high degree of co-operation among those taking part
8. An expedition on foot will cover at least 150 miles in unvisited country. The four nights will be spent on different campsites.
9. An expedition by water will cover at least 50 miles on each leg and the log will cover such points as the Atoll or the Sea conditions, Reefs, Shallow areas that make passage through the reef and reefs that make an obstructions to navigation etc.
10. The journey which may be not be less than 10 miles in length, must include at least five "incidents" such as rescue from heights or Fire, Compass work, Night work, decoding, Water incidents and part of this journey to be done by sea on a sail dhoni having communication and be in touch with the examiner or school or NHQ.
11. Be reasonably proficient in four of the following. Each of the three must be selected from different groups.
 - Boxing, Fencing, Wrestling, Judo, Karate
 - Rowing (Half a mile alone or one mile with another scout), Sailing (around the Island alone or to the adjacent Island and return with another Scout),
 - Wind surfing, Water Skiing (Five Minutes without falling),
 - Snorkeling (near the reef and be able to breath properly and stay in water with mask on for half an hour),
 - Motorcycle riding (have a temporary permit for the sake of the badge from the ministry of Transport and Communications to ride a motor cycle, and be able ride and to make simple repairs)
 - Swimming (One mile in reasonable water in any style and 10 meters in breast stroke and 50 meters in back stroke),
 - Skin Diving (be able to dive with aqua lung and have practiced under professional guidance for not less than 3 months)
 - Gymnastics, tumbling (have undergone training with professional help in a recognised class or course)
 - Rope spinning (be able to make choir rope from the scratch of making the fiber and be able to make a minimum of 100 meters rope on his own)
 - Track athletics, Field events, Cross country running (have taken part in a meet that is sponsored by the Maldives Athletics Association representing the School or taken part as individual event and have secured a prominent place in the past one year.)

4. Be able to perform three from the following:
 1. Climb a coconut tree using leg sling or bare foot to a height of not less than 30 feet.
 2. Vault a fence 2/3 his height
 3. Throw a sixty foot line to fall between two pegs four feet apart twice out of every three times.
 4. Swim 100 meters wearing clothes and undress except the under clothes without touching the seabed.
 5. Climb a rope to a height of 30 feet from the ground using proper methods.

IMPORTANT

All Expeditions should have the Prior Approval from the Parents in Writing, Atoll Administration if required, Camp Permit from the Scout Association. And the Permit from the School Administration in Writing

All Expeditions should use communication equipment and should report back to base every two hours and be in constant contact with the base.

All dhonies used for Expeditions should meet the requirements of the Ministry of Transport and Communications.

The Examiner should set the candidate one or two tasks which require a specific report of the journey and general log is of vital importance and it should constitute a definite test of determination, initiative, and self - reliance.



FIRE FIGHTER

Service

(No Badge Syllabus) ??



FORESTER

Pursuit

1. Be able to identify in summer and in winter the following trees: Oaks, Ash, Sycamore, Beech, Elm, Birch, Horse Chestnut, Lime, Plane, Field Maple, Spruce and Pine. Know how to identify any tree by reference to identification key.
2. Have a knowledge of the tending of wood and plantations, the sequence of operations and the reason for these operations. Know some of the dangers to which woods may be exposed, for example, frost, fire and animals.
3. Prepare soil and transplant a young tree.
4. Know how to select, use and care for an axe and the safety rules of axemanship.
5. Know how to fell and trim out a tree.



GUIDE

Service

Scout attempting this badge should always update himself on information and write clearly in his logbook about all points covered in this syllabus before appearing for the badge.

1. Be able to give clear and concise directions, well expressed and distinctly spoken, to a stranger asking his way, and do so politely and promptly.
2. Know the whereabouts of the nearest Bank, police station, Doctor, Chemist, Public Telephone, Fire alarm (Specially in School) patrol station and motor garage, hotel and direct the stranger to the Airport. And mark on a map of your Island 24 similar places and present it to the examiner in a proper way like by making a key and be able to answer questions by the examiner orally
3. Know how to call for police, Ambulance and the Fire station.
4. Know the Taxi fares within the Island and dhoni fares to the closest two Islands.
5. Be able to guide a person with 200 meters from school and 300 meters from his home.
6. Know General Offices that will be required by a visiting foreigner, like Department of Immigrations, Ministry of Tourism, Ministry of Information and Culture, Newspaper Offices, Post Office, Port Health, Ministry of Health, Hospitals, Ministry of Atoll Administration and be able to guide them by shortest way from point of inquiry.
7. Know the Main guesthouses and Hotels in your Island and the Offices of Tourist Agencies or Tourist Resort Offices.
8. Know the Names of Cabinet Members, Names of the head of wards and its main office bearers and the location of ward offices.
9. Know the Exchange rates for major Currencies to Maldivian Rufiyaa and the foreign representations in Maldives and Consulates.
10. Know the Postal rates for sending letters to at least one country in each continent
11. Know how to send a money order overseas
12. Be able to explain to a foreigner general every day regulations of the country (6 things) like clothing, light-up times, prohibited items etc.



