

Queensland Branch Rover Council  
The Scout Association of Australia  
Queensland Branch



## Crew Starter Kit

Compiled and distributed by the Queensland Branch Rover Council

## **Scout Promise**

On my honour  
I promise that I will do my best  
To do my duty to my God and to the Queen of Australia  
To help other people, and  
To live by the Scout Law

## **Scout Law**

A Scout is trustworthy  
A Scout is loyal  
A Scout is helpful  
A Scout is friendly  
A Scout is cheerful  
A Scout is considerate  
A Scout is thrifty  
A Scout is courageous  
A Scout is respectful  
A Scout cares for the environment

## **Rover Prayer**

By the spirits of the just  
Made perfect in their suffering  
Teach us in our turn, O Lord,  
To serve Thee as we ought;  
To give and not to count the cost;  
To fight; and not to heed the wounds;  
To toil; and not to seek for rest;  
To labour and not to seek any reward  
Save that of knowing that we do Thy Will.  
Amen

## **Scouting AIM**

The Aim of the Association is to encourage the physical, emotional, mental, social and spiritual development of young people, so that they may take a constructive place in society as responsible citizens.

## **Principles**

The principles of Scouting, as identified by the Founder, Lord Baden-Powell of Gilwell, are that Scouts should serve God, act in consideration of the needs of others, and develop and use their abilities to the betterment of themselves, and their families and the community in which they live. The three Principles are represented by a Code of Conduct which characterises all members of the Movement, and are referred to as "Duty to God", "Duty to Others", and "Duty to Self".

## **Philosophies of the Rover Section in Queensland**

1. The most important unit in Rovering is that of the Rover Crew, which is to be dynamic whilst helping its members live up to the words of Baden-Powell - "Rovering is a brotherhood of the open air and service".
2. The affairs of each Crew and its members are co-ordinated by its Area Rover Council, which in turn is charged with the development of Rovering within its Area or Region.
3. The QBRC is responsible body for all Rovering within the Branch, whilst continuing to plan growth and maintenance of true standards of the section. This extends to full representations on the National Rover Council.
4. The Rover section is the fifth youth training section whose positive objective is the development of an individual. It should not be seen as a recruiting group for Leaders.
5. The Rover Section is self-determining and self governing and is responsible for funding, promotion, recruiting and standards.
6. The Rover Crew is the fifth section of a group and will in turn work towards the fulfilment of its Group's objectives. The Crew recognises the Group Leader as the head of the Group Family.
7. Service is an integral part of Rovering and is an obligation of every Rover.
8. The Rover Section, in its role as a training section, will co-ordinate and organise all its own activities. Rovers will run each activity and be totally self-supporting.
9. Rovering in Queensland endeavours to create a truthful image of itself in the eyes of the Association, its Leaders and the public.
10. The quality of Rovering is far more important than quantity but as an ongoing Movement growth must be sought.
11. Every young person between the age of 18 and 26 must be given every opportunity to join and actively participate in a Rover Crew.
12. Rovering is available to all young people irrespective of geographical background, physical handicap, ethnic or social background.
13. To actively ensure that every Rover can participate in a diverse and challenging range of activities, confirming that a balanced Crew program does achieve the Aim of the Association.

While Rovers have no direct responsibility to their District Commissioner they recognise that he or she is the delegate of the Chief Commissioner and should be respected as such.

## Introduction

To the new Rovers,

Congratulations on your decision to establish a Rover Crew in your Group - you will find it a very enjoyable experience on the whole, but remember there will almost certainly be ups and downs, problems and hopefully solutions on the road to attaining your Rover Crew. The ultimate result, we assure you will be worth the hassles.

This booklet has been written to help you form a new Rover Crew. I am confident that this guide will help to make your job as simple and painless as possible. Experienced Rovers, who have been through the process of forming a new Crew themselves, have developed this procedure. The suggested steps outlined in this guide are there to assist you in laying the foundations of a successful Crew and should not be viewed as obstacles placed in your path. It is designed to help you start things off on the right foot and to deal with the major issues facing any new Rover Crew.

If you need some help or just a question answered, please do not hesitate to contact your Area or the Queensland Branch Rover Council (QBRC) for support.

Yours in Rovering,

(Chariman QBRC)

**QBRC Office,**  
PO Box 520,  
Toowong, Queensland, 4066.

**Phone: (07) 3721 5748**

*(The Rover office is manned from 6-8pm on Wednesday Nights – feel free to leave a message, or contact the Chairman via his Mobile for more urgent enquiries.)*

## **Crew Starter Kit**

Equipment needed to operate a Rover Crew:

- Crew Starter Kit
- Set of Secretary and Treasurer books
- Australian flag
- St George's Flag
- Bible
- Sword
- Copy of the Rover Prayer
- List of Squire Training achievements (as set by your Crew)
- Copy of the QBSI (Queensland Branch Scouting Instructions)
- Copy of P&R (Queensland Branch Policy and Rules)
- Copy of the 'Australia Rover Handbook'
- Copy of 'Rovering to Success' by Baden Powell
- Rover Colour Knots
- Rover Badges
- Rover Epaulettes
- Copy of "The Vigil"
- Bowl, Pitcher and towel
- BP Award Booklets
- Crew Flag (Group)
- Car Stickers (optional)
- Public Relations Kit

## **Rovering**

### **A Few Questions and Answers**

**Q What the hell is a Rover?**

**A** A male or female between the age of 17 & 26, dedicated to fun and adventure while serving the community in the Scouting way.

**Q What does the Rover Section set out to achieve?**

**A** To encourage the personal development of young adults through service and wide ranging activities.  
To provide appealing activities for fun and for fellowship.  
To develop self-reliant responsible citizens by encouraging members in Scout Training.  
To give general Rover service to the Scout Movement and to the public.  
To attract and retain young adults of the Scout Movement.  
To attract and retain youth of the community who have little or no experience with the Scouting Movement.

**Q What is a Rover Crew?**

**A** A group of generally at least 6 Rovers (preferably at least 15), that enjoy social activities, fun and adventure. A Rover Crew brings together members that enjoy company and social interaction with a variety of people. The aims and methods of a Rover Crew can be as wide and varied as your imagination, so long as they fit within the aims and principles of the Rover Section and Scouts Australia as a whole. Different Crews often have different styles and ranges of activities to suit their current members.

