



5th Tillsonburg Alliance BPSA Explorer Badge Requirements

Accident Prevention Badge (P)

1. Know, and where possible demonstrate. How to guard against accidents when using gas and electrical appliances, paraffin stoves, naked lights and open fires
2. Know what special precautions to make in a house with: a, small children / b. old people
3. Know at least three different ways of preventing accidents:
 1. when boating and bathing
 2. when using public transport, cars and cycles
 3. with animals
4. Know what special precautions to take in the country with regards to agricultural machinery, barbed wire, broken glass, poisonous berries, fungi, storms, and other hazards
5. Take part in a project designed to promote some aspect of safety. Discuss this with the Examiner

Air Apprentice Badge

1. Know the proper conduct to adopt, and the ordinary safety precautions to follow, when on an airfield or near aircraft.
2. Know how to be of assistance to a Pilot when taxiing or picketing an aircraft.
3. Understand the purpose of a signals area at an airfield, and know at least 6 different signals that might be there displayed and know, the standard Light signals used on airfields .
- 4.

1. Be able to point out the following movable control surfaces of an aircraft and describe their functions Rudder, elevator , ailerons, flaps.
2. Know the meaning of the following terms:Fuselage, mainplane, tail-plane, leading edge , mono-plane, dihedral, sweep-back.
5. Know how to be of assistance in the event of an aircraft emergency

Air Glider Badge

1. Demonstrate:
 1. Knots, hitches and splices used in launching equipment.
 2. Launching signals.
 3. Handling and parking of gliders.
2. Have had at least 2 instructional flights, and have acted as a member of a ground handling crew in an actual launching

Air Spotter Badge (P)gggg

1. Recognise correctly from photographs or silhouettes shown from 10 seconds each, 75% of the aircraft given on a list from H.Q.
2. Be able to recognise and name from a list submitted by the Scout, national aircraft markings, both service and civil

- of at least 6 countries, including U.K.
3. Produce a log kept by himself for a period of not less than 1 month, reporting aircraft seen, giving identity or salient features and approximate headings .
 4. Describe the recognition features of 6 aircraft selected by the Examiner, in terms commonly used in aircraft identification.

Aircraft Modeller Badge

1. Construct a model aeroplane (use of kit permitted) which shall have the following minimum flight performance :
 1. Glider (hand launched) - 25 seconds
 2. Glider (tow launched - 50 m. (55yds) maximum line length) COLOUR. - 45 seconds CENTER Rubber powered -30 seconds Engine powered (15 secs . max motor run) - 45 seconds . Control line. Demonstrate his model by making a smooth take off, 31aps level flight at approximately 2m. and climb and dive with a smooth landing.
2. Have a knowledge of the basic principles of flight, including the 3 axis and there effect: on stability and control.

ALTERNATIVE.

1. Be able to construct from a simple kit (Skill Level 1 or 2) a working model rocket .
2. Explain to the Examiner how in theory , the model is supposed to work from lift-off to landing.
3. Show the Examiner the rocket engine and explain what the code letters and numbers stand for.
4. Have a good knowledge of the `National Association of Rocketry' model rocketry safety code and be prepared to answer a short questionnaire .
5. Make 3 successful launches , and recoveries. of your model and make a log of the results.
6. Discuss with the Examiner how closely your theory compared with the log of your flights.

Angler Badge

1. Catch, prepare and cook his fish.
2. Have a knowledge of the fish that inhabit the waters of locality .
3. Know the rules concerning the close season and the size of the fish allowed to be taken. Explain the courtesy of the riverside.
4. Demonstrate how to fit up a rod, line and casts.
5. Know the size of hooks most suitable and show a knowledge of bait. Demonstrate the correct way to use a landing net .
6. Make a Float.
7. Know the Water Safety Rules and understand the dangers of wading, crumbling banks, slippery rocks.

Athlete Badge

1. Demonstrate the proper method of sitting, standing, walking and running, and of starting a race.
2. Gain points in four of the following tests, in accordance with your age and sex:

Boys
12 year - 26 points
13 years - 30 points
14 years - 36 points

		Standard 6 points	1st Class 8 points	Special 10 points
Running	100m	15.06secs	13.06secs	12.05sec
	800m	3m 16secs	2m 36secs	2m 30secs
Jumping	High Jump	1.08m	1.36m	1.50m
	Long Jump	3.05m	4.05m	5.76m
Throwing	Cricket Ball 135g	36m	41m	45m

1. Make a satisfactory shelter for two people, using natural materials, and sleep in it, alone or with another Scout, for at least one night
2. Skin and cook (without utensils) a rabbit, or cook in clay a bird at least as large as a pigeon, or clean and cook a fresh fish without utensils
3. Demonstrate three of the following:
 1. Improvised methods of moving injured persons having due regard to their safety and comfort
 2. Climbing a tree to a height of at least 7 metres from the ground and lashing on the foundation spars of a look - out post.
 3. Rowing a boat, paddling a canoe, or poling a punt for at least 800 metres (half a mile) .
 4. The construction of a sundial, or a gadget to find the true North
 5. Any method of purifying contaminated water and of straining muddy water
4. Demonstrate a knowledge of the dangers of exposure and it's treatment .

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

Notes: (1) When high jump is undertaken . special regards must be taken to the landing surface required. The "Fosbury Flop" must not be used. An allowance of 10% should be made in the case of girls

Bandsman Badge

Back Woodsman Badge

1. Be a member of a band , either at school in your Scout Group, or in another organisation e.g. Salvation Army.
2. Demonstrate your proficiency in one of the following band instruments.

4. March over a distance of not less than 50 meters beating :
 1. Strict 116 paces to the minute.
 2. In slow time - 65 paces to the minute.

SIDE DRUMS

1. Perform routine maintenance of your instrument.
2. March well with drum sling and sticks carried correctly.
3. Beat in 2/4, 6/8 and 3/4 time. D. Play a good roll.

TENOR DRUM.

1. Perform routine maintenance of your instrument.
2. March well with drum sling and sticks carried correctly
3. Beat in 2 / 4 and 6 / 8 time.
4. Play `off beats in 2 14, 6 / 8 and 3 / 4 time
5. Play a good roll.
6. Show a good stick drill when beating at the halt and on the march.
7. March over a distance of not less than 50 meters beating :
 1. Strict 116 paces to the minute.
 2. In slow time - 65 paces to the minute.

BASS DRUM.

1. Perform routine maintenance of your instrument.
2. March well with drum sling and sticks carried correctly
3. Show a good stick drill when beating at the halt and on the march with simple flourishing.

Basket Maker Badge

1. Produce an article of practical use in basket, cane, rushes or straw work, made entirely by themselves.
2. Show a general knowledge of the raw material used, where it is obtained and how it is prepared for working.

Boatswain's Mate Badge

1. Repair a small leak in a boat.
2. Be able to make the following Bends and Hitches:- Timber Hitch, Rolling Hitch, Marlin Spike Hitch, Blackwall Hitch, Midshipman's Hitch, Fisherman's Bend, Carrick Bend, Bowline on Right, Running Bowline, Catspaw, and be able to mouse a hook; Short Eye splices, Single Wall Crown Matthew Walker Make 1 form of stopper knot.
3. Make a fender, either rope or canvas, suitable for pulling boat.
4. Take leading part in cleaning painting
5. Know the contents Boats Bag.
6. Make the following Bosun's call: Dinner, Away Ship Boat, Still, Carry On. Lash Up Stow. Pipe Down .

Book Binder Badge

Bind a book, including the following operations:

1. Prepare the parts or sections for sewing and sew sections on tapes.
2. Fold and paste on end-papers. glue up and line with mull, round the back and add second lining.
3. Cut boards and covers with cloth or paper and put book into case.

Camper Badge

1. Know what are the normal requirements in regards to :
 1. Personal kit for a week's camp.
 2. Personal kit for a weekend hike
 3. The equipment rations and menu for a weekend Patrol camp for (seven Scouts)
 4. Demonstrate the packing of your personal kit in a rucksack or kitbag
2. Either Know the principal points to look for when selecting a Patrol or Troop camp site, and describe with rough plan how you would lay out a Patrol camp with reference to tend, kitchen, sanitation, etc
3. Have a knowledge of the 'Camping Standards'. of the Association
4. Make and show the following knots in use:-

1. Slip Reef; Double Sheet Bend, Figure of Eight, Bowline on bight
2. Pitch, strike, pack and know how to take care of a Patrol tent, including storm lashing and construct a camp latrine
3. Show that you can carry out simple tent repairs
4. Show a knowledge of methods of waste disposal and hygiene at camp.
5. While living in camp cook all meals for yourself for 24 hours to the satisfaction of the Examiner or Scouter
6. While in camp you must make satisfactory arrangements for storing food and disposal of refuse.
7. Having camped under canvas with a Troop or Patrol for a total of not less than 15 nights

Canoeist Badge

1. Be able to swim 50m. in clothing (shirt, shorts, [skirt] and socks as minimum).
2. Be able to make simple repairs to a canoe. Know what repair kit to carry in a canoe, and show how to maintain a canoe in good condition.
3. Complete practical canoeing skills to the current level of the British Canoe Union Two Star Tests.

Child Nurse Badge (P)

This Badge may only be taken by a Scout over 12 years old.

The test applies throughout to children of 3 to 5 years.

You must have a sense of responsibility and a high standard of personal cleanliness: you must understand that when dealing with a child you must carry out whatever you have said you will do, and must never resort to bribery.

A Scout who holds this badge should be capable of taking charge of a child of the age group for any part of his day, and should realise the importance of reporting to the mother any irregularity in routine.

The test may be taken in two parts, and the examiner may delegate the testing of part 2 if necessary

Part 1.

1. Know how a child should be clothed in summer and winter
2. Know what food is suitable for the child
3. Know what kind of play material should be given
4. Plan a day, recognising the importance of a regular routine
5. Know how to prevent accidents in the house or garden
6. Know how to take a child's temperature

Part 2.

Take charge of a child or small group of children for part of a day under the

supervision of the Examiner. This should include:

1. Helping to wash before a meal, and serving a meal; or putting to bed
2. Setting out suitable material for play and watching the play - joining in if the child requires it
3. Telling a story

Collector Badge

1. Over a period of six months make or add to a collection of stamps, fossils, cheese labels, coins, match - box labels etc. Organize your collection and display it to your Patrol.
2. Know about the history and manufacture of your collection.
3. Explain why you find your collection interesting and be able to talk to the Examiner about it with understanding.

Commonwealth Badge

1. Understand the aims of the modern Commonwealth, the ideals which link it together and the countries that belong to it. Produce a display about it for your Troop. This display can use any media but should feature details of the life, customs, physical, geography, methods of Government, National flag, currency and main industries of the country you have chosen.
2. Either.

1. entertain a Commonwealth visitor with your Patrol or
2. cook a dish from the Commonwealth country you have chosen and discover 5 edible and non-edible things in your home that come from that country.
3. Perform a cultural activity from your country with your Patrol. eg. Sing a song, perform a dance., tell a folk story etc.

Conservationist Badge (P)

1. Know the meaning of the words: conservation, ecology and energy
2. Explain the differences between renewable and nonrenewable energy sources. Find out ways in which your family wastes materials or other natural resources, suggest how this can be remedied and take part in a re - cycling project.
3. Choose an area such as a churchyard, roadside verge or piece of waste ground and make a record of plants and animals found there. Produce a chart or diagram to show the likely food chain in this area.
4. Either.
 1. Take part in a project with a conservation group or society OR.
 2. Cultivate a small piece of ground with wild flowers or trees native to your area and grown from seed.