HOBBIES

INTEREST

1. Make a collection of objects over a period of 6 months (The nature of the collection will be chosen by the scout. Some suggestions are: Coins, stamps, shells, labels of various products, Insects, leaves, flowers, Postcards etc.)
2. Discuss with the Examiner the reason of your choice and know some thing about the subject of your choice and show an intelligent interest in it. Through the collection, the scout should be able to gain knowledge like if you collect stamps, know some thing about the origin of stamps of your country and how this is marketed and the role of the philatelic bureau of the country and from your collection what is a damaged stamp and if you have collections of other countries what are the capitals, currency, habitat of the other country etc.



INFORMATION TECHNOLOGY

PURSUIT

To gain the badge you must pass all the requirements in one of the following alternatives:

- A
1. Describe a typical computer system, explaining input, output, memory and storage devices.
 2. Use a computer to produce two of the following:
 - (a) Troop newsletter.
 - (b) Troop records.
 - (c) Subscriptions and expenses table.
 - (d) Award progress chart.
 - (e) Map showing local facilities and places of interest.
 - (f) Training presentation.
 3. Describe the advantages of computer systems compared to manual systems in two of the following areas:
 - (a) Letter writing.
 - (b) Graphic art, design or drawing.
 - (c) Accounts.
 - (d) Library records.
 - (e) Newspaper layout.
 - (f) Passing messages.
 - (g) News and weather information.
 - (h) Travel and holiday bookings.
 4. Explain to the examiner, showing examples, how microprocessors have added to the facilities of everyday devices used in the home or for leisure.
 5.
 - (a) Discuss with the examiner and demonstrate an understanding of the law which concern copying of software, access to computer systems and storage of personal information.
 - (b) Discuss with the examiner good and bad practices in the use of computer equipment. Information to assist you in this section is available from the Headquarters.
- B
1. Explain the various types of information systems available and how these can be accessed. For example, Telecomm Gold, Prestel, bulletins boards.
 2. Explain how a message may be sent on one of the above systems.
 3. Explain the legal aspects of accessing other computer systems.
 4. Demonstrate one of the following:
 - (a) Make a connection to an on-line database and show the services available and explain how they are used.
 - (b) Use a teletext system to access at least five areas of information including sport, news and weather services. Discuss with the examiner the benefits and limitations of the teletext service.
 - (c) With the help of a radio amateur connect a computer to an amateur radio station and access information from a remote system. Explain in simple terms how the connection is made.
 5. Describe the function of the following:
 - Modem.
 - RS232/Serial interface.
 - Centronics / parallel interface.
 6.
 - (a) Discuss with the examiner and demonstrate an understanding of the law which concern copying software and storage of personal information.
 - (b) Discuss with the examiner good and bad practices in the use of computer equipment.

Information to assist you in this section is available from the Headquarters.

- C
1. (a) Show a working knowledge of a computer language and demonstrate its use by writing a program on a subject agreed with the examiner.
(b) Run this program using a suitable computer system and show the importance of ease of use and the provision of menus and on screen help built into the program.
(c) Explain to the examiner the construction and layout of your program with particular emphasis on structure, presentation and documentation.
 2. Either:
Write a flow chart of a routine which you perform daily and a flow chart to show the operation of the

Or:

Program in 1. Above.

Draw a block diagram of a typical personal computer showing the component parts such as input, output, memory and storage devices. Briefly explain their function to the examiner.

3. Describe four types of data storage device.
4. Describe six uses of microprocessors, computer or computerized systems. These should include applications in the home, office or industry.
5. (a) Discuss with the examiner and demonstrate an understanding of the law which concern copying of software, access to computer systems and storage of personal information.
(b) Discuss with the examiner good and bad practices in the use of computer equipment.



INTERPRETER

SERVICE

Complete the following in any two languages other than his own.