**Q How are Rovers governed?**

**A** One of the aims of Scouting is to increasingly encourage self-leadership. Being the oldest group of the youth section, the Rover Section sees the culmination of this aim. The Section is mostly governed by Rovers. From Crew level to National level, all positions of Rover Government are only available to Rovers. This is not to say that we don't need guidance from those more senior in their years. Rover Crews in Queensland have a Rover Advisor (RA), who is selected by the Crew themselves (and whom is accepted as RA by the Group Leader). This person is normally quite a bit older than the Crew and offers wisdom that only age and experience can provide. The actual Crew Leader or Chairman, is elected from the Crew itself, though.

The co-ordinating body of all Rover Crews in the State is the Branch Rover Council, consisting of Area representatives, a Branch Commissioner and an executive team. The Branch Rover Council is managed and supported by the Areas/Regions, who in turn, are managed and supported by their Crews. Rover Crews play a major part in the decisions that are made for Rovering in Queensland, and therefore need to stay in touch by sending 2 representatives along to each Area/Regional Rover Council meeting.

# The How, When, Where and Why a Rover Crew Starts

## Explaining in reverse:

**Why:** Because the GL sees the NEED (or is prompted by a group of new recruits or VL, DC, AAC Rovers etc) and s/he realises that less youth members will be lost to the Movement if they do not have to transfer to another Group. In other words - s/her appreciates the value of a 5 section Group.

**Where:** Preferably in every Group where there is a NEED. However it is pointless for 2 or 3 young people to attempt to form a Crew if there is no potential recruitment in the foreseeable future.

In this case it is better for them to join another Crew with the possibility of returning to their own Group when a regular source of recruitment is available.

**When:** Hopefully as soon as the NEED arises but after the 10 Step procedure to register a new Rover Crew is completed.

**How:** With our traditional Knighthood theme. New recruits become Squires of Invested Rovers (Knights) who in turn assist the new Squires with their Squire Training which must be undertaken before investiture as a Knight (or Rover). This process is similar to the link badges in each section of Scouting where a new recruit (or Squire) learns the basic knowledge to be a member of that Section.

Thus, it can be seen that (ideally) previously invested Rovers must be found before the new Crew can start. This problem can be tackled in various ways:

1. The first batch of recruits can temporally join another Crew, become Squires, get invested and then return to become the foundation members of the new Crew in their own Group.  
This is the most common method. The two main pitfalls being:  
(1) the recruits become so well established in their host Crew that they do not return to their own Group. (Top marks to the host Crew)  
(2) the recruits feel strangers in the host Crew - do not adjust - and lose interest.
2. Some previously invested Rovers are found within or by the Group. These could be existing leaders, parents, friends etc. who are prepared to sponsor the first Squires to get the Crew started. Age and current membership in the Movement are ignored for this purpose.
3. The Area or Region supplies the Crew with two or more Rovers (or very recently retired Rovers) whose specific task is to sponsor the initial Squires. After their Squires are invested these Rovers then return to their own Crews, or enjoy their retirement. This has been dubbed the "Rent a Rover" Scheme.

## Ten Step Procedure to Register a New Rover Crew

- Step 1.** Rovers or prospective Rovers interested in forming a new Rover Crew as an additional section within an existing Group should meet and confirm their intentions, then approach the Group Leader for assistance.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 2.** The Group Leader will advise the District Commissioner of the intention to form a new Rover Crew

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 3.** The Group Leader will also contact the AAC Rovers in the Area or the ARC Rovers if in a Region. These Commissioners will inform the appropriate Area or Regional Rover Council.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 4.** Two or more delegates from the Area/Regional Rover Council together with the AAC Rovers or ARC Rovers (as appropriate) shall meet with the prospective Rovers to discuss "Rovering" and the formation of a new Crew. The procedure for selecting a Rover Advisor should also be discussed.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 5.** Following the meeting in Step 4, the delegates report to the Area/Regional Rover Council making a recommendation in relation to the formation of a new Rover Crew.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 6.** The Area/Region Rover Council shall consider the recommendation and decide whether or not to recommend the formation of a new Rover Crew. The Area/Regional Rover Council shall convey its recommendation in writing to the following:

- The prospective Rover Crew.
- The Group Leader.
- The Queensland Branch Rover Council.
- The District Commissioner.

**Note:** The final decision for the formation of a Rover Crew is that of the District Commissioner. The letter of recommendation from the Area/Regional Rover Council shall be considered when making this decision.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_



- Step 7.** The AAC Rovers or ARC Rovers shall discuss with the Group Leader:
- How assistance can be given to the prospective Rovers on the selection of a Rover Advisor.
  - The desirability of the Group Leader acting as a Rover Advisor for an interim period until one is selected by the new Crew.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 8.** The Group Leader shall then discuss with the District Commissioner:
- Details of the Area/Regional Council's recommendation with respect to the formation of a new Rover Crew.
  - Arrangements made to fill the role of Rover Advisor (if a new Crew is to be formed).

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 9.** The District Commissioner shall take the necessary action to advise Area/Region and Branch HQ of the decision to form a new Rover crew - and seek registration of the new section. This is done through the completion of an A37 Form through the appropriate line management, with the attachment of the Area/Regional Rover Council's letter of approval.

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

- Step 10.** The Group Leader shall take the normal action to fill the role of Rover Advisor, ie persons from outside the movement complete Application for Appointment Form A1, and existing leaders apply for a Adult Member Transfer Advice on Form A10, and Adult Member Continuance Advice on Form A40. Young adults wishing to become members of the new rover crew shall, if not already members of the Scout Association, apply for enrolment on Form A5, or on Form A20 (indemnity) if already a youth member of Scouting

**Date Completed:** \_\_\_\_/\_\_\_\_/\_\_\_\_

**\*\*The appropriate forms for the above processes (excepting the A10 and A40, as these are triplicate forms) are attached to the end of this kit, and should be reviewed with the appropriate sections completed before passing to Branch or Area/Regional level.\*\***

## Helpful Hints

### Find A Group Of Friends

When starting a new Crew, the number one rule is - “the more, the merrier”. A new Crew must have a minimum of six members, and as a hint, those with similar interests work best together in the early stages of Crew life. However, don’t limit yourself on whom you’re willing to accept – some people who have different backgrounds to your own can really amaze and excite people.

The logic behind the six-member rule is that new Crews tend to suffer from more 'growing pains' than existing functional Crews - as you do when you try something for the first time and are not too sure how to go about achieving something unfamiliar. All Crews know that on any given activity, some members will be unable to attend due to study and exams, work, family commitments etc. For small Crews this can mean that you end up going on a 'Crew Activity' on your own, or close to it! Obviously large events tend to be more fun and more successful. Achieving a minimum membership level will give your Crew a good chance of surviving the first couple of years, which tend to make or break a new Crew.