Camp Cook Badge

1. Make a properly equipped camp kitchen for a Patrol, with open fire and a camp oven, and cook there on a balanced three course meal (which may be breakfast) and make tea and cocoa.
2. Know how to store provisions in a hygienic manner and bring proof that you have cooked satisfactorily for a Patrol in camp, for not less than one complete day
3. Make two of the following:a. Twist, Damper, Flapjack'.
4. Cook with out utensils but using foil, a two course meal for yourself and at least one other person
5. Draw up two menus (including quantities) of three courses each(not all of which need cooking) for a Patrol of six

Home Cook Badge

PRACTICAL

1. Bring a letter to say that you have prepared, cooked and served a complete dinner, and cleared away afterwards
2. Be able to cook the following dishes; one or more from two sections, to be chosen by the Examiner and cooked at the test:
 1. Boiling - Soup, Potatoes, Fresh vegetables,

- Porridge, Custard, Blancmange
- 2. Steaming - Puddings, Suet mixture, Suet crust. Plain cake mixture
- 3. Stewing - Meat, Fruit
- 4. Baking - Pastry, Milk puddings. Scones, Rock buns or Equivalent, Plain cakes
- 5. Frying and Grilling - Sausages, Bacon, Eggs, Herring or other fish in shallow fat
- 3. Make tea, coffee and cocoa
- 4. Wash up competently utensils, boards, etc., used at the test
- 5. Lay a table

ORAL

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

Coxwain Badge (P)

1. Identify not less than 4 types of pulling boat, and name the various parts of a boat by actual demonstration.
2. Take charge of a boat's crew and demonstrate that he can:
 1. Use the correct pulling orders. Bring boat alongside a vessel or landing stage.
 2. Anchor correctly.
 3. Maintain boat discipline.

3. Know the elementary Rule of the Road at sea for both steam and sailing ships, together with any local rules for small boats.
4. Use properly the following:
 1. Clove Hitch.
 2. Rolling Hitch.
 3. Anchor(or Fisherman's) Bend.
5. Know the gear that should be properly carried in a pulling boat.
6. Form part of a crew of a pulling boat for an expedition of not less than 24 hour's duration to include a night spent in camp.

NOTE:- A Scout who as gained the R.Y.A. National Dinghy Certificate Scheme Level 2 will qualify for thus badge

Crime Prevention Badge (P)

1.
 1. Obtain from your local Police Station, or insurance company, leaflets on home security and explain to the Examiner how a householder can make there home more secure.
 2. Find out how a "Neighbourhood Watch" operates; if there is one in your neighbourhood and how can you assist the Neighbourhood Watch.
 3. Give examples of how neighbours can protect your home from burglary or damage.
 4. Tell the Examiner what a Crime Prevention Panel is, what its aims are, and

- give examples of projects it could undertake .
2. Know what drivers should do to try to keep their parked cars and contents secure and, if you own a cycle, what steps you can take to make your cycle secure when left unattended.
 3. Explain:
 1. The benefits of (1) a door chain and (2) a door viewer.
 2. The possible dangers of an elderly person leaving a door chain fastened all the time.
 3. What you can do to make sure that a caller at the door (e.g. meter reader, salesman etc) is genuine.
 4. Explain:
 1. The advice that parents should give to their children about talking to strangers;
 2. What children must tell their parents if going out alone or with other children.
 5. Design
 1. a poster and
 2. a slogan, warning other children about 'stranger danger'.
 6. Explain
 1. Property marking using the postcode.
 2. Visible and invisible marking and how they are achieved and take to the Examiner examples of property which are suitable for visible and invisible marking.

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

Cyclist Badge (P)

1. Demonstrate that you own or have use of, and have used satisfactorily for at least six months, a cycle, properly equipped and in good working order. You must be willing to use it in the Queen's service if called upon at any time in case of emergency
2. Demonstrate that you can effect simple repairs which might include the following at the discretion of the Examiner:-
Change tyre and inner tube, Mend a puncture, Replace a brake, Adjust a wheel ' bearing or any part of the machine
3. Demonstrate that you know the highway code, traffic signals, lighting - up times, road signs, the national system of road numbering and are able to read a road map

N.B. A Scout who has passed the Cycling Proficiency Test of the Royal Society for the Prevention of Accidents qualifies automatically for Part 3 of this badge Repeat Correctly a verbal message after a ride of at least one hour's duration

Entertainer Badge

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

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

2. Entertain Scouts for ten minutes with at least two of the following (other than items performed in 1:-
 1. Conjuring tricks
 2. Playing whistle
 3. Guitar or other portable instrument
 4. Character sketches
Stories Songs with chorus
 5. Mime.

N.B The standard need not be so high as in (1), but suitable for a camp fire

simple exploration such as identifying and mapping all footpaths or bridle paths or waterways within a one mile radius of a given point

3. Complete a journey, with a companion, of Smiles by compass bearings only . Four different bearings by degrees to be used. A map may be used
4. From a map select 3 areas of 1 mile sq. approx., where a good hike camp site should be possible, giving reasons for choice of the site.
5. Make an article of hiking kit, such as a tent, sleeping - bag, ca.mp - fire blanket, rucksack or a bag or other container in which to pack a billy, food or toilet necessities, etc.
6. Show a knowledge of personal hygiene and the care of the feet and footgear

Explorer Badge

1. Arrange and carry out an expedition for yourself and at least two other Scouts, preferably members of your Patrol, of not less than 2 days' and one night's duration in country not previously visited. All equipment to be carried in rucksacks and to include all food. Each rucksack to weigh not more than 14kgs (30lbs)
2. Plan a project, and submit it to the Examiner for approval; cam, it out alone or with a companion, to the Examiner's satisfaction. The type of project should be a

Fire Fighter Badge (P)

1. Understand how your local Fire Brigade works
2. Explain simply the process of combustion. Know the effects of smoke and heat and how to act in smoke. Know the dangers involved and understand the fire precautions necessary in the home relating to electric wiring, appliances and Fuses; airing linen; oil and solid fuel heaters; flammable adhesives; candles; party decorations and household uses of gas, petrol and paraffin (kerosene) ; flammable furniture material.

3. Know the Dangers of fire at camp and what precautions should be taken Know the causes of and how to deal with heath and grass fires.
4. Explain what action should be taken, and why, for an out - break of fire indoors and out. Know the correct procedure to be followed when calling the Fire Brigade
5. Know how to use fire extinguishers and on what fires they are to be used on. Know how to deal with a person whose clothes are on fire.
6. Demonstrate how to make a Fireman's Chair Knot and Bowline and how to rescue an insensible person through smoke.
4. Know how to guard against shock following an accident and electric shock.
5. Show how to prevent and deal with hypothermia.
6. Demonstrate the first - aid treatment for burns, including those caused by acid and friction .
7. Bandage an injured ankle.
8. Know what to do if you suspect that someone as swallowed a poisonous substance.
9. Understand the limits of capability and importance of summoning help. Show how to use a telephone to deliver a clear message.
10. Know how to deal with a foreign body in the eye, ear, nose or throat
11. Prepare a simple first aid kit for home or camp and know how to use the contents.

First Aid Badge (P)

1. Using a manikin or mask, demonstrate artificial ventilation by the mouth - to - mouth or mouth - to - nose method. Show how to place the patient in the recovery position and how to manage an unconscious person after an accident, fit, fainting or other causes.
2. Understand the dangers of moving or handling a patient when the extent of the injury is not known.
3. Have a basic understanding of the circulation of the blood showing:
 1. how to stop bleeding.
 2. how to dress a wound.

NOTE. A person holding either Canaian Red Cross Youth First Aid, St Johns Ambulance Standard First Aid automatically qualifies for this badge

Gardener Badge

1. Cultivate for 12 months a piece of ground not less than 13 sq. m. (144sq. ft) plan, plant and grow successfully 6 kinds of, vegetables and flowers from seed or cuttings.
2. Know the names of 12 plants pointed out in an ordinary garden.
3. Discuss with the Examiner the different treatment for bulbs, annuals, biennials and

- perennials and the planing of colour in a bed or border.
4. Know how to make a compost heap and understand the principles of manuring, both natural and artificial.

Guide Badge (P)

1. Show (wherever reasonable in a practical way) that he knows the locality surrounding his home and his Scout Headquarters, up to (1 mile) radius in urban areas and up to (2 miles) in rural areas. The A.C. may, at his discretion vary the area to exclude undesirable neighbourhoods, parks or other open spaces and include an equivalent area.
2. Know the whereabouts of the following :
 1. Doctors, Veterinary Surgeons, Dentists, Hospitals and Ambulance station
 2. Fire Station, Police Station, Petrol Station. Public Telephones.
 3. Bus Stops. Railway Station(s), and routes of buses and trains to surrounding areas,
 4. Scout Headquarters, Public Parks, Theatres, Cinemas, Churches, Museums, Barracks, Public Conveniences and any building or place of local interest.
 5. Homes of his S.M, G.S.M. and Scouts in his Patrol.

3. Show that he or she understands how to use a map of the district and use it to point out at least 6 examples of (2) above. The Scout should guide the Examiner to any place covered by the above by the quickest route.
4. Know, the history of a local building or place of historical interest.

Home Maker Badge (P)

1. Demonstrate that he has been thorough in his work, and tidy and helpful in the home.
2. Demonstrate that he can:
 1. carry out the following for a period of 7 consecutive days or 4 consecutive weekends:
 1. Lay and light a fire economically; OR clean his own and another person's shoes;
 2. Lay the table for breakfast;
 3. Air and make beds satisfactorily.
 2. Lay the table for a 2 - course meal for the family ; Clear away and wash up afterwards, leaving the kitchen tidy.
 3. Carry out the weekly cleaning of a room, including cleaning windows, polishing floor and furniture.
3. Clean a cooker (gas, oil, electric or solid fuel) .

4. Know how to use and clean a dustbin, and how to clean the sink and keep it free from grease.
5.
 1. Understand simple food values; plan a balanced meal for a family.
 2. Know how to do the household shopping, how to choose fresh food and how to store it at home.
 3. Know how to store and use left- over food safely.
6. Home preserving - prepare 1 of the following:- Jam, jelly, pickles, chutney, or equivalent.
7. Mend household linen.
8. Know how to prevent accidents in the home.

Host Badge

1. Entertain someone at morning coffee, or afternoon tea, or a party , or suitable Scout event.
2. Know and if possible demonstrate the chief things to remember when entertaining a guest:
 1. coming to stay, eg. Preparing a guest room etc.
 2. coming to a party, eg. Sending invitations, introductions, arrangement of rooms, refreshments cloakrooms, etc.
3. Write a letter (2 from 4), chosen by the examiner:
 1. Invitation to a party.
 2. Inviting a friend to stay.

3. Accepting an invitation; refusing an invitation (one to be formal);
4. A Thank You after a visit.

Jobman Badge (P)

Be able to do 10 of the following, at least 5 of which selected by the Examiner must be demonstrated:

1. Paint a door or gate and know how to clean paint brushes.
2. Emulsion a wall and clean the brush afterwards
3. Adjust an electric bell, replace electric lamps, plugs, shades and :fuses and know the safety rules
4. Replace a tap washer.
5. Lay, relay or shampoo a carpet.
6. Sharpen knives.
7. Know how to lag water pipes and what immediate steps to take in case of bust water pipes or gas leak.
8. Attend to stopped gutters or waste pipes.
9. Repair a gate or fence.
10. Sew on a button and a badge neatly.
11. Darn a small hole in a sock.
12. Oil and adjust a lawn- mower.
13. Treat a fence and clean the brush afterwards.
14. Fix a curtain rail and hang curtains correctly.