1. Carry on a simple conversation for approximately 10 minutes
2. Write a letter of approximately 150 words on a subject dealing with a Scout topic
3. After a few minutes for study, give an approximate translation of a paragraph from newspaper or periodical.
4. Assist as interpreter to a foreign visitor (This can be a staged version not in actual life)
5. Have corresponded with a Scout other than that of his country for not less than 6 months and in this duration at least 4 letters should have been exchanged
6. Write letters for a scout group, school or similar body, for example helping the arrangements for a foreign visits or exchange.



LIBRARIAN

SERVICE

1. Either

Supply the examiner with a list of at least twelve books, which you have read in the previous twelve months. Explain why you read them, what you thought of them and answer questions about their contents in both English or Divehi but it should have the majority in English. The Scout taking the test should be able to produce these books to the examiner at the time of taking the test.

Note:

The list should include both fiction and non-fiction, with not more than three books by any one Author, and should exclude school text books

Or:

Supply the examiner with a short bibliography dealing with a subject in which you are especially interested, Explain your choice of books to the examiner and answer questions about their contents.

2. Describe, in simple terms, how a book is produced.
3. Show that you know how to use library catalogue. Explain how fiction and non-fiction books are Arranged on the shelves and why they are treated differently.
4. Know what is meant by a reference book. What sort of information could you obtain from the Following books and how are they arranged?

The guineas book of records Whittler's Almanac

History of Maldives By Pirad

Chambers Encyclopedia Timetable

Bartholomew's Gazetteer of the British

Who's who Isles

Divehiraaje Haguramaige Villagadehge Dhashugai

Note:

The examiner may substitute a suitable attentive for any title not readily available,.



LIFE SAVER

SERVICE

1. Hold the Swimmer badge or reaps the requirements.
2. Be able summon help in case of:
 - (a) Drowning person
 - (b) Fire - Electrical, gas, and normal house hold fire
 - (c) Sick person on the road
 - (d) Accident
3. Be able to rescue a person similar to his size from water and carry him for 150 meters
4. Explain the following methods of respiration:

- (a) Holger Nelson,
 - (b) Shaifers
 - (c) Mouth to mouth
5. Be able to throw a lifeline to a distance of 30', explain the composition of a life line and what are the security measures in maintaining a life line.
 6. Know what are symptoms that you will look after saving the life of the casualty that you will report to the medical personal.
 7. What are basic rules for approach of a drowning person.
 8. Know how to deal with a gas leak in a house,
 9. Know how to save a person who has come into contact with a live electrical wire.
 10. Show methods of rescue used in the case of house fire, gas poisoning and a person on fire.
 11. Know what you have to do after you have saved the life where to inform.
 12. Know 4 methods improvised or otherwise of carrying an injured person

MAP MAKER

PURSUIT

1. Make a map by triangulation, using prismatic compass or plane table. The area should include fields, a building and a pond or equivalent features.
2. Make a road map, with a compass and field book, of 2 kilometers of road, showing all main features and objects, within a reasonable distance on either side, to a scale of 10 centimeters per kilometer The field book must be produced for inspection.
3. Enlarge such portions of a 1:50 000 scale OS map as the examiner may determine, by a 1:3proportion.
4. Draw a simple cross -section of a 1:50 000 scale OS map (the line chosen is to include varied Features, gradients and so on).



MECHANIC

PURSUIT

To gain the badge you must pass all the requirements in one of the following alternatives:

A

1. Know the principles of operation of an internal combustion engine and understand the function of the Clutch, gearbox and rear axle differential of a motor car.
2. Remove, clean and check the gap of a perking plug.
3. Check and top up the level of oil in a motor car engine. Explain the purpose of oil and oil filter and the procedure for changing them.
4. Remove and replace a road wheel. Know the precautions to observe, check tyre pressures and depth of tread. Understand the reasons why cross and radial ply tyres should not be mixed on the same axle.

B

1. Show by demonstration that when operating the engine of power craft you can respond quickly to orders given by the coxswain.
2. Either:
 - (a) Be able to discuss the principles and performance of several types of motor boat engines (other than two -stroke) and show a knowledge of the special care and maintenance needed by a type of small marine internal combustion engine familiar to you (other than two -stroke).

Or:

(b) Have a working knowledge of small motor boat four stroke engines generally and show knowledge of special servicing required by a small marine diesel unit.

Or:

(c) With minimum assistance dismantle, thoroughly service and re-assemble an outboard engine and demonstrate proper fitting to the transom of a boat. Be able to explain how to detect minor faults is Starting and running whilst afloat.