There are many places that you can find new members. Obviously, your personal friends are a good starting point. Next, consider the local Venturer Units. Note the plural “Units”. There are no rules that say that you can only recruit from the Unit in your Group. For a viable Crew, try to find at least fifteen people who will regularly attend. Fifteen people, that's not many is it? Surely you can find five people who will each bring two friends??

### Contact Other Crews in Your Area/Region

Find out the contact numbers for other Crews in your Area/Region, or surrounding districts. It is a good idea to have a chat to them to let them know that you intend to start up a new Crew, as a matter of common courtesy. This may open many new doors for you and you might be able to fit in with another Crew to make an even stronger and better Crew. Find out what each Crew is like, and what activities they enjoy doing, for future reference - you may well want to run joint activities with them at some stage, particularly in the early days when you are still low on numbers. They may also be a source of advice and 'local knowledge'. Eventually, one of these Crews could become your sponsor Crew.

### Attend A Meeting of an Existing Crew

If all or most of your members are new to Rovering, it is highly advisable to attend a meeting or activity of another Crew. This will give you ideas about programming and how to run things, as well as helping you to start to make friends in the wider Rover community. Most Crews would be more than happy to have you along.

### Elect A Crew Executive

Part of the deal with being self-governing in Rovers is that you have to elect a Governing Body. Most Crews manage the affairs of the Crew through a Board of Directors called the

Executive. Most Crews choose to adopt the following positions of responsibility as a structure for their Executive:

- **Crew Leader**

This is the position most critical to the Crew's success, as this person provides the general direction, motivation and co-ordination of Crew activities. They are expected to chair meetings, represent the Crew at Group or Area/Regional Councils, oversee recruitment strategies and Squire training, as well as ensuring that Crew activities run successfully.

- **Assistant Crew Leader**

This person assists the Crew Leader in the above roles where required, as well as acting as the Crew Leader in their absence. Some Crews may choose specific tasks for the Assistant Crew Leader, e.g. Planning and Development, Squire Training, Recruitment, Running Major Crew events.

- **Secretary**

This role is vital, maintaining good communications, both internal and external to the Crew. They are required to produce accurate minutes of any formal meetings, send out and keep records of correspondence, and maintain the Crew membership records.

- **Treasurer**

This person is normally based in the Bahamas and is well paid for their efforts. Just kidding (we hope). The Treasurer is actually responsible for ensuring that all financial records (receipts and expenses) are well documented and open to scrutiny. The Treasurer ensures that the Crew is well informed of its financial status and that creditors are quickly paid. The Treasurer also provides a monthly statement to the Group or District Treasurer, and an annual statement to the Branch Rover Council Treasurer (given whenever you give a Crew Report at Branch Rover Council Meetings).

### **Optional Extras**

- **Quarter Master**

Looks after and maintains any equipment that the Crew may own.

- **Log Book Keeper**

Keeps a record of the Crew's activities for historical reference.

- **ARC/RRC Representatives**

Normally the Crew Leader and another delegate should attend Area/Regional Rover Council meetings. The other representative may be a fixed position or may rotate throughout the Crew.

- **Fridge Master**

Ensures that the fridge is kept well stocked with cans (of Coke, of course). This position is comparable to the Crew Leader in importance.

Elections are normally held by Secret Ballot, conducted by the Rover Advisor. Positions are normally held for 12 months, although in a new Crew, there is no reason why you cannot hold positions for a much shorter time, e.g. 3 or 6 months. Remember that these people will run the Crew, so make the right choice!

## Form A Squire Training Strategy

This is one of the more important steps in the process, as it is the strategy that the Crew will use to train new members. This stage defines membership requirements for your new members. The training given by the Crew defines what it expects of its members and the direction and focus of the Crew. E.g. A Sea Rover Crew may require a Squire to earn a Charge Certificate. You may use the Rover Skills Award (pre-requisite of the Baden-Powell Scout Award), which defines a Scouting Campcraft / Scoutcraft standard for Rovers. For others, it exists as an introduction to Rovering and a chance to become involved with the running of the Crew.

A good place to begin to look for ideas of what to include in a Squire Training Program, is other Crews in your District. They may be able to supply you with copies of their own Squire Training program, and Constitution for ideas. If your Crew consists of members that are all new to Rovering, it is advisable to program some joint activities with other Crews.

The easiest path to take is adopt the Squire Training strategy of another Rover Crew, for example, a neighbouring Crew, or your Sponsor Crew. You can always change it a later date to suit your growing and ever changing needs.

### **Q Why do we need Squire Training?**

A Because this enables a potential Rover to be introduced to Rovering, and to how a Rover Crew functions. It involves the guidance of the individual through a set of tasks by another Rover. This is a period of trial for both the Crew and the new member to get to know each other, and get to know a little bit about Rovers.

**\*\*Refer to the Section on Squires and Sponsors under 'The Essentials of Rovering' page 16.**

# How To Recruit A Rover Advisor

## Where does the Rover Advisor fit into the Crew?

The Rover Advisor (RA) is selected by the Crew and, in doing so, the Crew should keep the Advisor Role in mind.

The RA's role is to assist individual Rovers to be self-directing persons. For this reason the RA's role is complementary not competing, with that of the Crew Leader.

The RA may emphasise activities and values that assist the Rover to realise his/her potential for self-development and to assist him/her in making effective use of the opportunities available through a varied program.

The RA must be ready to advise and counsel while working to make Members face up to their own responsibilities as young adults. Accordingly, the role is not one of directing, ordering or commanding, but places emphasis on a positive of advising, questioning and counselling.

Above all, the role of the Advisor demands sensitivity and humanness and a sense of shared adventure with the Crew Members always trying to be empathic to their thinking and aspirations.

The Rover Advisor is issued with a Warrant as the Advisor to the Crew. S/he completes the normal warranting procedures as set out in PO & R and Branch Headquarters Administration Instructions, and is required to undertake the appropriate Wood Badge Training Courses. At present all Warrants in the scout Movement including RAs are reviewed every three years. This is a convenient time for the Crew and the Advisor to review their working relationship.

## How do we recruit the right Person?

By being business-like and using an adopted version of the "Six Step Method of recruiting Adult Leaders" as follows:

1. The Crew, or an appointed Sub-committee for the Crew will write out a "Job Description" for the position of Rover Advisor in your Crew.
2. List the desired qualities a person should have for the role.
3. Each Member to leave the meeting and consider or seek out suitable names to submit.
4. At a second meeting, Members will submit names and speak about their nominations.
5. On a chart rate each nominee against the qualities listed in Step 2. Ratings should be on a 1 to 3 scale.
6. Two Members of the Crew then arrange to meet the person with the highest rating and ask!  
This meeting should preferably take place in the selected person's own home and s/he should be given time to think about the request.