Joiner Badge

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

2. Nail on a packing case lid correctly, using 12mm wood and 36mm nails.
3. Divide lengthwise with an ordinary saw a 24mm. Board ;60cm. Long, the cut not to deviate from the line more than 2mm.
4. Sharpen a chisel and plane iron, make a housing, tenon and mortise, and halved joint .
5. Make a properly framed stool, chair or other piece of furniture.
6. Distinguish woods in local use and know the nature and common uses of each.

alternative tests, either concurrently or preferably on different dates, showing that on both occasions he has obtained not less than the minimum score indicated The target must be certified by his instructors. Edge of shot. hole nearest centre of target to decide the value of hit.

AIR RIFLE (0.177inch).

Any single loading type
Position standing or prone ;sling may be used
TEN. Shots at the following ranges:

Test	Distance	Minimum Score	Targets
1	5.5	75 Air 7 or R 2	NSRA

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

Linguist Badge

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

1. Carry, out a simple conversation for 10 minutes.
2. Write a simple letter of a least 100 words.
3. Translate in his own time and with help of a dictionary an easy passage from a book or periodical (Scout literature to be used where available).

An additional badge is worn above the right breast pocket or in a similar position on a jersey, showing the language(s) spoken.

Marksman Badge

1. Know the usual safety - first rules for rifle shooting and have a knowledge of parts of the rifle he uses and its care and cleaning.
2. Produce 2 targets fired by himself within the previous 4 weeks for any of the 4

Master at Arms Badge

1. Demonstrate proficiency in one of the following:- Single stick, Quarterstaff, Fencing, Boxing, Judo, Wrestling, Archery or any recognised martial art.
2. In all the 'contest' events he must have taken part in an encounter under proper ring conditions, and be able to demonstrate the correct methods of attack and defence.
3. Give evidence that he has been in training for the selected item for a period of not less than 3 months.

Metal Worker Badge

1. Execute some work in beaten brass, copper, or sheet - iron.
2. Exhibit tools used and demonstrate use of each.
3. Explain the composition and properties of solders and fluxes and demonstrate tinning using a soldering iron.

Missioner Badge (P)

1. Demonstrate how to choose, prepare and ventilate a sickroom.
2. Know how bath a patient and give medicine. Demonstrate how to take temperature, pulse and respiration.
3. Complete all of the following;
 1. Demonstrate how to prepare invalid food;
 2. Know how to prevent pressure sores;
 3. Show how to make a bed with a patient in it, including changing sheets and arranging pillows;
 4. Show how to help a patient to get up and sit in a chair. help the patient to dress and move around the room or house.
4. Demonstrate bow to prepare dressings and how to apply a roller bandage to hand, knee, foot.
5. Carry out all the above under camp conditions (as well as in a sickroom) and how to prepare a sick tent.

NOTE. A person who holds either: Canadian Red Cross Junior Nursing Certificate, St John's Ambulance Preliminary Certificate in Home Nursing or St Andrew's Ambulance Association Junior Certificate in Home Nursing qualifies for this badge.

Music Maker Badge

1. Demonstrate that he knows the meaning of time signatures and the ordinary musical signs denoting pitch length in staff notation.
2. Do three of the following:
 1. Play 3 contrasting piece.
 2. Sing or play a piece of simple music at sight;
 3. Show that you have made a regular contribution to the music of an instrumental group, choir or orchestra over a period of 6 months;
 4. Choose a song with two parts and sustain the second part while the Examiner sings the air,
 5. Compose a piece about 16 bars in length.
3. EITHER
 1. Sing two songs, chosen by himself, one of them a folk or traditional song (The song should be suitable for unaccompanied singing at a camp-fire)
 2. Sing a part (treble or alto) in a part song OR sing a song with a chorus and lead the chorus at a camp-fire.

OR

3. Play two tunes chosen by himself 1 fast, and 1 slow, on a pipe or other instrument.
4. Whistle or sing a time with a good chorus OR train and lead a small party of whistlers or singers in a time at a camp-fire.

Needleworker Badge

1. Have a working knowledge of:
 1. The correct use of paper pattern, including planning on material and cutting out.
 2. The use of a sewing machine. Note: If no machine is available this item may be omitted
 3. At least two methods of making seams
 4. one or two methods of disposing of ftdlness.
 5. Neatening a raw edge.
 6. Setting in a sleeve .
 7. Making a buttonhole.
2. Submit two garments , least one of which is to include some hand sewing, showing the correct use of the processes in 1 above. Be prepared to demonstrate one or twoof these processes as required by the Examiner. One garment only may be made at school.
3. Answer questions concerning day - to - day repairs on his own garments; bring to the test one or two examples of repairs he as done.

Oarsman Badge

1. Take charge of a small dinghy or small craft in response to orders which shall include sculling over the stern, anchoring, bringing alongside and making fast.
2. Be able to pull an oar as a member of a boat's crew.
3. Know the right way to load a boat with either stores or personnel and how to trim her correctly.
4. Use a heaving line from a boat.
5. Know the safety ndes applicable to boating.
6. Get into a dinghy from the water.
7. Know the names of all parts of a boat and of the gear.

Note. The holder of a National Dinghy Certificate Scheme Level 1 Certificate qualifies for this badge

Observer Badge

1. In Kim's game remember 24 out of 30 well - assorted articles after one minute's observation . Test to be performed twice- running with different articles and each article to be adequately described.
2. By hearing alone, recognise 8 out of 10 simple sounds
3. Follow two simple nature trails each of 800m (half a mile) length and each containing 20-30 signs made of natural material Test to be performed

- over ground with which the Scout is unfamiliar and, if possible, in varying weather conditions.
4. Give an accurate account of an incident lasting not less than a minute and involving at least three persons. This report, oral or written, must include a full description of one of the persons involved selected, by the Examiner.

Orienteer Badge

1. Demonstrate ability to use a Silva compass.
2. Demonstrate ability to determine distances by pacing and by timing.
3. Carry out a simple 5-turn compass bearing exercise.
4. Take part in at least two Orienteering events over course of at least 5 km (3mls). One event may be 'Score'. Achieve a placing in the first third of the field in these two events.
5. Explain the rules of fair play involved in Orienteering

Overseas Friendship Badge

1. Maintain a postal friendship with a Scout overseas for at least 4 months OR take part in a Scout Camp involving overseas Scouts of at least 5 days duration.
2. Complete 4 of the following:
 1. Make illustrations of 4 Scout membership

badges and their National flags.

2. Cook a foreign dish;
 3. Sing a Scout song from another country;
 4. Perform a national dance from overseas;
 5. Tell a legend or folk tale from another country;
 6. Play a game from another country ;
 7. Demonstrate a handicraft from another country.
3. Show how you would greet an overseas Scout in consideration of their own culture with words of welcome in their own tongue.

Photographer Badge

1. Take with any camera and develop and print 3 photographs of wild life, eg. Birds nests, trees etc., 3 photographs from different aspects of potential campsite, and 3 photographs of persons who shall be unaware that the photo is being taken eg. A Scouter / Policeman / Postman
2. Discuss 12 photographs supplied by the Examiner, and arrange them in order of merit, as they appeal to him giving his reasons.

ALTERNATIVE FOR VIDEO.

1. Explain
 1. How to care for your video camera

2. The markings on your camera(f numbers, fps etc.):
3. Know what `LED' and `Depth of Field' mean.
2. Show a video film you made, about 5 minutes in length, which demonstrates your understanding of techniques required to produce an enjoyable programme, including sound, editing, zooming, voice-over and panning. Trouts

Pioneer Badge

Pass the following.

1. Demonstrate with ropes etc.
 1. A Spanish Windlass
 2. A Handy Billy and Mouse a block.
 3. Two types of Holdfast for different types of soil
 4. A Saihnaker's Whipping.
 5. A Long Splice.
2. Pass or re-pass the axmanship test in the First Class badge
3. Supervise the construction of either a simple bridge of more than 4 meters (12ft) in length, or a raft to carry yourself and another Scout
4. Construct a flagstaff from three Scout staffs using sheer end - to - end lashings Make a three - strand Turk's Head woggle.

Printer Badge

1. Set up by himself a handbill or page of type and produce machined prints. (A desktop

- publishing programme may be used).
2. Understand the point system of types and know the names of 6 common type faces.
 3. Understand the printer's correction signs and know the names of different paper sizes and their measurements.

Reader Badge

1. Supply to the Examiner previous to the test. a list of at least 12 books from those he has read during the previous 1.2 months, not more than 3 books from any one author.
2. Discuss these books with the Examiner and explain why he read them, his order of preference with reasons, and answer questions on the contents of the books.
3. Show how books should be cared for. 4. Write a precis (of not more than 200 words) on one of the selected books.

Rider Badge

1. Have a seat independent of the reins and be able to maintain the correct seat and position of the hands. Have control of the pony or horse, with a knowledge of the correct side in elementary movements ie. Turns on the move, circles, increase and decrease of pace. Be able to jump low fences.
2. Know the essential grooming kit and its uses.

3. Be capable of saddling, bridling and rugging up .
4. Have an elementary understanding of the care and cleaning of saddlery.
5. Have an elementary understanding of feeding; watering and cleanliness of the horse.
6. Have a knowledge of the care and working of a pony or horse off grass.
7. Recognise a loose or worn shoe, risen clenched, excessively long foot and know what action to take.
8. Know the points of a horse.

NOTE: The holder of a Pony Club Standard C Certificate qualifies for this badge

Rope Spinner Badge

1. Know the sizes and types of spinning ropes and the names of the parts of a rope.
2. Demonstrate how to care for a rope and how to coil it .
3. Demonstrate the following spins (25 turns for each spin): Crinoline, Flat Spin, Jump- In and Jump - Out.
4. Demonstrate lassoing a stationary object 3 times out of 4 from 3m (10ft) away

Scribe Badge

1. Pass tests in handwriting and hand printing; and write a letter from memory on a subject given verbally 5 minutes previously.

2. Demonstrate a knowledge of postal and tele- message rates, telephone calls (inc. trunk, toll and personal).
3. Demonstrate the correct use of the telephone, including dial where applicable.
4. Demonstrate the use of street and telephone directories and other reference books (inc. postcode).
5. Write a satisfactory report of a meeting, Troop Camp etc

ALTERNATIVE FOR COMPUTER

1. Use a computer to produce 2 of
 1. A Troop (or Group) newsletter;
 2. Troop Records.
 3. Minutes of a meeting
 4. Camp Report.
 5. Weekly Subscription and expenses sheet;
 6. Progress Training Chart;
 7. Local Map.
2. Demonstrate to the Examiner an understanding of a typical computer system.
3. Discuss with the examiner your understanding of copying and software Copyright laws.
4. Keep either:
 1. Patrol log satisfactorily for at least 6 month's OR
 2. A personal log of Scouts activities for 6 months.

Signaller Badge (P)

1. Send and receive a message of not less than 80 letters at rate 6 (30 letters per minute) in Semaphore, or rate 4 (20

- letters per minute) by flag in Morse.
2. Send and receive a similar message in Morse:
 - a. On buzzer at rate 5 (25 letters per minute)
 - b. On lamp at rate 4 (20 letters per minute).
 3. Demonstrate that he knows a recognised procedure when sending and receiving messages

Small Holder Badge

1. Keep at least 6 poultry for a minimum of 12 months and demonstrate that he has a practical knowledge of :
 1. The advantages and disadvantages of 4 popular breeds in relation to their value as egg producers or table birds.
 2. Handling birds recognising those that are not healthy.
 3. Managing grass and earth runs.
2. Show a knowledge of the treatment of a broody hen and understand the running of an incubator.
3. Know how to feed chicks and young birds and the different methods of rearing them.