3. Either:

(a) As driver / mechanic member of a power boat's crew, assist in the preparation of the boat for a Voyage by checking the engine for possible minor faults, checking the fuel supply and pump, and mustering the fire - fighting equipment. In respect to order operate the engine while getting under way from the quay. Whilst afloat, demonstrate how to deal with minor running defects in compression, ignition, electric, filters, intake and outlet and in over- oiling. Operate the engine to bring craft alongside the quay and shut -down. Lay out a keg anchor.

Re-mane the boat in response to a 'distress call', and under orders, start and operate the engine whilst proceeding to and maneuvering alongside a 'stranded craft. This part of the test is to Include operation of all gears in a confined area of water and a return journey to base, coming Alongside with the tide (or current). Know how to leave the engine in a proper manner and how to drain the engine in an emergency.

Or:

(a) Act as mechanic on at least one short cruise or expedition and be responsible for the running of the engine throughout the cruise.

(b) Thoroughly check and service the engine of a motor boat in preparation for a cruise or expedition to include the provision of fuel and safe storage, an adequate tool kit and effective fire fitting Appliance, Accompany the expedition either as the mechanic or assistant mechanic and be Responsible (or jointly responsible) for the operation care and maintenance of the engine throughout.

C

1. Understand the basic principles of, and be able to point out the component parts of either:

(a) an aircraft piston engine ; or

(b) an aircraft gas turbine engine.

2. Understand the basic principles of flight of a fixed wing aircraft .

3. Know and be able to demonstrate Aircraft marshaling signals used by day and night.

4 demonstrate your ability to carry out four of the following:

(a) Replenish a light aircraft fuel and oil system.

(b) Rig and de-rig a glider.

(c) Piquet a light aircraft.

(d) Change a set of plugs on a light aircraft engine.

(e) Inspect aircraft main and tail (or nose) wheel tyres for serviceability.

(f) Repair a small tear in the fabric surface of a light aircraft or a glider.

(g) The pre-use inspection of a parachute and how to put it on and take it off.

(h) Check the control system of a light aircraft or glider for correct sense of movement.

D

1. Know the principles of operation of two -stroke or four- stroke internal combustion engine and understand the function of the clutch, gearbox, carburetor, and transmission of a motor cycle.

2. Remove, clean and check the gap of sparking plug.

3. Clean and top up a motor cycle battery. Understand the basic electrical circuit of a motor cycle including the frame earth concept. Be able to identify and change a fuse.

4 Check and top up the level of the engine oil.

5 explain how to adjust the tension of the final drive chain.

6 describe the procedure for removing and replacing both road wheels.

7 check the tyre pressure and depth of tread.



METEOROLOGIST

PURSUIT

1. Keep a daily record of the weather from your own observations for at least one-month, to include at least

Four of the following:

- Wind force and direction
- Cloud type and amount
- Weather - using Beaufort letters
- Temperature
- Pressure
- Rainfall amount.

2. Understand the working principles of the following instruments and construct a simple version of One of them:

- Thermometer
- Barometer sunshine recorder
- Anemometer
- Rain gauge.

3. Understand at least three different ways in which clouds are formed.

4. Know the typical weather produced in your own area by 'warm' and 'cold' air masses in summer and in winter, noting the different effects of land and sea tracks. Understand the weather associated with a change of air mass at fronts.

5. Know how synoptic weather maps are produced and be able to understand a simple map, with fronts and isobars, similar to those shown on television and printed on some newspapers. Relate your observations in requirement 1 to these maps.

6. Understand the effects of temperature, wind and water on the human body in cases of hypothermia exhaustion.



MODEL MAKER

PURSUIT

To gain this badge you must complete all the requirements in one of the following and have a general knowledge in the other alternatives suggested.

A.

1. Construct a model airplane (the use of kits is permitted) which when flown, meets one of the following minimum flight performances:

Glider (hand launched) -25 seconds

Glider (tow launched with 50 meters (164 feet) maximum line length) - 45 seconds

Rubber powered (15 seconds maximum motor run) - 45 seconds

Control line: demonstrate your model by making a smooth take off, three laps level flight at approximately 2 meters (6ft) and climb and dive with a smooth landing.

2. Have a general knowledge of the basic principles of flight, including the three axes and their effect on stability and control.

B.

1. Build an electric or engine powered model boat, dhoni or Yacht, not less than 45 cm (18in) in length (Kitts permitted) and show it to be capable of maintaining a straight course of not less than 23 meters (25yds.)
2. Give a clear explanation of Archimedes's Principles.

C.

1. Either

Build an electric slot car racer (not from a kit, though a commercial body and other parts may be used) and drive it a minimum distance of 122 meters (400ft) on any track without stopping or leaving the slot more than four times.

or

Build a free running car of any type (kits permitted) and demonstrate that it will run at least 18 meters (20 yds). Airscrew drive is allowed.