**\*\*It is essential that the Group Leader is involved in the process, as only the Group Leader can sign-up a new leader to the group.**

## The relationship between Rovers and Group Leaders

The Rover Crew, in Queensland, is definitely part of the Group. It is the fifth section - the young adult section - with the Group Leader being the manager of all five sections.

If we compare a Group to a family, the Group Leader is the head of the family. The Rovers are the young adults who have not yet left the family home. The parental control of the youngsters in the family and the young adults varies considerably. Parents can dictate who their under 18's can go out with, who they can bring home, what they can do both at home and away from home etc. When they are over 18 it is a completely different story. They do have a right to say whom they can bring home, what they should do at home and how they should fit into the family scene, but away from home the parent can only advise on what they should do and whom they should associate with etc.

A similar relationship applies between the Group Leader and the Rover Crew. The Group Leader certainly has the right to say what happens around the Den and should expect the Crew:

- a. To advise him/her about what they are doing; and
- b. To make some attempt to fit into the Group (family) scene.

Away from the Den the Rover's peers heavily influence their programs, activities and philosophies. In this case their peers being the Area (or Regional Rover Councils), fellow Crews, and the Branch Rover Council.

If the Crew is organising an activity away from the Den, they must first elect an Activity Leader. An Activity Leader is elected based on their qualifications or skills in the activity that the Crew wishes to participate in. The Activity Leader is responsible for the Rover Activity and for the safety of the participants, as well as ensuring that the activity is conducted in accordance with The Scout Association Rules. The Activity Leader is also responsible for the authorisation of the activity, which is achieved through the Group Leader or Leader in Charge of the Group and District Commissioner being **notified** by way of an Activity Advice and Approval (C5 Form).

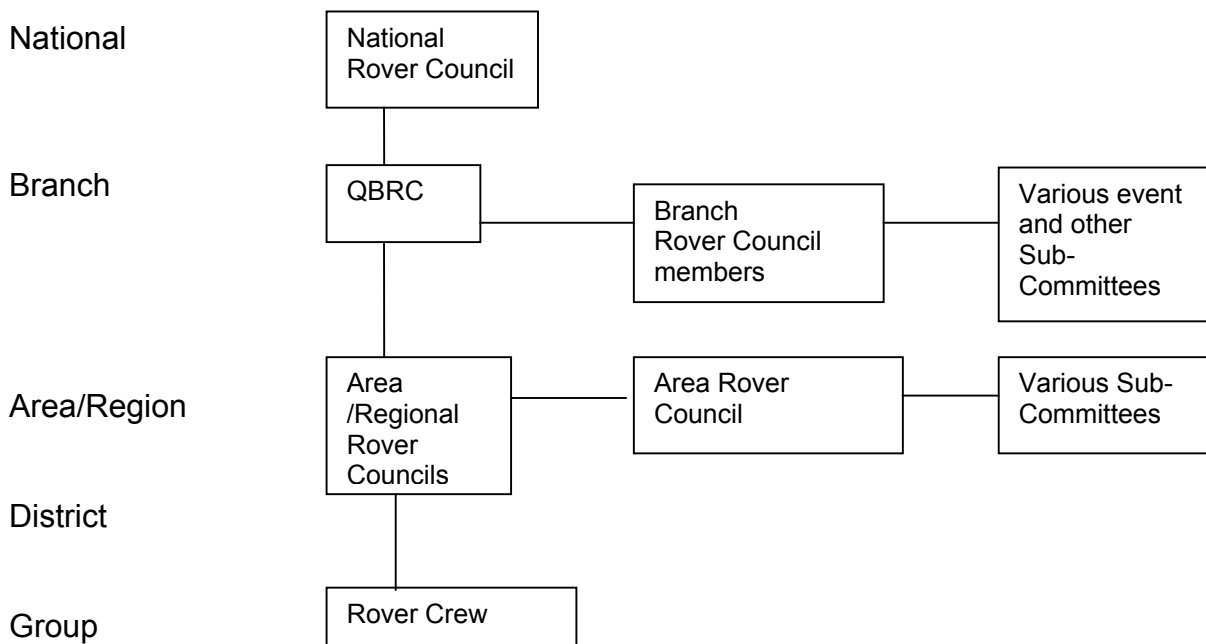
### Why are Rovers self-governed?

Because the Rover section, although adult, is still a training section and this is a logical progression from the training given in the other four sections.

In Cub Scouts, a Sixer has very little real responsibility. In Scouts, a Patrol Leader runs his/her patrol and through the Troop Council has a say in the Troop program. In Venturers, a member of the Unit Council has a large say in the running of the Unit and the Unit Chairman has the opportunity to contribute to the district Venturers Program through the District Venturer Council.

It follows that the next stage in the development of a person's organisational and managerial skills is to have the opportunity to participate in the decision making process at all levels, subject only to the approval of his/her own peers. This is what the Rover system of government is all about and if the section is to achieve aims and objectives it must be given this free hand to determine its own future.

# The Structure of Roving



## The present ARCs/RRCs in Queensland are

Brisbane North Area Rover Council	(BNARC)
Brisbane South Area Rover Council	(SARC)
Moreton Region Rover Council	(MRRC)
Central Queensland Rover Council	(CQRC)
North Queensland Rover Council	(NQRC)
Suncoast Region Rover Council	(SRRC)
South West Queensland Rover Council	(SWQRC)

# ***‘The Essentials of Rovering’***

## **Squires**

The Rover Section of Scouting forges strong ties with that of the history of the Medieval Knights, in both their recognition of training and their values of loyalty, honour and chivalry. This is why the Rover Sections incorporate a training process whereby a person entering a Crew becomes a Squire, and learns the basic knowledge and values to be recognised as a Knight in the Rovering Section.

## **Origin of A Squire**

In Medieval times it was difficult for a man to rise to the upper class, not only for social considerations but also because of the professional training required by the code of chivalry.

A boy of noble birth was given an essentially military training from which he had to graduate before attaining Knightly rank. At the age of seven or eight he would become a Page in the castle of a noble relative or in the castle of his Father's Overlord, where he would wait on the Lord and Lady at the table and learn the manners of a Gentleman of the day. He was taught the use of weapons and the rules of hawking and hunting.