ALTERNATIVE

1. Keep and rear rabbits for at least 12 months. Make a simple hutch and make up different rations to show the right amount of food and proper uses and

- proportions of cereals, roots, and greenstuff .
2. Show a knowledge of the best breeds for fur and flesh production and know the weight and qualities of a good table rabbit. Be able to recognise 6 fur breeds.
 3. Skin a rabbit and dress it for market.

ALTERNATIVE

1. Keep bees for at least 12 months. Demonstrate hive management and the handling of bees.
2. Be able to recognise larva, good and foul broods and sealed honey, and know at least one method of preventing a swarm.

Speaker Badge

1. Recite a piece of good prose and some lines of verse suitable to his age and interests.
2. Make a five minute speech on a subject chosen by himself
3. Read aloud a piece of prose chosen by the Examiner, who will judge diction, emphasis and speed.
4. Take part in a discussion with one or two other Scouts on a subject chosen by himself from a list provided by the Examiner 14 days earlier

Sportsman Badge

1. Know the rules or law of two outdoor games, such as Rugby Football, Association Football ,

Cricket, Hockey, Lawn Tennis, Netball. Be capable of acting as an official such as referee or umpire or linesman.

2. Take an active part in one winter and one summer team game and show reasonable proficiency and good sportsmanship.
3. Know the names and performance of leading National and local players in two games chosen by the Scout.

Stalker Badge

1. Demonstrate his ability to stalk and use cover, camouflage, winds, shadows and background by crossing by day 800 m. (half a mile) of open country to approach an observer in a known position. OR in town: Shadow an observer for 800 m. (half a mile) and report his actions
2. Camouflage himself against 3 different backgrounds, if possible under varying weather conditions and by night:
 1. Approach, unseen and unheard, within a reasonable distance, according to local conditions, an observer whose position is known.
 2. Locate and pass between two observers stationed a reasonable distance apart according to conditions at the time of the test
3. Give proof of having stalked and studied at least 4 wild birds or

animals in their natural state in the open by describing the results of your observations, or by producing sketches or photos which you have made

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

Starman Badge

1. Demonstrate with diagrams, drawings or models a good general knowledge of the nature of stars and planets and their apparent movement.
2. Point out and name:
 1. The Great Bear
 2. The Little Bear
 3. Cassiopeia
 4. Vega.
 5. Capella.
 6. And any planet visible to the eye at the time of the test.
3. Find direction by night by means of the stars when the pole star is obscured.
4. Demonstrate a general knowledge of the nature, relative positions and sizes of the sun, earth, moon and planets, and of their movements; and the cause of eclipses

Swimmer Badge

1. Swim 50m. with clothes on (shirt, shorts, socks as a minimum) and undress in the water with feet off the bottom

2. Swim 30m. on breast, and 30m. on back (either with hands clasped or arms folded in front of body) and then a further 30 m. any style, making 90 m in all
3. Dive from surface of water and recover with both hands, an object from the bottom Water not to be more than 2 metres deep.
4. Execute a neat dive from the side of the bath.

Weatherman Badge

1. Keep from his own observations a daily record of the weather for 1 month, using Beaufort letters and symbols, and including at least 4 of the following:
 1. Wind force and direction.
 2. Temperature.
 3. Weather (using Beaufort letters).
 4. Pressure.
 5. Rainfall
 6. Cloud type and amount.
2. Construct a simple rain - gauge and a wind - vane and know where to set up these instruments to obtain reliable records
3. Be able to explain the formation of dew, hoar frost. fog and rime
4. Be able to name and describe briefly 3 different ways in which clouds are formed.
5. Know at least 2 natural signs foretelling fine weather and 2 foretelling bad weather.positions and sizes of the sun, earth, moon and planets, and of their

movements; and the cause of eclipses.

Wirelessman Badge

1. Log at least 25 amateur radio stations or Citizens Band users, showing details of date, time, call sign, frequency readability and location.
2.
 1. Demonstrate how to time a simple receiver.
 2. Demonstrate the use of Amateur Radio equipment by making contact with another user and maintaining the contact for at least 2 minutes
3.
 1. Know the more commonly used HF and VHF Amateur frequency bands and explain in simple terms how radio waves travel around the world .OR.
 2. Demonstrate a knowledge of DTI Recommended Code of practice and the reasons for reserving certain channels for special functions.
4.
 1. Know the International Phonetic Alphabet and define at least 8 International Q. Code signals and show an ability to recognise call signs from Canada and the U.S..

2. OR
3. Show a knowledge of the 'ten codes' used and discuss their advantages and disadvantages.
5. Understand the regulations governing the use of amateur radio equipment OR. The DTI Citizens Band Licence.

Note: A person who holds the Radio Amateur Novice A or B qualifies for this badge

3. Make 15 sketches of animals or birds from life, and give the life history of 5 of them .
4. Keep a simple aquarium for 3 months, stocked with specimens collected by himself, and discuss his observations with the Examiner

Woodcraftsman Badge

1. Keep a woodcraft diary of 2 of the seasons - spring, summer, autumn, winter- giving records with dates and places of not less than 10 birds, 10 plants. 10 trees and 10 butterflies or moths. and seen; and illustrate the records with a pencil sketches or photographs, carbon impressions of leaves or pressed specimens.
2. Choose one of the following:
 1. Make a collection of 50 different species of wild flowers, ferns and grasses, giving names, places and dates, and recognise them as well as give a short description of 10 of the specimens.
 2. Make a collection of photographic or carbon impressions or sketches or plaster casts of leaves of 20 trees and 5 shrubs, giving names, places and dates and recognise



5th Tillsonburg Alliance BPSA Sr. Explorer Badge Requirements

Aircraft Pursuit Badge

Have a reasonable beginner's knowledge of, and make a satisfactory beginner's attempt at a minimum of 9 activities from the following. (Note not more than 5 from any one section)

SECTION A - Primary Outdoor Exercise

Archery *	Canoeing	Caving *	Cycling
Driving	Gliding	Go-Karting	Golf
Gymnastics *	Hill Walking	Judo / Karate	Lifesaving
Parascending	Pony Trekking	Rafting	Rifle Shooting *
Rock Climbing *	Rowing	Sailing	Skating
Snow Ski-ing	Sub Aqua Swimming	Survival Swimming	Table Tennis
Trampolining	Water Ski-ing	Wrestling	

* Note if these activities have been chosen for the Venturer Badge then they should not be used for the Adventure Pursuit.

SECTION B - Hobby Activity

Archaeology	Architecture	Astronomy	Botany
Casualty-Faking	Civics	Computer Skills	Country Dancing
Field Studies	Geology	Map Making	Meteorology
Model Making	Photography	Printing	Signalling
Surveying			

Aircraft Constructor Badge

1. Make any two of the following, one of which shall be of the Scout's own design and is to be accompanied by his working drawing. (The use of a kit for the other model is permitted.)
 1. Rubber-driven model to fly for 60 secs.
 2. Glider (tow launched with 50m. max. line) to fly for 90 secs.
 3. Glider (hand-launched) to fly for 40 secs.
 4. Engine-powered model (15 secs. max. motor run) to fly for 90 secs.
 5. Waterplane (to rise off water) to fly for:
 - Seaplane - 40 secs.
 - Flying boat - 20 secs.
 6. Flying scale model to fly for 20 secs.
 7. Control line - start his model and get it air-borne in 5 mins. Perform at least 15 laps demonstrating his control of the model by performing such manoeuvres as are appropriate to its type, followed by a smooth landing. eg. Trainer, sports, team racer or scale - climb and dive.
 - Stunt - climb, dive and loop.
 - Speed - 10

laps level at
2m.

2. Discuss his models with the Examiner with special reference to the methods of construction and the general aero-dynamic principles affecting flight, eg. how lift is obtained; causes and effect of drag, stall and method(s) of curing.

Air Mechanic Badge

1. Know the basic principles of operation and understand how the power of these units is adapted to propel an aircraft.
 1. Piston Engine
 2. Turbo-Jet Engine
2. Be able to recognise and name the main components, ie. crankshaft, piston, compressor, turbine, reduction gear.
3. Have a knowledge of methods used for cooling the various components, and know the reason for this cooling.
4. Drill and tap a hole and fit a stud in metal, or drill and ream a hole to a good finish with a hand reamer.
5. Show correct use of spanners, and demonstrate 2 methods of tightening and locking nuts. Understand the importance of properly locked nuts on an aero engine.
6. Be able to read a simple engineering drawing of not more than 4 views, properly dimensioned and projected.

ALTERNATIVE

1. I-lave an elementary knowledge of the principles governing the theory of flight.
2. Drill and tap a hole and fit a stud in metal, or rivet 2 small plates together by hand.
3. Have an elementary knowledge of aircraft controls and of the main airframe components.
4. Have a knowledge of the approved methods of supporting, towing, picketing and ground handling of aircraft. Demonstrate aircraft marshalling signals.
5. Show a knowledge of simple fabric repairs.
6. Be able to read a simple engineering drawing of not more than 4 views, properly dimensioned and projected

Air Navigator Badge

1. Understand what is meant by latitude and longitude and be able to explain the difference between a great circle and a thumb line.
2. Understand what is meant by magnetic dip, variation, deviation, heading, track and drift.
3. Show a knowledge of the conventional signs used in air maps and which types of landmark are most useful in cross-country flying.
4. Plot the true heading required to make good the track between 2 places on a chart, given an airspeed and a forecast wind velocity. Given a time of departure, work out the estimated time of arrival (E.T.A.) From a timed fix indicated on

the chart during an imaginary flight, work out the track made good, actual wind velocity, new track required, true heading to steer and revised E.T.A.

Air Observer Badge

1. Recognise correctly from photographs or silhouettes shown for 10 sees. each, 80% of the aircraft given on a list from H.Q.
2. Pass or have passed Part 3 of the Air Spotter badge.
3. Be able to recognise and name from a list submitted by the Scout the International aircraft markings both service and civil of at least 12 countries, including U.K.
4. Understand the R.A.F. system of letter designation according to aircraft duties and give examples of 3 designations.
5. Be able to distinguish the various marks of 2 aircraft types selected by himself. (Each type to have more than one mark or series number.)

Ambulance Badge

1. Pass or have passed the First Aid badge.
2. Know how to diagnose and demonstrate the treatment for all fractures to limbs, and for dislocated jaw.
3. Demonstrate treatment for internal bleeding.

4. Demonstrate 4 methods of carrying a patient, 2 when alone, and 2 with another Scout.
5. Know how to deal with cases of suspected poisoning.
6. Have a knowledge of crowd management.
7. Demonstrate mouth to mouth resuscitation (using a Resucianni)

Note: This badge MUST be instructed by the holder of a CURRENT First Aid certificate, and examined by an independent person who is also the holder of a CURRENT First Aid certificate. (Badge Secretaries to have written proof of instructors qualifications.)

Archaeologist Badge

1. Have a knowledge of one of the periods in human history (eg. palaeolithic, mesolithic, neolithic) and know something of one of the cultures of the people of the period chosen.
2. Draw a sketch map to scale of one of the British prehistoric sites.
3. Understand the value of conservation and reconstruction of antiquities.
4. Know the dangers of digging for antiquities by untrained people and the importance of accurate records.
5. Produce a log with sketches and / or photographs of a "dig" he has assisted with; or a survey he has made of a site which has produced items of archaeological interest.