2. Know how to track and wheel base are measured and sketch and explain Ackermans steering..

D.

1. Build a coach or wagon and demonstrate that it runs satisfactorily behind a locomotive.
2. Build a scenic model, such as a station, Airport, power station, water sports center, fish processing plant, housing scheme, national monument, or a tourist resort to scale for a layout
3. Draw an electric circuit for simple track layout
4. Detail the safety precessions to be taken when assembling such a layout.



MUSICIAN

(No Badge Syllabus) ??



NATURALIST

PURSUIT

1. Study the natural history (such as plants and animals) during any two of the seasons (spring, summer, autumn or winter) of one of the following:
 - (a) a piece of woodland
 - (b) a piece of parkland
 - (c) a piece of downland
 - (d) a piece of moorland
 - (e) a piece of sea shore, sand-dune or rocks

The area studied should be approximately one acre (5,000 square meters or half hectare) in size.

OR

- (f) a length of hedgerow
- (g) a length of roadside verge

- (h) a length of stream, river or canal
- (i) a small pond of not less than 90 meters (100 yards).

Explain the result of the study to the examiner, using field notes, simple sketches or photographs and sketch maps.

2. Discuss with the examiner how the natural history of the site studied could be effected by man's activities or management, for example replacing deciduous trees with conifers, waste oil discharge by oil takers at sea, cutting hedges and roadside verges by machine instead of manually.
3. Make a detailed study of any one plant or animal (for example a fern, grass, wild flower, tree or shrub; butterfly, moth or other insect; amphibian, wild animal, bird, fish and so on). Discus with the examiner the result of your observations and the sources of any information used, for example museum, books and so on.



NAVIGATOR

PURSUIT

To gain the badge you must pass all the requirements in one of the following alternatives:

A

1. Using 1:50,000 and 1:25,000 scale Ordnance Survey maps and a 1:10,000 scale orienteering map with examples set by the examiner:
 - (a) Show that you understand the meaning of scale, National Grid Reference and true, grid and magnetic north and can recognize conventional map signs.
 - (b) Interpret contour lines in terms of shape and steepness of terrain and know the local names and meanings of topographical features such as col, ridge, spur, and so on.
 - (c) Show how to set the map with and without a compass. Be able to use and to give six figure grid references and demonstrate the use of Romer measure to improve accuracy.
 - (d) Show how to measure distance on the map and how to estimate timing for a particular route.
 - (e) Show how to find north without the aid of a compass, by day or night.
2. Know how the national system of road numbering works and be familiar with the traffic signs and signals as illustrated in the Highway Code.
3. Accompany a motorist or motorcyclist as a passenger and act successfully as a navigator for a total journey of at least 160 kilometers (100 miles). For a specified section of the journey, covering a distance of 80 kilometers (50 miles), prepare and use an A.A or R.A.C. type trip - route map. The journey should also include navigating with no previous preparation of the route.
4. Complete accurately a compass route of at least two kilometers (one mile) as defined on a map supplied by the examiner. During the exercise show that you can:
 - (a) Convert grid bearings to magnetic bearings and vice versa.
 - (b) Use back bearings to check your route.
 - (c) Pinpoint your position using three cross-bearings.
5. Take part in two properly organised orienteering events and show an improvement in your performance
Demonstrate methods of route selection including aiming off and the four right angles and step counting techniques.

B

1. Given a series of three headings and corresponding tracks, work out in each case the type and the amount of drift in degrees and illustrate each case by a simple diagram.
2. Demonstrate with a compass how an aircraft can be turned on to three successive compass headings.
3. Either:

Draw on a topographical air map a track for an imaginary flight of not less than 80 kilometers (50 miles) and point out the landmarks which would show up on both sides of the track in clear visibility at an altitude of about 600 meters (2,000 feet).

Or:

Identify on topographical air map landmarks seen during a flight of about half an hour's duration in clear sky weather.

4. Illustrate by means of simple diagram how a fix can be obtained from two position lines. Describe briefly two ways in which bearings can be obtained in an aircraft, thus enabling position lines to be drawn on a chart.

5. Given the true, magnetic and compass headings, work out the variation and deviation in each case.

6. Illustrate by simple diagram latitude and longitude.

7. Draw on a topographical map the track between any two places not less than 100 kilometers (60 Miles) a part and measure the exact distance; given the air craft's air speed as 130 km/h (80 mph), work out time of flight from overhead starting point to overhead destination in each of the following conditions

- (a) With no wind at all.
- (b) With a head wind of 30 km/h (20 mph).
- (c) With a tail wind of 50 km/h (30 mph).