At the age of fifteen or sixteen he would graduate to the next stage of Squire, or assistant to a Knight, with whom he would eventually ride to battle after a long apprenticeship at arms. When he proved his fitness the Squire would be Knighted by his Lord or another Knight.

The ceremony of dubbing consisted of the candidate kneeling before his Lord and receiving the accolade, a blow or buffet on the neck or shoulder with the flat of a sword. He was then invested with the arms and armour of a Knight.

Later the Church added religious Ceremonies to the institute of Knighthood and it became necessary for the initiate to keep "Vigil" before the altar of a Church on the eve of the ceremony.

## **Obligations of a Squire**

As a Squire	Full participation in indoor, outdoor and ethical training, in preparation for investiture into the Rovering Scouts.
As a Citizen	To train him/herself for, and to undertake consistently, both individually and collective "Service".
To Him/Herself	So that he/she may serve and help keep the "Aims and High Ideals" of the Movement.
To the Community	To render "Service" and be capable of seeing the need as it arises, and do so with the will, despite the cost.



## **Examples of Squire Training Requirements**

### **Training of a Squire**

1. Read and study "Rovering to Success" and give a talk to the Crew on a selected chapter of the Squire's own choice.
2. Satisfy your Sponsor that you have studied the latest Joey, Cub, Scout and Venturer's literature, and that you are familiar with the Movement.
3. Conduct an activity with a Joey Mob, Cub Pack, Scout Troop and visit a Venturer Unit as approved by the Crew.
4. Plan and supervise a Service Project to the benefit of the community, with one or more Squires, as seen fit by the Crew.
5. Be able to take part intelligently in a discussion on the Organisation, Aims and Principles of the Scout Movement.
6. Give a short talk or demonstration concerning Squire's own personal interest.
7. Plan and carry out an outdoor activity, camping overnight, for Squires and Sponsors or other Rovers as approved by the Crew.

## Sponsors

Sponsors are Knights (Invested Rovers) that are chosen by the Crew to assist the Squire in their Squire Training. The Sponsor is usually an older Knight who provides the main contact for the Squire with the rest of the Crew, and answers any questions or problems the Squire may have. As a Sponsor, the Knight is responsible for the encouragement of the Squire to complete their Squire Training and become a Knight themselves.

## Examples of Sponsor Duties

### Duties of a Sponsor

1. When you are satisfied your Squire understands "Rovering to Success" with regard to today's standards, you will arrange for the Squire to give a talk to the Crew on a chapter chosen by the Squire.
2. Ensure that your Squire is familiar with the literature of the Joey, Cub, Scout and Venturer Sections, and that s/he is familiar with the Movement.
3. Assist in arranging Squire's Joey, Cub, scout and Venturing activities and report to the Crew re approval and suitability.
4. Ensure that provision is made in the program to allow the Squire to arrange and supervise their Community Service Project.
5. Arrange with your Squire to take part in a discussion with members of the Crew about the Organisation, Aims and Principles of the Scout Movement.
6. Ensure that your Squire receives a copy of the Constitution and Rover Prayer upon Instruction.
7. You will ensure that your Squire understands the Scout Promise and law as it applies from an adult's point of view and is applying them to life in general.
8. Have the Squire arrange and plan an overnight activity for Squires, sponsors and other Rovers.
9. Report to Crew on Squire's attitude to life, organisation and capabilities, also on Squire's readiness for Investiture.

## Example of a Squire Training Card

### Squire Training and Sponsorship Sample Rover Card Squire Training Requirements

Squires Name \_\_\_\_\_ Date of Induction: \_\_\_\_\_  
Sponsors Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
Telephone: \_\_\_\_\_  
Email: \_\_\_\_\_

Task	Obtained
1. Have a knowledge of the Aims and Principles of the Scouting Movement	
2. Have maintained a good attendance - 80% of Crew meetings.	
3. Participate in at least four Crew outings, at least one to be a camp.	
4. Understand the organisation of the Scout Association.	
5. Understand from an adult point of view the Scout Law and Promise.	
6. Have attained the equivalent of Adventure Level standard in basic Scouting skills.	
7. Have read in general terms "Rovering To Success" and discuss in detail at a Crew meeting a particular chapter as determined by the Crew.	
8. Plan and participate in a Squire hike with your Sponsor over a weekend. The hike should be of sufficient difficulty to be a challenge to the Squire. Submit a written log of the hike at a Crew Meeting. A permanent written log should be commenced to record all hikes for Rover Award purposes.	
9. Know the Rover Scout Prayer	
10. Attend one meeting of Queensland Branch Rover Council in order to gain knowledge of the structure of Rover administration in Queensland.	
11. Have read a copy of the Vigil in preparation for investiture.	

Your progress with items 1, 4, 5 & 7 will be discussed by a Crew-in-Council. Completion of all terms will indicate a desire to make or reaffirm the Scout Promise at your Investiture Ceremony. Squire training should take a minimum of three months, the average period being six months.

## Alternatives to a Traditional Crew

### The Non-Traditional Crew

An alternative available in the formation of a Rover Crew

Though rare, some Crews-to-be choose to become a non-traditional Crew. This may be because of religious beliefs, personal feelings etc, or the Crew just may decide that the traditional Knighthood theme is not for them.

The table below highlights the major difference between a Traditional Crew and a Non-Traditional Crew.

<b>Traditional Crew</b>	<b>Non-Traditional Crew</b>
<ul style="list-style-type: none"><li>• New Rovers are called Squires</li></ul>	<ul style="list-style-type: none"><li>• New Rovers are called Trainee Members</li></ul>
<ul style="list-style-type: none"><li>• The process of Investing a Member is called Knighting</li></ul>	<ul style="list-style-type: none"><li>• The process of Investing a Member is called Investiture</li></ul>
<ul style="list-style-type: none"><li>• Meetings are opened with the Traditional Rover Ceremony</li></ul>	<ul style="list-style-type: none"><li>• Meetings are opened with a Flag Break</li></ul>
<ul style="list-style-type: none"><li>• The Crew Symbol is a Sword</li></ul>	<ul style="list-style-type: none"><li>• The Crew Symbol is an object chosen by the Crew</li></ul>
<ul style="list-style-type: none"><li>• Ceremonies – the Crew takes all Ceremonies from the Rover Handbook</li></ul>	<ul style="list-style-type: none"><li>• Ceremonies – the Crew makes up their own Ceremonies</li></ul>
<ul style="list-style-type: none"><li>• The requirements for Squire Training are taken from the Rover Handbook or determined by the Crew.</li></ul>	<ul style="list-style-type: none"><li>• The requirements for Squire Training are determined by the Crew</li></ul>

Despite these differences, a non-traditional Crew is responsible to the Area Council in the same way as a traditional Crew.

