

Baden Powell Traditional Scouts-Fun & Challenging Scout Training

<p><u>Scouts Law, Promise and Motto</u></p> <p><u>The Law</u></p> <ol style="list-style-type: none"> 1. A Scouts' honour is to be trusted. 2. A Scout is loyal to The Queen, His Country, His Scouter's, His Parents, His Employers and to those under Him. 3. A Scouts' duty is to be useful and help others. 4. A Scout is a friend to all, and a brother to every other Scout, no matter to what Country, Class or Creed the other may belong. 5. A Scout is courteous. 6. A Scout is a friend to animals. 7. A Scout obeys his Parents, Patrol Leader, or Scout Master. 8. A Scout smiles and whistles under all difficulties. 9. A Scout is thrifty. 10. A Scout is clean in thought, word and deed. <p><u>The Promise</u></p> <p>On My Honour I promise, That I will do my best, To do My Duty to God and The Queen, To help other people at all times, and obey The Scout Law.</p> <p><u>The Motto</u></p> <p>'Be Prepared'</p>	<p><u>The B-P Scouts Training Scheme as laid down by Baden Powell</u></p> <p>* Tenderfoot * Second Class * First Class * Scout Cord</p> <p><i>The Scouts also have the opportunity to gain the following proficiency badges</i></p> <p>Accident Prevention Air Apprentice Air Glider Air Spotter Aircraft Modeller Angler Athlete Backwoodsman Bandsman Basket maker Bellringer Bookbinder Camper Canoeist Child Carer Collector Conservationist Cook (Camp) Cook (Home) Coxswain Crime Prevention Cyclist Designer Entertainer Explorer Fire Prevention First Aid Friendship Gardener Guide Homemaker Host Information Technology Jobman Joiner Leather Worker Lifesaver Linguist Marksman Master-at-Arms Metal Worker Music Maker Needleworker Oarsman Observer Orienteer Overseas Friendship Photographer Pioneer Piper Printer Reader Rider Rope Spinner Scribe Signaller Smallholder Speaker Sportsman Starman Swimmer Tracker Weatherman Wirelessman Woodcraftsmen Scout Citizenship Award Beaver Instructor Badge Wolf Cub Instructor Badge</p>
<p><u>SECOND CLASS RANK – SCOUTS</u></p> <ol style="list-style-type: none"> 1. Demonstrate a knowledge of and how and when to summon adult help to treat shock.(not electric) 2. Know how to deal with the following common minor ailments: (a) Minor cuts and scratches (b)Bleeding from the nose (c) Stings and bites (d) Burns and scalds (e) Know how to avoid sunburn 3. Demonstrate the use of a triangular bandage as a sling and a suitable bandages and dressings for treating sprains and cuts. 4. Know the general rules for healthy living. 5. Kim's game. A test in observation to remember 16 out of 24 well assorted articles, following 1 minutes observation, or, Follow a trail containing not less than 30 woodcraft signs. 6. Be able to recognise and name 6 common trees and know the value of their wood for burning. 7. Tie the following knots and know their uses: Timber hitch, Killick hitch, Fisherman's knot and Harvester's hitch. 8. Demonstrate square and diagonal lashings by constructing a trestle of scout staves. 9. Know the safety rules and care of a hand-axe, bow saw and knife. Demonstrate how to make firewood. 10. Know the 16 points of the compass and how to set a map. Understand conventional map signs, scales and the use of map references. 11. Lay and light a fire out of doors with natural materials. Cook over this fire a simple meal, make a hot drink and wash up afterwards. 12. Show that you understand: (i) the Highway Code (the road user on foot and the road user on wheels). (ii) If you have the use of a bicycle, demonstrate that it is kept properly maintained and you are able to effect minor repairs. 13. Know and follow the Country Code. 14. Show the ability to use a telephone and demonstrate knowledge of your locality by: (a) using local bus and railway timetables. (b) knowing local landmarks, through-road routes, public transport facilities and utilities serving your area. 15. With another Scout, pitch, strike and pack a hike tent within a reasonable time. 16. Know how to choose items of suitable personal clothing and equipment for outdoor activities, including camps. 17. Go by day, on foot, with other scouts on a journey of 13kms. The journey will have a route laid down by the Scout Officer and a simple objective will be given. A verbal report, from notes, must be made on your return. 18. Have no less than three months service as a Scout. 19. Re-pass the Tenderfoot tests. This test will be taken last. 	<p><u>SCOUT FIRST CLASS</u></p> <ol style="list-style-type: none"> 1. Have camped as a Scout, for a total of ten nights, which need not be consecutive. 2. Know what to do in the following emergencies: fire, drowning, ice breaking and electric shock. 3. Gain the Scout First Aid proficiency badge 4. Swim 50metres and know the water safety code and the use of the buddy system for swimming 5. Know precautions necessary before undertaking adventurous activities. This should include exposure and mountain safety. 6. Be able to recognise and name 8 common plants, 8 common birds and 8 native wild animals. 7. Read a series of simple tracks made in sandy or other suitable ground. 8. Use improvised equipment to estimate 3 distances and 3 heights not more than 30metres. In each case, the estimate to be within ten per cent error above or below the actual distance or height. 9. Demonstrate the following: Sheer-lashing, Back and Eye splice, Fireman's chair knot, Alpine butterfly knot, Rolling hitch and a Handy billy. 10. Use a suitable axe for felling or trimming light timber. Log up a piece of timber and demonstrate the theory of felling a tree. Use a bush saw, wedges or log splitter safely and correctly to prepare timber for burning. Demonstrate the use and care of this equipment. 11. Know how to care for and maintain camping equipment. This should include storage and simple repairs. 12. Read and be able to use Ordnance Survey maps . Understand and demonstrate the uses of a compass. Point out compass directions by day and night without the aid of a compass. Undertake a short compass journey by night. Explain spot heights, contours and trig points. 13. Know how to choose and plan a campsite for a Patrol static camp including programme and menus. Pitch, strike and pack a Patrol tent, acting as leader. Where possible, this should be tested by practical inspection of a Patrol weekend camp. 14. Be able to operate and maintain stoves and lamps and know the safety requirements. Cook on a camping stove a two course meal.15. Build and sleep out in a bivouac and cook a backwoods meal.16. Re-pass the Second Class badge tests 1-12 inclusive. 17. Go on foot, with other Scouts on a 24 hour journey of at least 25 kilometres. In the course of the journey, cook your own meals (one of which must include meat (or substitute)