C

1. Have a good walking knowledge of charts, including the projection, datum and symbols used and the tidal information given.

2. (a) Read a mariner's compasses marked in points and degrees and have a knowledge of compasses generally, including variation and deviation.

(b) Be able to apply variation and deviation to a compass course or obtain a true reading. Give a true reading to obtain a compass course.

(c) Understand how compass error can be found from a transit bearing.

3. (a) Understand the theory of how a position may be found from any two position lines.

(b) Plot a position from any three cross bearings. Understand what a 'cocked hat' and how to use it safely mean.

(c) Plot a position using the 'running fix' method.

(d) Plot a position using a combination of compass bearing and any one or more of the following

Radio direction beacons, Vertical sextant angles,

Horizontal sextant angles, Line of Soundings, Transits.

4. Have a working knowledge of tide and tidal stream atlases.

5. Understand the use of the marine log to obtain distance, run and speed.

6. Understand the buoyage system for United Kingdom coastal waters and other methods of making dangers and channels.

7. Undertake a coastal voyage of at least six hours acting as navigator. A log must be kept showing the courses steered, distance run, navigation marks passed and weather experienced.

During the voyage:

(a) Plot the estimated position every hour by keeping the dead reckoning.

(b) Whenever appropriate, and not less than once per hour, plot an observed position by bearings or other means of obtaining a fix.

Note:

The voyage, which need not have a definite destination, should be planned on the chart beforehand using tidal streams to the best advantage and giving hourly courses to steer for an assumed speed.



OBSERVER

INTEREST

1. In a Kim's game, remember 24 out of 30 well-assorted articles after one minute's observation. The game is to be performed twice running with different articles and each article is to be adequately Described.
2. By hearing alone, recognize eight out of ten simple sounds.
3. Give an accurate report of an incident lasting not less than one minute and involving three persons. This report, verbal or written, must include a full description of one of the persons involved, selected by the examiner.
4. Make six plaster casts of the tracks of birds, animals, car or bicycle. All casts are to be taken unaided and correctly labeled with the date and place of making. Two at least should be of wild birds or animals.
5. Follow a trail one-mile in length containing approximately 40 signs made of natural materials. The tour should be over unfamiliar ground. Roads may be crossed but not followed.
6. Given a route take a hike and observe and make a report on subject matter allocated to you by the examiner



PHOTOGRAPHER

INTEREST

1. Either:

Produce 12 photographs, taken by yourself, covering at least two of the subjects from the following: portrait, still life or similar, land or seascape, sport or similar action, flashgun, time elapsed photography.

Or:

Produce six black and white photographs where you have undertaken some part of the processing yourself.

2. Discuss with the examiner the main function of a camera including shutter speeds, apertures, film speed, and depth of field and lens focusing.
3. Discuss the different types of camera on the market and the various accessories used by today's photographer, both to ensure quality of results and to create effects. Explain the difference between camera shake and movement.
4. Describe the process of developing black and white films and prints, including the use of an enlarger.
5. Diagnose faults that occur both at the photographing and printing stages such as over/under exposure and high/low contrast.
6. Demonstrate knowledge of photography by artificial light by arranging equipment provided by your self or the examiner for a portrait, still life or similar subject.



PIONEER

COLLECTIVE ACHIEVEMENT

The Scouts must complete all parts of this badge.

1. Demonstrate and know the uses of the following knots and lashings: sheet bend, clove hitch, round turn and half hitches, bowline, timber hitch, sheep shank, square and sheer lashings.
2. Demonstrate the following:
 - (a) West Country or simple whipping.
 - (b) The correct way to coil a rope.
 - (c) The use of simple blocks and tackle.
 - (d) The use of levers to extract or move heavy weights.
 - (e) An understanding of the need for supervision and safety in pioneering projects.
3. As a member of a group of three to six scouts, complete the following:
 - (a) Take part in an indoor pioneering project
 - (b) Take part in building a pioneering model
 - (c) Take part in constructing an outdoor pioneering project
4. Make appropriate diagrams of five pioneering projects and draw them to scale