## Service

Rovers are a "Brotherhood of the Open Air and Service"  
Service is a good way of giving a little back to the community.

Training: Service offers a meeting group for young adults with high ideals and a desire to help.  
Gives personal satisfaction and promoted understanding.  
With correct training a Rover should:

- Be able to see the need for service.
- Become competent to render service efficiently.
- Gain a desire to help others.

Types of Service: Individual and co-operative  
Care needed in selecting suitable projects. Small jobs well done are better than large glamorous jobs only partly finished - bad PR.  
Service should be (a) to yourself  
(b) to the Movement  
(c) to the Community

Service requires sacrifice otherwise it is just some form of recreation.

The best form of Service is that which is done when the need is seen.

### Service Projects

#### In the Group:

- Pack, Troop or Unit Instructor
- Den maintenance
- Group QM
- Helping at Group functions
- Arranging outdoor activities for Cubs
- Practical Scoutcraft for Troop
- Canoeing instruction.

#### To the Community:

- Helping social service organisations
- Assistance at Youth Clubs
- Helping needy families
- Conservation projects
- Assisting with Service Club projects
- Donating blood.

#### To the District:

- Badge examiners
- Sports organiser
- Competition judges
- Surveying campsites and hike routes
- Initiative courses for Venturers
- Campsite maintenance.

# Programming

Without doubt, a good program is the most valuable possession of any Crew - new or old. For a program to be a good program it must have variety, fun, some originality, activity but above all it must have BALANCE. To plan a good BALANCED program is the tricky part, but it is possible if some simple programming steps are followed.

1. List the categories of activities that the program must contain. Remember that the aim of the Scout Association is 'to encourage the physical, mental, social and spiritual development of young people so that they can take a constructive place in society as responsible citizens.  
They should include:
  - Physical
  - Mental
  - Social
  - Spiritual
  - Service (our Rover motto)
  - Squire training
  - Group Commitments
  - District commitments
  - Area Rover Council commitments
  - Branch Rover Council commitments
  - Fund Raising
  - Recruiting (includes Venturer/Rover activities)
2. List the Crews commitments to the Group, District, Area and Branch etc.  
For example:
  - Group Break-up, AGM, bottle drives etc
  - District swimming Carnival, founder's Day Ceremony etc.
  - Area Rover Council Roventure, Dinner, Moot etc.
  - QBRC service Project, Banana Bash etc.
  - Rover/Ranger Deb Ball, Rancrilgen etc.
  - Training courses
3. Have a Crew discussion and agree on what sort of balance will best suit your Crew.  
For example:
  - One camp, hike, trip etc every 2 months.
  - A service Project for the Pack, Troop, Unit, Group and Community during the year.
  - One fund raising activity every 4 months.
  - A Venturer/Rover activity every 3 months etc.
4. Get every member of the Crew to suggest some activities they would like to have included in the program.
5. Draw up a chart for the year with a category "tick" sheet attached and pencil in all the possible Crew commitments (Sample A)
6. Now start to fill in the blank spaces with activities which suit the agreed balance. At the same time "tick" off the appropriate categories - be honest (Sample B)
7. Note the balance and make some amendments to achieve a more suitable balance.

For example Sample B has

- a) no activities with the Venturers in the first six months.

- b) Only two fundraising activities
- c) Insufficient Crew camps, hikes, trips etc.

This could be solved by:

- a) Change the Games Night on 7 March to be with the Venturers instead of the Cubs.  
Invite the Venturers to visit the Monastery on 23 May  
Invite the Venturers to the Car maintenance and Welding night on 19 September.
  - b) Have a 'Chicken and Champagne' supper after the Theatre night on 28 March and turn the activity into a much bigger event.
  - c) After all the canoe maintenance and night canoeing activities, have a canoeing weekend on 23/24 February but returning in time to attend the Founder's day Service.  
Have a camp at Girraween National Park on the Queen's Birthday Weekend and also purchase the wine for the coming Wine and cheese Tasting Night.  
Give the Rover/Ranger roundabout a miss (not enough spare days) and instead try out the Land Yacht.  
Have a Break-up Camp at the beach returning in time to run the Group Picnic.  
(Sample C)
8. Keep going until a really balanced program is achieved which is acceptable to the whole crew
  9. Now agree on:
    - Who will organise what activities
    - What dress is required for each activity?
    - Who will provide supper? (Sample D)
  10. Now print the program and distribute it to all concerned (include Group Leader, Area Rover Council, District Commissioner, Assistant area Commissioner Rovers)

The crew should then agree to be loyal to this program to help make it work and to constructively review it on completion.

<b>SAMPLE A</b>														
Month	Date	Activity	Physical	Mental	Social	Spiritual	Service	Squire Training	Group	District	Area R. C.	Branch R.C	Fund Raising	Recruiting
January	17													
	24													
	31													
February	7													
	14													
	16/17	Rancrilgen												
	21													
	24	Founder's Day												
March	28													
	2	District Swimming Carnival												
	7													
	9/10	ARC Moot												
	14													
	17	Introduction to Rovers Course												
	21													
	28													
April	29/1	Easter Roverlander												
	4													
	9	ARC AGM												
	11													
	17	Group AGM												
	18													
	20	St George's Ball												
	25	ANZAC Day												
	28	QBRC AGM												
	2													
May	3/6	Banana Bash												
	9													
	10/12	Crew Leader's Course												
	16													
	23													
	26	Introduction to Rovers Course												
	30													
	6													
June	8/10	Queensland Birthday Weekend												
	13													
	20													
	21	Rover Night at Gang Show												
	27													