Astronomer Badge

1. Know the chief stars and constellations visible in his latitude and understand how to express technically the position of any particular star at any given time.
2. Be able to tell the time by the stars.
3. Know what is meant by: the Galactic system, star clusters.
4. Make a simple astronomical model to illustrate some features of the solar system.
5. Discuss the instruments used and the work carried on in an observatory. Know the principal observatories of the world, their situations and natural advantages, the special work undertaken by any of them and some details of their telescopes.

Boatswain Badge

1. Pass or have passed the Boatswain's Mate badge.
2. Know the different kinds of canvas, use a palm and needle, make a cringle, sew a flat and round seam, herringbone and make small repairs to sails.
3. Make an eye-splice in wire.
4. Overhaul and repair a set of standing rigging in wire or cordage for an open sailing boat.
5. Be able to worm, parcel and serve and make the following: Turk's Head, 2 kinds of sennit, long splice, chain splice, and be able to point a rope (any method) and apply West

Country and Sailmaker's Whipping.

6. Know the different types of purchase tackle and rig a handy-billy.
7. Make a kitbag or similar article in canvas.
8. Be proficient in pulling boat, or kayak, or sailing dinghy.

Bookman Badge

1. Supply the Examiner, previous to the test, with a list of at least 18 books from those he has read during the previous 12 months. The list must include some standard literary works. Technical books may not be included.
2. Write his own review of a book lent him to read by the Examiner.
3. Explain how he decides which books to read, and understand the facilities which exist in his district for obtaining books.
4. Demonstrate how books should be cared for by producing some of his own volumes.

Camp Warden Badge

1. Pass or have passed the Camper badge.
2. Have camped 10 nights since reaching the age of 15.
3. Camp for the weekend at a site (other than the one visited under (6)) and report on the differences, advantages and disadvantages of this site eg. ground, soil, trees, aspect and

- general suitability as a camp site.
- Show practical knowledge of the subjects covered in "Camping - Get it Right" (the Association's `Camping Standards') and apply that knowledge in planning a camp for at least 3 Patrols, from finding the site to the return home.
 - Make a tent, groundsheet, rucksack or other similar of camp equipment.
 - Have helped satisfactorily at a permanent camp site for not less than 6 nights, or, where this is not possible, have taken sole charge of a camp for a weekend, such camp to have not less than 8 campers and to be visited by the Examiner.

Caterer Badge

ALL parts to be completed.

PART I

- Make a scrapbook or collection or file of 1 type of cooking, eg. cooking for children; cooking with cheese; cooking for vegetarians; buffet; Chinese; etc.
- Present findings neatly and attractively - information, pictures, receipts, etc.

PART 2

- Work out a menu, lay a table, then prepare, cook and serve a 3-course meal for 6 people and serve coffee.

- Write a menu for the table, write invitations to the Examiner and 5 guests.
- Clear up after the meal and leave the kitchen clean and tidy. The help of one other Scout who is taking the test may be obtained.

PART 3

- Prepare a buffet for approximately 20 people. Most of it is to be prepared the previous day (to show the keeping qualities of food). Show how a buffet meal can be varied and adventurous.

PART 4

Know

- how convenience foods can be widely used.
- how to plan a balanced diet.
- how to store food at home.
- how to make use of modern kitchen aids, eg. kitchen roll, cling film, foil etc.
- what is meant by culinary terms: roasting, grilling, steaming, boiling, frying, basting etc.

Be ready to answer questions on any part of the tests.

Cave Explorer Badge

- Have taken part in at least 5 caving explorations under the guidance of an experienced and qualified leader, comprising a minimum of 20 caving hours. produce a log book of explorations.

2. Discuss kit, including ropes and rope and metal ladders, belays and belaying, and personal kit including clothes, boots, lights, food and best method of carrying food.
3. Show knowledge of normal safety precautions and of rescue organisations in own area. Demonstrate method of removal of injured person.
4. Know the main principles of cave formation and describe 2 of the better-known systems.
5. Discuss geological and mineralogical aspects, fossilisation and formation of stalactites and stalagmites.
6. During a caving exploration demonstrate:
 1. Making the head of a rope ladder fast.
 2. How to climb up and down a rope ladder not less than 7.5m. (25 ft) long.
 3. How to join 2 lengths of rope ladder.
 4. How to belay himself and work a lifeline. *

Civics Badge

1. Prepare 2 maps to a standard which the Group could use to beat the bounds should they so desire. The maps should show
 1. the boundaries and wards of the parliamentary constituency in which the Group HQ. is situated.
 2. the boundaries of the borough or district council

and those of its wards and parishes in which the Group H.Q. is situated.

2.
 1. Have studied the system of local government operating in his locality and describe the method of election and the qualifications for voting; and provide proof of his knowledge of this subject verbally or in written form.
 2. Show that he has a general knowledge of the organisation and administration of his own Church.
3. Write a short history (1000-2000 words) of the neighbourhood in which the Scout lives. It must cover at least 500 yrs.
4. Know in general terms the effect of local conditions on either:
 1. Agriculture or
 2. Industry in the neighbourhood in which the Scout lives. (The Scout to choose the alternative)
5.
 1. Have an elementary knowledge of the sources of English Law or (in Scotland) Scottish Law.
 2. Know something about criminal procedure, how Civil cases are dealt with and the right of appeal from all Courts.
6. Produce evidence that he is helping his neighbours, especially those who are handicapped or aged, or is training himself to do so.

Conservation Badge

1. Be able to describe the effect on wild life resulting from: fire, overgrazing, unwise forest practice, soil erosion and water pollution. Know how erosion affects fish feeding grounds and spawning grounds. List the main sources of pollution of streams.
2. Know the relationship between wild life and natural habitat and how the activities of man affect the natural environment.
3. Know the relationship in nature between the units of one of the following groups:
 1. Foxes, mice, and young forest plantations
 2. Trees, insects, birds.
4. Know why the laws are made setting definite seasons and bag limits on shooting and fishing, and know the proper dates and bag limits on 2 species of game and 2 of game fish.
5. Do one of the following:
 1. * Make a list of the kinds of birds, mammals, insects and wild flowers on a plot of ungrazed woodland of about 4 acres (130m. x 130m. sq.). Make a similar list for an area of 4 acres of woodland grazed by cattle, and state why the populations are so different.
 2. * Select t species of wild life common in his

neighbourhood and find out what are the best ways to protect it.

3. * Go out for at least 2 days with a fisherman, Game Keeper, Fishery Officer or conservationist, and write a report on the methods he uses.
6. Do one of the following:
 1. * Help stock or fertilize a fish pond. (b)* Plant 100m. of stream banks to control erosion.
 2. * Set out 100 food plants for birds and mammals.
 3. * Help plant a windbreak or hedge or other suitable winter cover for wild life.
 4. * Build and set out in suitable places 8 nesting boxes.

ALTERNATIVE

1. Know what is meant by the following terms: precipitation, run off, ground water, water table, evaporation, transpiration, and make a diagrammatic drawing illustrating this complete cycle.
2.
 1. Name 3 causes of floods.
 2. State 3 methods of controlling floods.
3. Name 3 different causes of Pollution in rivers or streams, and indicate how these can be controlled.
4. Explain how water conservation is related to soil conservation.
5. Do one of the following:
 1. * Follow a small stream to its source, and see where it originates.

2. Estimate the flow of water in a stream indicated by the Exammer.
 3. * Help make a farm pond.
 4. * Carry out or assist with bank erosion control or other improvement project on a stream, pond or lake.
6. Do one of the following:
1. * Visit a project built for flood control, or for increasing summer flow in a river, or for irrigation purposes, and write a report on conditions before and after construction
 2. * Visit a farm pond and write a report on the type and purpose of the pond.
 3. * Visit a stream or river and write a report on its condition under the heading of:
 1. colour;
 2. smell,
 3. fish;
 4. swimming.
 4. * Find out what happens to domestic and industrial waste in his community and give a written report on
 1. the methods used to purify the waste and prevent pollution or
 2. what should be done to prevent it polluting waterways.
1. Name and describe 5 kinds of soil.
 2. Know the meaning of the terms: organic, inorganic, soil profile, humus and tilth.
 3. Explain what is meant by: contour, deep and shallow ploughing.
 4. Describe what is meant by crop rotation and how it assists more efficient production.
 5. Explain the meaning of. gully erosion, wind erosion, stream bank erosion; and give a method for controlling each of the above types of erosion.
 6. Do one of the following:
 1. * Examine soil profile and identify the diferent layers (horizons).
 2. * Help carry out a soil conservation project on a farm or Scout camp site.
 3. * Plant at least 100 shrubs or trees as part of a soil conservation plan to prevent erosion.
 7. Do one of the following:
 1. Take a photograph or make a sketch of 1 form of erosion mentioned in 5 above.
 2. Plant 2 bean seeds in a flower pot of topsoil, and 2 bean seeds in a flower pot of subsoil. Tend them for a month and report on difference in rate of growth in 2 pots, appearance of plants, and other differences.
 3. In a glass jar collect muddy water from a stream and allow to stand for 6 hours. Observe the amount of soil which

ALTERNATIVE

settled to the bottom.
State where you think the soil originated.

4. In a shallow dish, place wet samples of 2 different soils, one low in organic matter and the other high. Dry out thoroughly and make a brief report of the effect on each.

Note: Items marked *may be carried out in company with other Scouts taking the same test but reporting separately.

Despatch Rider Badge

1. Demonstrate that he knows the Highway Code, traffic signals, lighting-up times, road signs, National system of road numbering and is also able to read a road map.
2. Own, or have the use of, a cycle, motor cycle or motor car.
3. Be able to carry out running repairs to the cycle, motor cycle or car.
4. Carry a verbal message of not less than 40 words and deliver correctly after a journey of at least 8km. (5 miles). in the course of which he must meet and deal with some emergency staged by the Examiner.
5. Make a report, including a sketch map of the scene, on some emergency such as a motor accident, giving adequate details for the police and doctor
6. Write a message from dictation and deliver it to a point at least 8km. (5 miles) away indicated only by map reference.

Electrician Badge

1. Be able to read a domestic electricity meter, and be able to calculate the number of units used
2. Be able to understand the relationship between Voltage, Current, Resistance and Power.

where

V= voltage
(Volts)

I = current
(Amps)

i.e.
 $V=I \times R$ &
 $P=V \times I$

R =
resistance
(Ohms)

P = power
(Watts)

- 3.
4. Understand everyday electrical terms. i.e. 1kW (Kilowatt) = 1000 Watts & 1 unit of electricity = 1kW/Hour.
5. Understand the importance of correct fuse ratings, especially in portable appliances e. g. 2A, 3A, 5A and 13A.
6. Explain why miniature circuit breakers (MCB's) are preferable to rewirable fuses.
7. Understand the reasons for using Residual Current Circuit Breakers (RCCB's) and give an example of where you would use one.
8. Wire correctly a 13 amp plug with special reference to correct colours of leads, insulation up to the terminals, cord grip and correct fuse rating.

inhabitants) giving details of local crafts, crops, markets and transport.