POWER COXSWAIN

PURSUIT

1. Have a detailed knowledge of the steering and sailing rules for power and sailing vessels and show by Demonstration, using diagram and model, that you have a practical knowledge of local waters, Including:
 - (a) Tides and /or currents.
 - (b) Local hazards, sandbars, shallows, rocks, underwater obstructions and any dangerous features such as weirs.
 - (c) Lights, day marks and buoyage in relation to local water traffic, including fishing craft and fishing grounds.
 - (d) Alteration of course and turning signals.
2. Know the safety precautions necessary in power craft, including the proper use of fire-fighting appliances and 'man overboard' drill.
3. Have knowledge of elementary principles of the motor boat engine and by demonstration a float show:
 - (a) That you can start the engine, operate the gears and understand the effect of transverse thrust with a single screw .
 - (b) That you can turn circles using reverse gear, control the boat in confined waters and stop the engine when going slow ahead.
 - (c) That you can operate the correct towing procedure, including disposition of screw, and that you are familiar with the use of the kedge anchor in an emergency.
 - (d) That you can recognize the minor faults in an engine in relation to compression, ignition, battery and charging system, fuel supply and filters, intake and exhaust outlet.

4. Take charge of a small screw and prepare the boat for service, to include the provision of all equipment. Supervise checking the engine, fuel and pump, and then:
 - (a) With minimum assistance, cast off with the tide (or current) ahead using the spring method. Steer a compass course (as set by the examiner) and anchor correctly. With the assistance of a second craft with anchor., demonstrate the use of the kedgear anchor. Recover the ground tackle, get under way and return alongside against the tide (or current), without using reverse gear. Moor with spring and head rope.
 - (b) In response to a 'distress' signal, take charge of the crew, cast off with the tide (or current) astern, using the spring and head rope method and proceed to a 'stranded craft' (aground in confined waters). Approach across the tide (or current) and take aboard a 'survivor'; maneuver clear, using reverse gear, and proceed to pick up a 'body' (not an actual person) from the water. Bring your boat alongside with tide (or current), using reverse gear, giving appropriate orders to crew, and make fast. Supervise preparations necessary to disembark the 'casualty'.

Notes:

- 1 The above conditions are designed for the use of inboard power craft and this type of craft should be used if practicable.
- 2 For the use outboard motor craft the tests should be modified accordingly, for example:
3. (a) Include some 'additional practical knowledge in care and maintenance of out board engine' and 'mixture of fuel and lubricant'.
 - (b) Delete reverse gear requirement.
 - (d) Modify accordingly.
4. (e)Delete use of reverse gear entirely and substitute 'veer down on wreck using anchor' and when returning Alongside (with side) using a drogue.



QUARTER MASTER

SERVICE

To gain the badge you must complete all the requirements in one of the following alternatives.

A

1. Have assisted the Group or Troop Quartermaster effectively for a period of six months.
2. Understand and be prepared to demonstrate:
 - (a) The care of ropes, for example whipping, splicing, hanking, coiling, inspection and storing.
 - (b) The care of tentage, for example guylines repairing, simple tear repairing, reproofing, inspection and storing.
 - (c) The care of tools, for example sharpening, resetting, re-hafting, cleaning, inspection and storing.
 - (d) The care cooking equipment's, for example repairing, cleaning, inspection and storing
3. Understand and demonstrate how to keep simple and efficient records, including issue and return of Group or Troop equipment.
4. Understand and be prepared to demonstrate:
 - (a) Storage of Cub Scout equipment.
 - (b) Storage of Cub Scout handicraft material.
 - (c) A simple system for the replenishing of Cub Scout handicraft material.
5. Understand the care and storage of Group visual aid equipment, for example projector, wall charts, drawing materials, drawing paper and special visual aids.
6. Understand how to deal practically with depreciation of all equipment.
7. Understand the general tidiness is the secret of good quarter- mastering. Explain how this is achieved in your own Troop or Group.

B

1. Have assisted the Camp Quartermaster at a Troop Camp or Pack Holiday of at least five days duration.
2. Understand and be prepared to demonstrate the care of all equipment in camp:
 - (a) Ropes, for example coiling and hanking, inspection and storing.
 - (b) Tentage, for example emergency guyline repairing, emergency tear repairing, inspection.
 - (c) Tools, for example sharpening and cleaning, inspection and storing.
 - (d) Cooking equipment, for example cleaning, inspection and storing.
3. Understand and demonstrate how to keep simple efficient records in camp including issue and return of all equipment.
4. Understand and be prepared to demonstrate how to care for all other special equipment in camp, for example uniform, hiking kit, climbing kit and canoes.
5. Produce a set of menus covering 48 hours in camp. Be prepared to discuss them with the examiner.
6. Describe how would deal with storage of food in camp.
7. Submit to the examiner a list of tools you would take to camp to effect emergency repairs of all equipment. Justify your inclusion of each item in the list.
8. Understand that general tidiness is the secret of good quartermastering. Explain how this was achieved in the camp at which you helped the Quartermaster.