SAMPLE B														
Month	Date	Activity	Physical	Mental	Social	Spiritual	Service	Squire Training	Group	District	Area R. C.	Branch R.C	Fund Raising	Recruiting
January	17	Business Meeting - Program Discussion		X										
	24	Programming Night		X										
	31	Canoe Maintenance	X				X		X					
February	7	Night Canoeing on Brisbane River	X											
	14	Ten Pin Bowling			X									
	16/17	Rancrilgen					X							
	21	Talk by Priest on Duty to God				X								
	24	Founder's Day attend service				X								
	28	Business Meeting & Squire Talk		X				X						
March	2	District Swimming Carnival	X							X				
	7	Games Night with Cubs			X		X		X					
	9/10	ARC Moot	X		X						X			
	14	Life Saving	X				X							
	17	Introduction to Rovers Course						X						
	21	Guest Speaker - Real Estate		X										
	28	Theatre Night		X	X									
	29/1	Easter Roverlander			X									
April	4	First Aid Night		X			X							
	9	ARC AGM									X			
	11	Business Meeting & Crew AGM		X										
	17	Group AGM							X					
	18	Preparation for Banana Bash	X	X										
	20	St George's Ball			X									
	25	ANZAC Day - Attend Dawn Service				X								
	28	QBRC AGM										X		
May	2	Load Banana Bash Vehicle	X											
	3/6	Banana Bash			X									
	9	Equipment Maintenance	X				X		X					
	10/12	Crew Leader's Course		X										
	16	Crazy Card Night			X								X	X
	23	Visit to Monastery				X								
	26	Introduction to Rovers Course						X						
	30	Pioneering Night for Squires	X					X						
June	6	Business meeting & Squire Talk		X				X						
	8/10	Queensland Birthday Weekend												
	13	Guest Speaker - Taxation		X										
	20	Abseiling	X											
	21	Rover Night at Gang Show			X							X		
	27	Camp Fire & Discussion - Promise and Law		X		X		X						

SAMPLE C														
Month	Date	Activity	Physical	Mental	Social	Spiritual	Service	Squire Training	Group	District	Area R. C.	Branch R. C.	Fund Raising	Recruiting
January	17	Business Meeting - Program Discussion		X										
	24	Programming Night		X										
	31	Canoe Maintenance	X				X		X					
February	7	Night Canoeing on Brisbane River	X											
	14	Ten Pin Bowling			X									
	16/17	Rancrilgen					X							
	21	Talk by Priest on Duty to God				X								
♦	24	Canoeing Weekend	X											
	28	Business Meeting & Squire Talk		X				X						
March	2	District Swimming Carnival	X							X				
♦	7	Games Night with Venturers			X		X		X					X
	9/10	ARC Moot	X		X						X			
	14	Life Saving	X				X							
	17	Introduction to Rovers Course						X						
	21	Guest Speaker - Real Estate		X										
♦	28	Theatre Night with Chicken & Champagne Supper	X	X								X	X	
	29/1	Easter Roverlander			X									
April	4	First Aid Night		X			X							
	9	ARC AGM									X			
	11	Business Meeting & Crew AGM		X										
	17	Group AGM							X					
	18	Preparation for Banana Bash	X	X										
	20	St George's Ball			X									
	25	ANZAC Day - Attend Dawn Service				X								
	28	QBRC AGM										X		
May	2	Load Banana Bash Vehicle	X											
	3/6	Banana Bash			X									
	9	Equipment Maintenance	X				X		X					
	10/12	Crew Leader's Course		X										
	16	Crazy Card Night			X								X	X
♦	23	Visit to Monastery with Venturers				X								X
	26	Introduction to Rovers Course						X						
	30	Pioneering Night for Squires	X					X						
June	6	Business meeting & Squire Talk		X				X						
♦	8/10	Camp at Girraween & Winery Visit	X		X									
	13	Guest Speaker - Taxation		X										
	20	Abseiling	X											
	21	Rover Night at Gang Show			X							X		
	27	Camp Fire & Discussion - Promise and Law		X		X		X						

<b>SAMPLE D</b>							
<b>Month</b>	<b>Date</b>	<b>Activity</b>	<b>Organised By</b>	<b>Uniform</b>	<b>Supper By</b>	<b>Meet At</b>	<b>Time</b>
January	17	Business Meeting - Program Discussion	Crew Leader	Yes	Mary	Den	7.30pm
	24	Programming Night	Crew Leader	No	John	Den	7.30pm
	31	Canoe Maintenance	Mike	No	Fred	Den	7.30pm
February	7	Night Canoeing on Brisbane River	Bill	No	-	Den	7.30pm
	14	Ten Pin Bowling	Jan	No	-		8.00pm
	16/17	Rancrilgen	-	Yes	-	?	?
	21	Talk by Priest on Duty to God	Fred	Yes	Mike	Den	7.30pm
	23/24	Canoeing Weekend	Bill	No	-	Den	8.00am
	24	Founder Day Service	-	Yes	-	BP Park	?
	28	Business Meeting & Squire Talk	Crew Leader	Yes	Harry	Den	7.30pm
March	2	District Swimming Carnival	-	Yes	-	Pool	1.00pm
	7	Games Night with Venturers	Tracey	Yes	Jane	Den	7.30pm
	9/10	ARC Moot	ARC	Yes	-	Den	8.00am
	14	Life Saving	Mary	No	-	Pool	7.30pm
	17	Introduction to Rovers Course	-	Yes	-	QSC	9.00am
	21	Guest Speaker - Real Estate	Jane	Yes	Bill	Den	7.30pm
	28	Theatre Night with Chicken & Champagne Supper	Jan, Fred & Harry	No	-	Theatre	7.30pm
	29/1	Easter Roverlander	QBRC	?	-	?	?
April	4	First Aid Night	Bill	No	Mary	Den	7.30pm
	9	ARC AGM	ARC	Yes	-	Area HQ	7.30pm
	11	Business Meeting & Crew AGM	Crew Leader	Yes	Greg	Den	7.30pm
	17	Group AGM	Group	Yes	-	Den	7.30pm
	18	Preparation for Banana Bash	Crew Leader	No	Tracey	Bill's	7.30pm
	20	St George's Ball	QBRC	No	-	?	?
	25	ANZAC Day - Attend Dawn Service	-	Yes	-	Anzac Square	4.00am
	28	QBRC AGM	QBRC	Yes	-	QSC	7.30pm
May	2	Load Banana Bash Vehicle	Bill	No	-	Bill's	7.30pm
	3/6	Banana Bash	QBRC	Yes	-	Bill's	6.00pm
	9	Equipment Maintenance	Fred	No	John	Den	7.30pm
	10/12	Crew Leader's Course	HQ	Yes	-	BP Park	9.00am
	16	Crazy Card Night	Greg & John	No	Jan	Den	7.30pm
	23	Visit to Monastery with Venturers	Tracey	Yes	-	Den	7.00pm
	26	Introduction to Rovers Course	-	Yes	-	QSC	9.00am
	30	Pioneering Night for Squires	Crew Leader	No	Fred	Den	7.00pm
June	6	Business Meeting & Squire Talk	Crew Leader	Yes	Harry	Den	7.30pm
	8/10	Camp at Girraween & Winery Visit	Mary	No	-	Den	8.00am
	13	Guest Speaker - Taxation	Bill	Yes	Greg	Den	7.30pm
	20	Abseiling	Harry	No	-	Kangaroo Point	7.30pm
	21	Rover Night at Gang Show	QBRC	Yes	-	Theatre	7.00pm
	27	Camp Fire & Discussion - Promise and Law	Crew Leader	No	Bill	Smith Farm	7.00pm