Farmer Badge

1. Demonstrate practical work of 1 of the following: horseman, shepherd, cowman, pigman, herdsman, poultryman.
2. Show a general knowledge of haymaking, sowing, harvesting, and an acquaintance with routine seasonal work on a farm, including the care of cattle, horses, sheep, pigs and poultry.
3. Recognise common crops and show some knowledge of rotation.
4. Select option 1 or 2:
 1. Keep satisfactorily 1 of the following over a period of a year: Bees, rabbits, chickens, ducks, geese, turkeys, pigeons, pigs, goats (Produce proper accounts showing business methods).
 2. Know the way in which soil is kept fertile; have a general knowledge of the rotation of crops, the chief pests and diseases; and know the locally important breeds of sheep and cattle.
5. Select option 1 or 2:
 1. Have spent at least a week on a farm and have worked for at least 6 hours a day for 5 days in that week.
 2. Make a general agricultural survey of a village (under 1,000

Fireman Badge

1. Pass or have passed the Firefighter badge
2. Explain the fire risks and proper precautions to be taken in his home and Scout Headquarters. Show that he understands what is meant by "spontaneous combustion", where it is likely to arise and the precautions to take.
3. Understand the functions of 2 of the following: fire-resisting doors, sprinkler systems, rescue reels, hose reels, private fire-alarms and internal hydrant systems.
4. Demonstrate that he understands the fire risks and precautions to be taken in places of public entertainment.
5. plan the fire precautions and seating arrangements for a Scout or similar entertainment.
6. Demonstrate the following: rescue of injured persons, rescue by ladder, and lowering by a line.

Fisherman Badge

1. Catch, prepare and cook fish sufficient for 2 people.

2. Demonstrate simple repairs to a rod, eg. whipping a broken rod, whipping on snake rings, etc. Make a cast using a "blood knot" and attach dropper flies.
3. Tie 3 varieties of flies and show ability to cast; or make a spinner or spoon, and make a ledger cast.
4. Understand the dangers of wading and the precautions to be taken
5. Have a knowledge of the waters within a radius of 24 km. (15 miles) from his fishing headquarters and know all local rules applicable and close seasons.
6. Keep a satisfactory log of his angling experiences, with details of weather, catch, baits and weights [or 1 season.
7. Write a short account on wet and dry fly fishing, or on the varieties of bait and their uses in coarse fishing.

ALTERNATIVE

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

Forester Badge

1. Be able to identify, in summer and in winter, 20 varieties of trees. Know their uses as timber and fuel and be able BPM to recognise them from a distance.
2. Have a general knowledge of the structure of a tree and how it feeds, breathes and makes timber.
3. Know the dangers to which trees and woods may be exposed. ie. fire, snow, frost, insects, diseases and animals. Discuss the methods of combating these dangers.
4. Prepare soil and successfully transplant a young tree (not a seedling). Know how to deal with wounds in Vowing trees.
5. Know how to select an axe, name the parts, how to take care of it and the safety rules of axemanship.
6. Know how to use a felling axe in felling and logging up. Use a cross-cut saw and wedges.
7. Demonstrate the general principles of felling, trimming, logging up, moving and stacking timber, and calculate the amount of useful timber in a given tree.

Glider Pilot Badge

1. Gain the Gliding Certificate issued by the British Gliding Association with an "A" endorsement.

2. Be able to carry out the daily inspection on I type of glider under supervision and have assisted in rigging or do-rigging.
3. Explain the formation of soaring currents ie. hill, thermal and wave lift.

Handicraft Badge

1. Show that he has successfully pursued 1 of the following for not less than 1 year, and produce 6 appropriate articles made by himself: basketwork, bookbinding, carpentry, leatherwork, metalwork, spinning, weaving, marquetry.
2. Discuss his work with the Examiner with particular reference to: (a) Tools and materials used. (b) Possible projects for the future.
3. Sources of information which he has consulted.

Handyman Badge

Be able to do 10 of the following, at least 6 of which (selected by the Examiner) must be demonstrated:

1. Replace a casement window frame.
2. Glaze a window, both in wood and iron frames.
3. Paint a ceiling or paper a room.
4. Know what precautions to take against frost and how to thaw out frozen pipes in a dwelling house.
5. Repair defective plastering.
6. Re-hang a door and repair door furniture, including handles, locks etc.
7. Effect minor repairs to furniture, such as broken castors, and minor upholstery repairs.
8. Lay and adjust crazy paving.
9. Clean and adjust gas fire or gas cooker.
10. Put a neat patch on a garment, and dam a sock or Scout stocking.
11. Clean and polish a car.
12. Wash and iron a shirt.
13. Mix concrete and effect simple repairs with it.
14. Repair children's toys.
15. Lay carpet or cushion flooring.

Helmsman Badge

1. Pass or have passed the Oarsman badge.
2. Show a knowledge of different types of local craft.
3. Point out and name parts and uses of sails, running and standing rigging, masts and spars for ketch, yawl, and cutter type of sailing craft.
4. Be able to sail a boat and be able to tack, wear, reef, make and shorten sail and be able to get under way and come alongside with the wind from any reasonable direction. Anchor correctly and be able to sail up to and make fast to a buoy.
5. Make and use a sea anchor.
6. Show how to leave a sailing craft with all sails and gear properly stowed.

7. Discuss the rule of the road at sea.

Note: The award of this badge qualifies the holder for a Charge Certificate on waters of Class "C".

Hiker Badge

1. Demonstrate methods of packing and carrying a complete hiking kit for a 24hr hike not to weigh more than 14 kg (30 lbs) including the food. Be prepared to justify his choice of kit.
2. Take part in 3 hikes, during each of which kit is carried and the Scout sleeps out, distance of 2 hikes to be at least 16 kms. (10 miles) each; distance of the other to be not less than 48 kms. (20 miles), with 2 nights camping out. Logs of high standard to be produced.
3. Select a route for a 24 kms. (15 miles) hike from a 1"-mile or 1-50,000 O.S. map, not necessarily of his own district, giving reasons for his choice of route.
4. From a map select 3 areas of 1 % kms. (1 mile) sq., approximately, where a good hike camp site should be possible, giving reasons for choice of the areas.
5. Make an article of hiking kit, such as tent, sleeping bag, camp fire blanket, rucksack, or a bag or other container in which to pack billy, food or toilet necessities, etc.
6. Show a knowledge of personal hygiene and the care of the feet and footgear

Horseman Badge

1. Should be an active horse(wo)man and understand the meaning of balance and collection. Know the reasons for BP M maintaining the correct seat and applying correct aids. When jumping, should fully realise the necessity of not interfering with the horse's mouth and loin. Be able to jump fences at all paces.
2.
 1. Be able to fit saddlery.
 2. Have a knowledge of the care and cleaning of saddlery.
 3. Know the various articles of grooming kit and be able to use them.
 4. Understand the care and working of a pony off grass.
 5. Have an elementary knowledge of shoeing and First Aid.
 6. Know the governing principles of feeding and watering, and be able to put these principles into practice.
 7. Know the governing principles of ventilation in the stable.
 8. Be able to rug up and bandage correctly.

Horticulturist Badge

1. Name 12 of each of the following, pointed out in a park

or garden:- trees, shrubs, herbaceous perennial, hardy or half-hardy annuals; rock or alpine plants.

2. Prepare and discuss with the Examiner, either a plan or the layout of an herbaceous border with particular reference to continuity of bloom, colour schemes and comparative height; OR a plan for an ornamental bed of trees, shrubs, bulbs and herbaceous perennials to give bloom all the year round.
3. Give a plan for a 10-rod allotment for supplying vegetables for 1 year, listing the seeds necessary.
4. Show shrub or fruit tree pruned by himself and discuss the principles and purpose of pruning.
5. Discuss and show the Examiner how to propagate plants by seed, division, cuttings, layering, budding and grafting.
6. Give the names of 3 varieties of the following fruits in his own district:- apples, pears, plums, blackcurrants, raspberries, strawberries and gooseberries. In giving these selections the importance of pollinators, where necessary, should be considered.
7. Understand the importance of control of insects and diseases. Know how and when to use sprays, dusts, grease-bands.
8. Know how to cultivate and maintain the fertility of his own garden soil.

Interpreter Badge

Pass the following tests in any language other than his own:

1. Carry on a simple conversation lasting about 15 minutes and introducing some of the basic Scout vocabulary, eg. the words for Scout, Patrol, camp, tent.
2. Write a letter of about 300 words dealing with a simple Scout topic chosen by the Examiner.
3. Read aloud intelligibly and give an approximate translation (without the help of a dictionary) of a paragraph of average difficulty from a book, newsletter or periodical.

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

Leading Piper Badge

Submit to the Examiner 3 sets of march strathspey and reel, tunes, the selection of which rests with the Examiner, any of which the piper must be prepared to play.

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

Leading Signaller Badge

1. Send and receive a message of not less than 150 letters, at a rate 9 in Semaphore (45 letters per minute).
2. Send and receive a similar message in Morse: on buzzer at

- rate 8 (40 lpm) - on lamp at rate G (301pm)
3. Demonstrate that he knows a recognised procedure when sending and receiving a message.
 4. Improvise at least 2 methods of sending a message (I Morse and 1 Semaphore) at least 800m. (1/2 mile) at or over rate 4 (20 lpm).

Note:- 90% accuracy to be required in all tests. Outdoor sending and receiving stations to be a minimum of 185m (200 yds) apart. Buzzer stations to be in separate rooms.

Map Maker Badge

1. Make a map on the ground, by triangulation using prismatic compass or plane table, of an area of about 40 acres, chosen by the Examiner, at the scale of 1:4000 approx. The area should include fields, a building and a pond or equivalent features.
2. Make a road map, with compass and field book, of 3km (2 miles) of road, showing all main features and objects within a reasonable distance on either side, to a scale of 1:16000 (4" - mile). The field book must be produced for inspection.
3. Enlarge such portions of an O.S. map either 1" - mile or 1:50000 editions as the Examiner may determine, to a scale of 1:21000 (3" - mile).
4. Draw a simple cross section from a 1" - mile or 1:50000 O.S. map (Line chosen to include varied features, gradients etc.)

5. Show a working knowledge of metric scales.

Master Canoeist Badge

1. Pass or have passed the Canoeist 13 badge.
2. Perform 2 ferry glides, 1 facing upstream and 1 downstream.
3. Capsize a loaded canoe, bring it to the bank, empty it of water: re-embark from water knee-deep. (
4. Stow a canoe with kit for 2 days journey.
5. Take charge of 2 other canoeists on a 24-hours' journey of at least 32km (20 miles), camp overnight and keep a log.

Note: The following qualifications are required by persons who instruct Scouts or who are in charge of Scouts when canoeing:

BRITISH CANOE UNION (BCU) QUALIFICATIONS

Qualification required	Type of water
SUPERVISOR	Basic. Sheltered water. Introductory sessions.
INSTRUCTOR	As Supervisor but can also teach
SENIOR INSTRUCTOR	Can be qualified in either or all: SEA Open Sea trips.

Grades of Water

SURF- Surf on board or canoe.

INLAND- Up to Grade 2 While water.

- 1 - Flat or gentle flow.
- 2 - Moving water, some obstacles. (Boulders etc..)
- 3 - More obstacles, faster moving.
- 4 - Water needs inspection before attempting. Route needs to be worked out.
- 5 - Very severe. Could result in fatal consequences if it goes wrong.

All canoes owned by Groups should be inspected regularly for sea worthiness. H.Q. should be notified of all craft owned by Groups at every census, or acquisition of any craft before their use. This does not apply to hire of canoes at properly arranged courses

Master Cook Badge

1. Cook for a Patrol, both in camp (open fire and camp oven) and

indoors (any type of stove), including roasting, boiling, frying and the making of bread, cakes, puddings, drinks and sauces.

Prepare and serve food punctually and hot, following the niceties of good manners.

Demonstrate carving.