SECRETARY

SERVICE

All tasks that are taken should be clearly written in his logbook

1. Either:

Write with a good legible hand, 250 words prose

Or:

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

2. Show an understanding of committee procedure including preparing an agenda and taking minutes.
3. Show a general knowledge of the administrative arrangements of a Scout Group.
4. Know how a personal bank account operates and how to write a cheque.
5. Write a letter on a subject chosen by the examiner.
6. Draft a wording for an invitation card addressed to members of the public in connection with a group, Troop or Patrol event.
7. Prepare a press release on a Group event

Or:

Write an article for a Scout magazine reporting a troop, Group or Patrol event.

Or:

Prepare a report to show awareness of the need for safety precautions.

8. Carry out the duties of secretary of your Patrol, the Patrol Leaders' Council or some other committee not necessarily concerned with Scouting, for a period of three months.
9. Give a short talk to the Troop demonstrating your knowledge of one or two of the above.



SWIMMER

INTEREST

1. Perform a standing dive from the side of the bath.
2. Swim 200 meters using any stroke.
3. Swim two of the following:
 - (a) 50 meters front crawl.
 - (b) 50 meters back crawl.
 - (c) 50 meters breast stroke.
 - (d) 50 meters butterfly stroke.

Note:

You may not use the stroke, which you used for requirement 2.

4. Surface dive in two meters of water and recover, with both hands, an object from the bottom. Return to the side of the bath holding the object with both hands.
5. Enter the water from the side of the pool by sliding in from a sitting position. Using any floating object for support, take up and hold the Heart Escape Lessening Posture for five minutes. Tread water for two minutes and climb out of deep water without using steps or any other assistance.
6. Understand and explain how you would effect a rescue using the following methods: reach, throw, wade and row.

Note: Every care must be taken to check the depth of water and the safety of the diving area when taking or practicing for this badge.



WATER SPORTS

PURSUIT

(No Badge Syllabus) ??



WORLD CONSERVATION

COLLECTIVE ACHIEVEMENT

Carry out these activities as a member of group of Scouts, Preferably as a Patrol project and carry out two activities from each of the groups listed the recommended periods should be strictly observed.

Skill

1. (a) Work with handicapped persons for at least 1 month with adult guidance and caring for the need of the handicapped people.
- (b) Adopt a pond, or in consultation with the environment agency perform conservation project for not less than 6 months and produce reports on this.
- (c) Select an area and jot down the kinds of fish that habitat this are and observe it for at least 2 months and make a report on the environmental effects of your selected area and also on the migration of the fishers you have observed.
- (d) With the assistance and cooperation of the concerned governmental agency assist in preserving any one kind of protected fish.
- (e) Make a poster of high quality to educate the public on the importance of environmental protection.
- (f) Make a survey of Trees, bushes, flowering plants (local varieties and also the imported varieties) that are growing in your Island. Make suggestions to sustain its growth.



WORLD FRIENDSHIP

INTEREST

1. Have corresponded with a scout of another country (regularly such as once in two months) not less than 6 months either individually or as a part of Patrol or Troop 'link up'.
2. Carry out a study of a country of your choice (after informing the badger examiner) and discuss the Differences in the way of life between the chosen country and yours.
3. Either
 - (a) Keep an album or scrapbook for at least 6 months giving illustrated information (gained from Correspondences under requirement 1 and from local newspaper cuttings) on Scout activities, sports, Environment, home life and National affairs of the other Scout's country.
- Or:
 - (b) Submit a set of not less than 25 photographs or colour slides or video of the other country taken by your self within the specified time frame.
4. Complete any two of the following:
 - (a) Camp or hike for at least seven days with a scout or scouts of another country (either in your own or in their country - a collection of jamborees or regional events or international events can be joined together if your correspondence in also participating)
 - (b) Entertain in your home a scout or scouts of another country for not less than three days.
 - (c) Tell the examiner the ways in which you have welcomed your brother scouts or other foreign youth to make them feel at home.
 - (d) Give separate informative talks to your troop and maybe to a cub pack (each of five minutes duration) on the interest and knowledge gained from your international experiences.

- (e) Make a tape recording of campfire songs from another country or a simple conversation with a scout in another language with the meaning of each sentence in English.
 - (f) Devise and run a Troop or Patrol activity based on information gained from an overseas Scout with whom you are in touch or from your own knowledge of another country or countries.
-