## List of terms used in Rovering

<b>Moot</b>	A Moot is a gathering of Rovers for a large activity. Moots must be approved by an Area Council and/or QBRC. They can be held on an Area, State, National or International basis.
<b>Roventure</b>	Roventure is a camp held by Area Rover Councils where Rover Crews are asked to bring their Venturer Units to encourage them to be Rovers.
<b>Banana Bash</b>	Banana Bash is a motorsport Moot held on the May Labor Day weekend every year. It is attended by Crews from throughout Queensland and interstate. Many Crews build and compete in the event in specially made Bash Cars through mud holes and obstacles, whereas other Crews simply attend as spectators. Either way, everyone has a great time. There are usually about 500 Rovers on site for the weekend.
<b>QARM</b>	QARM is the Queensland Aqua Rover Moot. It is held each year and attracts around 250 people. The theme is based around water activities.
<b>NRC</b>	NRC stands for the National Rover Council. This council is held every 12 months (in a different state), and is attended by 2 delegates, 2 observers and the Branch Commissioner for Rovers from each state. Every Rover in Queensland (and other states) pays a levy towards NRC.
<b>QBRC</b>	QBRC stands for Queensland Branch Rover Council, which represents Queensland Rovers views to the rest of Australia and to Queensland Branch. This is the primary source of government for Rovers in Queensland, with Area Delegates making decisions on activities, events and promotion for Queensland Rovers. These meetings are usually held on the first Sunday of each month at the Queensland Scout Centre. All are welcome to attend.
<b>SARC</b>	SARC stands for South Area Rover Council. This Council consists of approximately 25 Crews and meets monthly.
<b>BNARC</b>	BNARC stands for Brisbane North Area Rover Council. This Council consists of approximately 28 Crews and meets monthly.
<b>MRRC</b>	MRRC stands for Moreton Region Rover Council. This Council consists of approximately 4 Crews and meets monthly.
<b>SWQRC</b>	SWQRC stands for South West Queensland Rover Council. This Council consists of approximately 4 Crews and meets quarterly.
<b>SRRC</b>	SRRC stands for Suncoast Region Rover Council. This Council consists of approximately 5 Crews and meets at Council events.
<b>CQRC</b>	CQRC stands for Central Queensland Rover Council. This Council consists of approximately 6 Crews and meets quarterly at Region events.
<b>NQRC</b>	NQRC stands for North Queensland Rover Council. This Council consists of approximately 4 Crews and meets quarterly at Region events.

- Census** Rover census is filled out every year by the Crew in conjunction with the Group Census, but the records are kept by QBRC and used to help in communication, etc.
- Roverline** Roverline is the bi-monthly newsletter sent out by QBRC to all Rover Crews in Queensland. It covers everything important that is happening in Rovering throughout the state. Crews are encouraged to submit the dates of their events for inclusion in the Roverline.
- Rovalender** Rovalender is calendar produced by QBRC listing all the dates for events that effect Rovers throughout Queensland for the year. Crews are encouraged to attend events. The calendar can be found at the back of the QBRC Contact List.
- BP Scout Award** The BP Scout Award is the award scheme for the Rover Section. It consists of 2 methods of achieving the Award with four badges in each - each taking approximately 6 months to complete. More information is available from your Area Rover Council, of Rover Handbook.
- Rover Aides** A Rover Aide is a Rover who assists the Chief Commissioner in his Official duties both at Rovering functions and elsewhere in the Movement. Every year, approximately six Aides are chosen by the Chief Commissioner to represent our Section in the coming 12 months. Two Rovers are also selected each year to be Governor's Aides.
- BC Rovers** The BC Rovers is the Branch Commissioner for Rovers. He/she is responsible for the standard of Rovering throughout the state and answerable to the Chief Commissioner.
- 'Rovering to Success'** 'Rovering to Success' is the title of BP's book he wrote for Rovers, and is the book that many Crews require their Squires to read prior to investiture. It is also the slogan on stickers, which Rovers have adopted for use on their cars.
- Squire** A Squire is the name given to people who have been inducted into the Rover Crew but not yet invested. They are said to be "Squire in Training". Squire training can vary in the length of time and type of activities required from Crew to Crew as each one sets their own responsibilities.
- Sponsor** A Sponsor is an Invested Rover who is responsible to ensure that the Squire completes their Squire Training properly and becomes invested in a reasonable time frame. The Sponsor is answerable to the Crew whenever the matter of their Squire training arises.
- Crew in Council** A Crew in Council is the term given to a special meeting of all the Invested Members of a Rover Crew - usually Squires are not allowed at these meetings unless specially invited.
- Rover Prayer** The Rover Prayer is a Prayer written especially for Rovers in the 1970's. Many Crews use this prayer in their Ceremonies.

- Boots** A Boot is the term used to describe the Ceremony that is performed when the Rover reaches the age of 26 and leaves the crew. This Ceremony should occur as close to the Rover's 26<sup>th</sup> birthday as possible.
- Rover Instructors Badge** The Rover Instructors Badge is a Badge worn by Rovers when they assist other Sections of the Movement, this is an alternative to actually taking out a Warrant and does not restrict the Rover as much as a Warrant card.
- Introduction to Rovers Course** The Introduction to Rovers Course is organised on an Area Basis, depending on numbers. It runs for 1 day and is a solid introduction for new Rovers (either from Venturers or off the Street). Many Crews now include this Course in their Squire Training.
- Crew Development Course** The Rover Development Course is generally run twice a year in Brisbane, it provides information invaluable to both current Crew Leaders and potential ones about programming, service, ceremonies and many other aspects of Rovering at a Crew level.
- Executive Training Course** The Executive Training Course is for anyone who is interested in taking on an Executive role in either the Crew, Area Rover Council or QBRC. It provides training in several areas including Chairman, Secretary and Treasurer.
- QSC** QSC as it is often referred to, is actually the Queensland Scout Centre, 32 Dixon Street, Auchenflower. This is where QBRC is held as well as many other Rover activities.
- RAT** The RAT or Rover Awareness Team is a group of Rovers who regularly address leader training courses for about 30 minutes explaining to them who Rovers are and what we do. They show a video and answer questions. This team is in big demand and are doing heaps for Rovers.