2. Know how to buy food and draw up priced and dietetically sound menus to include quantities required for a camp of a weeks' duration for at least 2 Patrols of 5 Scouts each. A limit for the cost of catering will be laid down by the Examiner.
3. Know how to prepare a hot meal (2 courses) and a hot drink, without utensils except a billy.

Master Swimmer Badge

1. Swim 90m.(100 yds) in any over-arm or crawl style.
2. Swim at least 800m.(0.5 mile).
3. Perform the following dives:
 1. racing dive from the edge of the bath.
 2. dive from a board not less than 3m (10 ft) above the surface of the water.
 3. neat dive from a spring-board. or a running dive from the side.
4. Perform some individual stunt in fancy diving or in swimming or plunging (such as swallow dive, backwards and forwards somersaults in water, plunging 9m (30 ft).
5. Satisfy the Examiner that he is capable of instructing a non-

- swimmer in the basic principles of swimming.
6. Pass or re-pass Test 1 of the Swimmer badge.

Mechanic Badge

1. Demonstrate that he understands the working of the internal combustion engine and knows the names and functions of all the principal parts. Diagnose simple running faults such as mis-firing, choked jet, incorrect mixture and over oiling.
2. Demonstrate:
 1. oil and/or grease chassis points
 2. attend to oil level in gear box and back axle
 3. top up the battery
 4. change a wheel
 5. check order of firing, clean and test sparking plugs

Mountaineer Badge

1. Demonstrate that he has a knowledge of a mountain area covering at least 64 sq.kms.(25 sq. miles), by producing journey notes and log books of his trips. These notes and log books must show:
 1. that he is personally acquainted with the principal routes to summits and points of interest.
 2. that he knows the nearest telephones, doctors, inns and places of refreshment to any points in the area.

2. Find his way to a given point in a mountainous area, using the 1" O.S. map or metric 1:50000, and compass.
3. Draw an intelligible rough sketch map giving certain information required by the Examiner, covering (1) above. Identify peaks from a distance.
4. Discuss local weather conditions.
5. Show a knowledge of the kit and equipment required for use in mountains.
6. Demonstrate, in a mountainous area, what should be done in emergencies such as being overtaken by darkness or mist and the first aid treatment of fractures, bruises, concussion and shock.

Musician Badge

1. Sing effectively a solo suitable for the campfire.
2. Sing a solo with chorus and take parts as alto, tenor or bass in a part song (or equivalent).
3. Lead singing at a camp-fire in 5 varied items of popular music.
4. Recognise 4 out of 6 popular tunes hummed or played by the Examiner.
5. Read at sight 3 tunes, either vocal or playing an instrument.
6. Know what is meant by a Sonata, Concerto and Oratorio.

ALTERNATIVE

1. Play 2 solos, 1 of his own choice and the other at sight on any recognised musical

- instrument. Note:- Jew's harp, drum and other percussion instruments are not allowed.
2. In the case of a solo instrument produce a concerted item with others or another solo of different speed and type from the first. In the case of concertina or accordion, accompany varied kinds of camp-fire singing. Note: A certificate that the Scout is a regular member of an orchestra may be accepted.
 3. Recognise 4 out of 6 popular tunes played by the Examiner.
 4. Know what is meant by a Sonata, Concerto and Oratorio.

Naturalist Badge

1. Show evidence of an intelligent interest in the whole field of nature and with particular regard to 1 of the following:
 1. Trees and shrubs
 2. Wild flowers
 3. Bird life
 4. Butterflies or moths or other insects
 5. Wild animals (native)
 6. Ferns or grasses
 7. Seashore or pond life
 8. Rocks or fossils and produce collections, specimens, log books, etc. as the pursuit may warrant.
2. Discuss with the Examiner his observations and the sources of information (Museums etc.) he may have used

Orator Badge

1. Demonstrate the duties of a chairman by taking the chair at Orator a meeting.
2. Speak on a prepared subject to an audience of not less than BP 10 people, speech to last not less than 10 minutes.
3. Must:
 1. propose a vote of thanks.
 2. make an impromptu speech of 3-5 minutes duration on a subject (choice of 3 allowed). Both to be done at 5 minutes notice.
4. Know the ordinary rules of debate and have taken a leading part in not less than 6 debates or set discussions.

Pathfinder Badge

1. Pass or have passed the Guide badge.
2. Demonstrate that he has thoroughly explored an area of at least 3 kms. (2 miles) radius (not around their own home or H.Q.) by submitting logs of his expeditions for 2 of the following specific objects:
 1. Following out all footpaths, bridlepaths and waterways shown in past and present maps and reporting on their present existence and condition.
 2. Preparing a full report on the agriculture and industries of the locality and the use to which the land is put.

3. Making a full report on the history of the locality, giving particulars and history of any antiquities or places of special interest, and the extent to which it is disfigured by modern developments including advertising etc.
 4. Preparing a full report on the soil, trees, shrubs, flowers, birds and animals found in the area.
 5. Making a full report on not less than 8 km. (5 miles) of a navigable river or canal, including tides, channels, shoals or mudbanks, local rules and customs, including "local rule of the road" and any regulations affecting the use of the waterways by Scouts. The report to include full details of 2 campsites adjacent to mooring places in the area.
- Note:- The logs submitted will give mileage covered and be accompanied, as far as possible, by explanatory sketches, maps and photographs.
3. Know the different types of buoys, lighthouses and light-vessels in general use, the usual danger, storm and fog signals. Discuss the Beaufort Wind and Sea Scales. Understand the use of a Barometer in forecasting the weather.
 4. Demonstrate how to take soundings.
 5. Know the proper gear that should be carried in a sailing boat to ensure safety of the vessel under all conditions.
 6. Organise and take charge of a Patrol expedition of 48 hrs minimum duration in a sailing boat or motor cruiser. Journey to a point at least 16 kms (10 miles) from start and return. Keep a log showing courses and distances. Route to be prepared by candidate with proper reference to tides etc. Members of Patrol to be properly organized as a boat's crew.
 7. Read a Mariner's Compass marked in points and degrees and be able to estimate roughly (using chart and tide table) the depth of water at any stage of the tide.

Pilot Badge

1. Pass or have passed the Coxswain badge.
2. Be able to read a chart, plot a position by 3 methods and lay off a course; making allowance for variation and deviation of compass and tidal set.

Public Health Badge

1. Know what is meant by Public Health - what it is and how it has developed.
2. Have a general knowledge of the functions of the human body and how it works.

3. Have a knowledge of the modern methods of disease prevention.
4. Know the rules of healthy living in camp and construct to a high degree of efficiency.
A camp incinerator.
A properly screened and fitted latrine suitable for a Patrol camp of 7 days.
A grease pit. A camp urinal. A camp larder, proof against flies, to take perishable food for a Patrol.
5. Know how to improve and safeguard his own personal health.
6. Understand the dangers of infectious and contagious diseases, including venereal diseases, and the measures taken by the Local Authorities to prevent their occurrence.
7. Describe methods used in his district to ensure sanitary storage, collection and destruction of house refuse, and understand the importance of such measures.
8. Pass or have passed the Missioner badge.

Quartermaster Badge

1. Have acted as Quartermaster for a Scout Group or Section for at least 6 months.
2. Show a knowledge of sound methods of storing tents, tools, cooking equipment and ropes, and show that he is carrying these methods out in practice.
3. Demonstrate his ability to re-haft and re-wedge an axe.
4. Demonstrate 2 of the following:

1. Repairing a tear in a patrol tent.
 2. Replacing a guyline on a patrol tent.
 3. Re-proofing a hike tent.
5. Demonstrate how to sharpen an axe using a grindstone and a carborundum stone, and how to sharpen and reset a saw.
 6. Show that he has kept efficient simple records of an Equipment Store, including issues and returns. Show a knowledge of how to make provision in his records for the replacement of expendable items, and how to deal with depreciation.

ALTERNATIVE

1. Have acted as Quartermaster to a Troop or Colony/Pack Camp or Colony/Pack holiday of at least 5 days duration.
2. Display a knowledge of how to store in camp: (a) Foodstuffs. (b) Equipment.
3. Produce a set of menus covering 48 hrs that he has actually used in connection with a Troop or Colony/Pack Camp, and be prepared to discuss the menus.
4. Show that he understands the need for a balanced diet in camp, and that he is able to produce it at reasonable cost, and keep simple accounts.
5. Demonstrate 2 of the following:
 1. Repairing a tear in a patrol tent.
 2. Replacing a guyline on a patrol tent.
 3. Re-proofing a hike tent.
 4. Re-hafting an axe.

6. Submit to the Examiner a list of the tools which he would take to camp, including those required for emergency repairs; show that he can use and take care of all of them and justify his inclusion of each tool on the list.

Radio Mechanic Badge

1. Assemble a simple radio receiver in temporary form and be able to draw a diagram of his lay-out, using the correct technical symbols.
2. Be able to locate and cure a simple fault in the family set.
3. Have an elementary knowledge of how a thermionic valve works as an amplifier or detector, and know the functions of a condenser, a resistance, and a transformer.
4. Know the main characteristics of long, medium, short and ultra-short wave bands, and show how these characteristics dictate the uses to which the bands are put.
5. Be able to solder and to use simple tools such as cutters, pliers, screwdrivers.

Note:- A qualified Examiner may substitute such tests as he thinks, provided that those tests are of equal standard

Rescuer Badge

1. perform in the water 4 methods of rescue (1 to be the "Unigrip"), and 3 of release from the cluth of a drowning person. The

- drowning subject to be about the size of the rescuer, and to be carried at least 14m. (15 yds) in each method. Demonstrate mouth to mouth resuscitation and cardiac massage.
2. Dive from the surface to a depth of at least 1.5m. (5 ft) and bring up a stone, brick or iron object of not less than 2kgs (5 lbs), at least 2 out of 3 times.
3. Swim 45m. (50 yds) attired in shirt and trousers/skirt, and undress before touching ground.
4. Throw a lifeline to with 1 m. (1 yd) of a small object 15m. (50 ft) away. Thrower to be up to the waist in water.
5. Lead a team to deal with emergencies as given in the Lifesaver badge.

Rock Climber Badge

1. Find his way to a given point in a mountainous area using the 1" O.S. snap or metric 1;50000, and compass.
2. Demonstrate, in a mountainous area, what should be donin emergencies such as being overtaken by darkness o mist, and the first-aid treatment of fractures, bruises, con cession and shock.
3. Know how to coil a rope, how to select a belay, and beta, himself securely; and generally understand the principles and safety-first precautions of rock climbing.
4. Take part in at least 5 rock climbs of a standard not less than `moderately difficult' such

climbs to be led by an experienced climber who will judge and report on his competence.

5. Demonstrate his ability to abseil down a rock face (not less than 14m. [45 ft]). persons instructing or leading such activities should have at least Single Pitch Climbing Supervisors qualifications, issued by the British Mountaineering Council (BMC).

Senior Athlete Badge

Achieve a Pass in 3 out of the 5 groups

- 1 event from Groups 1, 2, 3, and 4
- 3 events from Group (5)

Group	No	Event	Under 16s	16+
Running	1	100m	13secs	12.5secs
		200m	27secs	26secs
		400m	66secs	63secs
		800m	2m 26secs	2m 30secs
		1.6km	5m 45secs	5m 30secs
		3.2km	12m 45secs	12m 30secs
Road Walk		4.8km	36m	34m
Jumping	2	Long Jump	4.9m	5.2m

Throwing	3	High Jump	1.3m	1.4m
		Pole Vault	2.3m	2.4m
		Throwing Weight	9.4m (4.5k)	9.75m (5.4k)
		Discus	30m (1k)	32m (1.5k)
		Javelin	32m (2.2m)	36.5m (5.4k)
Swimming	4	Hammer	24.4m (4k)	26m (5.4k)
		Cricket Ball	53m	56m
		91.5m (100yds)		

Swimming	4	Freestyle	1m 25secs	1m 20secs
		Butterfly	1m 45secs	1m 40secs
		Breaststroke	1m 45secs	1m 40secs
		Backstroke	1m 40secs	1m 35secs

Physical Efficiency	5	both age groups	standards to be arranged locally
		Stamina	Skipping Running
		Strength	Medicine ball Press Ups

Skills	Dribbling
	Football
	Dribbling
	Basket
	Ball
	Basket
	Ball
	Shooting
	Bowling
	Hand
walk	
Speed	Accurate
	Throwing
	Shuttle
Spring	Relay
	Speed
	Skipping
	Upward
	Spring
Standard	
Broadju	
mp	
Standing	
Hop	
Step and	
Jump	

1. Pass or have passed the Bellringer badge.
2. Be able to give the name by which methods are identified on different numbers of bells.
3. Understand what is meant by the "Position" of a pair of bells in "plain hunting" on 6 bells.
4. Be able to ring a pair of bells in either the plain course of Senior Entertainer Bob Minor or the plain course of Grandsire Triples.

Senior Entertainer Badge

1. Perform 3 items, each to last at least 3 minutes, from the following: dancing, singing, playing an instrument, reciting. Note:- The items may be of the same kind eg. 3 contrasted songs. The standard is to be very high and suitable for a public entertainment.
2. Entertain Scouts for 12 minutes with at least 3 of the following (other than items performed in the previous section: :conjuring tricks; magic; juggling; playing whistle, guitar or other portable instrument; character sketches; stories; songs with chorus; mime; jokes. Note:- The standard need not be so high as in 1, but suitable for a parents evening or camp fire.
3. Either:
 1. Use theatrical makeup to make a clown face, or
 2. Design a stage costume

Note:- For girls a 10% allowance should be made all round.

Senior Bellringer Badge

1. Pass or have passed the Bellringer badge.
2. Be able to give the name by which methods are identified on different numbers of bells.
3. Be able to write out the changes of 2 simple methods, 1 on an odd number and 1 on an even number of bells, and to describe the working of any 1 bell in these methods.
4. Be able to ring a plain course in the methods in No. 3.

Alternative for Hand Bells

Senior Explorer Badge

1. Pass or have passed the I liker 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, by cycle, kayak or pulling dinghy, or on horseback.

The expedition must be planned to last for at least 4 days, and at least 3 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 prepared by members of the party.

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.

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 - eg. weather, geography, history, architecture, archaeology, botany, ornithology.

The route and special log subjects must have the prior approval of the Examiner.

An expedition on foot will cover at least 80 kms. (50 miles) in wild country. The 3 nights will be spent on different camp sites.

An expedition by water will cover at least 80 kms. (50 miles) and the log will cover such points as the state of the river, conditions of banks, obstructions to navigation, etc.

An expedition by cycle will cover at least 320 kms. (200 miles) as far as possible off Class A roads.

An expedition on horseback will cover at least 192 kms. (120 miles) in wild country, camping in 3 different camp sites.

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.

Senior Instructor Badge

1. Hold the Bushman's Thong (or Seaman's or Airman's Badge).
2. Hold the Ambulance badge.
3. Have shown the qualities in Leadership and a desire to use these qualities together with his Scouting knowledge to the benefit of Beavers, Wolf Cubs or Scouts.
4. With the approval of the Scout Master have completed a one month probationary period with the chosen Section and then be prepared to continue as an instructor with that section for a

further period of 11 months (12 month total) to the satisfaction of the G.S.M. and the Section Leader concerned.

Service with each individual Section.

BEAVERS

During the 12 months service, plan at least One full day out with the Colony and three separate Colony Meetings. Show a reasonable knowledge of the Beaver Handbook. Know the duties of the Beaver Master and the difference between the Beaver and Wolf Cub Training methods.

WOLF CUBS

Have a knowledge of, and the ability to instruct in, the subjects of the 1st. and 2nd. Star badges, and two proficiency badges. Show a reasonable knowledge of the Wolf Cubs Handbook/Jungle Guide. Know the duties of the C.M. and other Pack Leaders, and the difference between the Wolf Cub and Scout Training methods.

SCOUTS

Have a knowledge of, and the ability to instruct in, subjects of the First Class badge, and two Under 15 proficiency badges. Show a reasonable knowledge of Scouting for Boys. Know the duties of the Scout Master and other Troop Scouter, and its Court of Honour, and understand the Patrol System.

This badge is granted by the A.C. on the recommendation of the Scout Master or Group Scout Master.

Note. It is desirable that the Senior Scout taking this particular badge be 16.5 years of

age before starting the attachment to a Section.

The badge when awarded is to be worn above the Association strip on the right breast

Senior Photographer Badge

1. Demonstrate an understanding of the mechanism of the camera, shutter, stops and focusing device.
2. Show a knowledge of lighting of indoor and outdoor subjects.
3. Diagnose common faults in composition, exposure, developing and fixing from specimens shown by the Examiner.
4. Take, with any camera, develop and print: 3 portraits, 3 landscapes, 3 pictures from unusual angles (eg. Scouter taken up a tree), 3 photographs of buildings of different architectural styles. 1 at least of the above to be taken indoors.

Senior Pioneer Badge

1. Passor have passed the Backwoodsman badge.
2. Show a knowledge of the subjects covered in the following:

	Chapters of "pioneering" by "Gilcraft":
Chapter 4	Moving Heavy Weights and Straining a Rope
Chapter 5	Anchorage and Sheer-Legs;

Survival Badge

Chapter 6 - Rafts;
Chapter 7 - Ropeways,
Chapter 8 - Simple and Light Bridges;

Chapter 14 Instructional Models; and attain a high standard in the making of all knots and lashings referred to in that book.

1. Participate in an adventure journey in which at least 5 incidents involving survival techniques are used. It should take place preferably at night or in difficult conditions.
2. Prepare, and use, or show knowledge of, at least 5 of the following items:

3. Take charge or take a leading part in the making of 3 structures of different types, eg. a raft, a bridge and a flag-staff.
4. Make a camp kitchen.
5. Prepare a meal for himself and a companion, consisting of at least meat (or meat substitute), 2 vegetables and bread, not using utensils but backwoods methods.
 1. Prove his skill in finding his way alone (in the case of girls - with not more than 2 companions) across unknown country, not using roads, without maps or making enquiries, to a point invisible from the start: by compass and by day a distance of not less than 3kms (2 miles);
 2. without compass and by stars a distance of not less than 1.5kms (1 mile).

Atomic precautions	lost	Emergency Bridging	Personal Survival
Captivity	Poisoning	Cold/Heat	Resuscitation
Diet/Energy	River crossings	Direction finding	Ropes in emergencies
Disguise	Rope stretcher	Emergencies	Self - Defence
Escape	Shelters - Backwoods	Expedition	Planning etc.
Fire by friction	Shock treatment	Fungi - berries	Snares
Igloo making	Tools improvised	Insects	Torture limits
Inventiveness	Trees	Knot nets	War survival
Limits of Human Capacities	Water Still	Loneliness	Weapons improvised
Survival versions of:	Cooking First Aid Fishing	Foods Kits Home	Rafts Swimming Signalling

3. Be able to perform 3 of the following:
 1. Carry injured persons by improvised methods
 2. Abseil with stretcher

3. Lower casualty from a height (d) Improve a stretcher
4. Understand limitations in moving casualties
4. Make a journey with other Scouts, of at least 40kms/(25 miles) in difficult country. This journey should be made without equipment other than light survival packs. It should take place over at least 2 days and 1 night as an escape-style exercise where Scouters, etc., are attempting to locate the Seniors.

Tracker Badge

1. Pass or have passed the Observer or Stalker Badge.
2. Recognise and explain 2 different characteristics in each of 3 different human footprints, barefoot or shod, and recognise and explain 2 different characteristics in each of 3 different types of simple human tracks.
3. Solve with reasonable accuracy, 3 tracking stories in sand, snow or other suitable natural material.
4. Make 6 plaster casts of the tracks of birds, animals, car or cycle. All casts to be taken unaided and correctly labelled with date and place of making. 2 at least to be of wild birds or animals.
5. Lay a trail of at least 800m. (0.5 mile) in length containing at least 4 different kinds of sign made of natural materials. 40 to

60 signs to be used and the route to be over ground with which the Scout is unfamiliar. Roads may be crossed but not followed. The trail to be followed by Scouts of Second Class standard.

Venturer Badge

1. Complete an adventure journey as a member of a Patrol in which he shall play a leading part. The journey, which may be short in length, must include at least 5 "incidents" such as rescues, from fire or heights, compass work, night work, decoding. Water incidents to be included by Sea Scout Troops.
2. Be reasonably proficient in 2 of the following. Each of the 2 must be selected from different groups, as under:
 - a. Boxing, fencing, wrestling, judo.
 - b. Rowing, riding, ice-skating, roller-skating, sailing, gliding, canoeing, car-driving and motor cycle riding.
 - c. Swimming, diving.
 - d. Gymnastics, tumbling.
 - e. Rock climbing, rope-spinning, caving.
 - f. Track athletics, field events, cross-country running.
 - g. Rifle shooting, archery.
3. Be able to perform 3 of the following:
 - . Climb a tree to a height of 9m. (30 ft) from the ground.
 - a. Vault a fence two-thirds his own height.

- b. Throw an 18.5m.(60ft) line to fall between 2 pegs 122cm. apart at a distance of 15'.5m.(50ft), twice out of every 3 times.
 - c. Swim 18.5m. (20yds) wearing clothes. #
 - d. Climb a rope to a height of 4',m. (15ft) from the ground.
4. Make a journey of at least 32km. (20 miles) on foot or by boat, with not more than 2 other Scouts. Route must be one with which the Scout is not familiar and should, if possible, include stiff country. Sleep out, using only kit carried in rucksack. Maximum weight 13.5kgs (30lbs), which must include food. The examiner may set the candidate 1 or 2 tasks which require a specific report but no general log of the journey is required. The journey must be such as will constitute a definite test of determination, initiative, and self-reliance.

World Friendship Badge

- 1. Have an elementary knowledge of the geography, history, and people of at least 3 countries other than his own.
 - 2. Have corresponded regularly and for not less than a year ' with a Scout of some other country (either individually or as part of a Troop "Link-up")
- 3. Have some knowledge of the organisation and activities of international Scouting: and at least 3 of the following:
 - a. Have camped or hiked at least 5 days with Scouts of another country (either in his own or their country) produce a log-book covering this event and his impression of it and show that he has a fair understanding of the Scouts of the other country and their national culture;
 - b. Have kept an album or scrap-book for at least 1 year which depicts the national affairs, sports, culture and Scouting activities of another country (preferably that concerned in 2 or 3(a);
 - c. Know the main points of the United Nations Charter, the purpose and organisation of the United Nations, the functions of its principal subsidiary agencies, the main principles of the Declaration of Human Rights and be able to explain these in simple terms;
 - d. Have taken part in some practical activity of an international character such as the collection or distribution of relief supplies, the reception or settlement of new immigrants, or assisted in some project of a non-partisan organisation for

the promotion of World
Brotherhood.

- e. Write a short essay on
some aspect of
contemporary world
affairs.

