

Scout Training Scheme

First Edition July 1999
Revised December 2001
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Foreword

The training scheme originally written in the early 70s (with the first edition in 1979 to the revised edition in 1997) had been used for over 30 years. There had been no major alternation in the period, and some topics became out of date and had to be revised. In 1996, the Association set up an Acting Committee to amend the Scout Training Scheme. A new draft of the scheme and the syllabuses of a new set of progressive badges and some other badges were prepared. An open consultation was conducted in 1997, and after a final verification by the Deputy Programme Commissioner with 4 Regional Training Commissioners, the new Scheme would be implemented on 1 July 1999.

The principle and major points of the progressive awards are as follows:

- (1) Under the progressive training system, a Scout is encouraged to begin the training from a lower level onwards, but allowing Scouts joining at different ages to achieve other levels of the awards.
- (2) In the major training categories, options are multilateral to suit the various interests of Scouts.
- (3) Progressive training and award assessment are conducted by the Scout Leader. Some training and assessment, when considered appropriate, are released to Patrol Leaders or senior Scout members in accordance to the assigned duties of the Patrol Leaders' Council.

The success of this Scout Training Scheme depends greatly on the support of Mr LO Wai-shing, Deputy Chief Commissioner (Support), Ms Ophelia CHAN, Programme Commissioner, Mr CHEUNG Kwok-ying, Deputy Programme Commissioner, Deputy Regional Commissioners (Training), members of the Training Scheme Acting Committee and many other relevant parties. On behalf of the Scout Association of Hong Kong, I would like to express my sincere gratitude to them.

Robert HO
Chairman of Scout Board
Scout Association of Hong Kong
July 1999

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Introduction

This book is a formal training document for the Scout Section of the Association. The book describes the necessary skills, knowledge and standard that a Scout should attain when getting the progressive awards and other badges. Leaders involved should closely follow its contents. Any alternations or revisions will be released through the Programme Circulars.

When leaders exercise this Training Scheme, it is necessary to maintain a balance between the standard and attractiveness for Scouts. It is necessary to ensure that sufficient training has been provided before a scout is assessed. Precautions should be taken when attempting to adjust the requirements already listed in this Training Scheme. Under special conditions, e.g. training for Extension Scouts, the Scout Leader can adjust the requirements as appropriate. Nevertheless, when conducting training and assessment on adventurous or other risky activities, the leader responsible should follow closely the 'Policy, Organisation and Rules' of the Association and the safety guidelines and rules of the relevant activity.

This Training Scheme is printed in loose pages, allowing convenience for future revisions. The book is printed in A5 size and is separated by different colour pages. The colour prints of badges are provided, so they can be enlarged as a teaching aid.



The Scout Section

The Aim

The aim of the Scout Section is to encourage the spiritual, mental and physical development of the eleven to sixteen years old youths as an integral part of the continuous training of the Scout Movement.

The Method

Guided by adult leadership, and based on the Scout Law and Promise, an enjoyable, attractive and worth-while scheme of progressive training and the Patrol System are provided and operated.

The Scout Promise

On my honour, I promise that I will do my best
To do my duty to God and to my Country
To help other people
And to keep the Scout Law.

The Scout Law

- (1) A Scout is to be trusted.
- (2) A Scout is loyal.
- (3) A Scout is friendly and considerate.
- (4) A Scout belongs to the world-wide family of Scouts.
- (5) A Scout has courage in all difficulties.
- (6) A Scout makes good use of time and is careful of possessions and property.
- (7) A Scout has self respect and respect for others.

Age Range

The age range for the Scout Section is from the 11th to 16th birthday.

Minimum standard of a Scout Troop

- (1) **Members:** not less than 12 members.
- (2) **Leaders:** at least 2 adults, one of whom should hold a warrant. If the Troop has both male and female members, there should be both male and female leaders.
- (3) **Training:** all training should follow the Scout Training Scheme and its revisions by the Association. Every Scout should participate in at least one Patrol or Troop camp a year.
- (4) **Progress:** at least one quarter of the Troop shall gain one of the progressive badges in a year.

Scout Training Programme

Scout training is adopting progressive training procedures, supplemented by Proficiency Badge system, thus allowing the Scouts to learn structurally and progressively, and accrediting the achievements made by them.

The Progressive Awards for Scouts include the 'Pathfinder Award', 'Voyager Award', 'Challenger Award' and 'Chief Scout's Award'. The Patrol System is the core of the progressive training, encouraging new Scouts while satisfying the needs of the older ones.

Basic skills of Scouting, like camping, cooking, exploration and other interests are included in the 'Pathfinder Award' and 'Voyager Award' training programmes. The 'Challenger Award' demands a higher level of skill and knowledge, and introduces self-reliance and service to others as optional items. The 'Chief Scout's Award' is the highest level of the awards given, aiming at increasing and assessing responsibility and leadership.

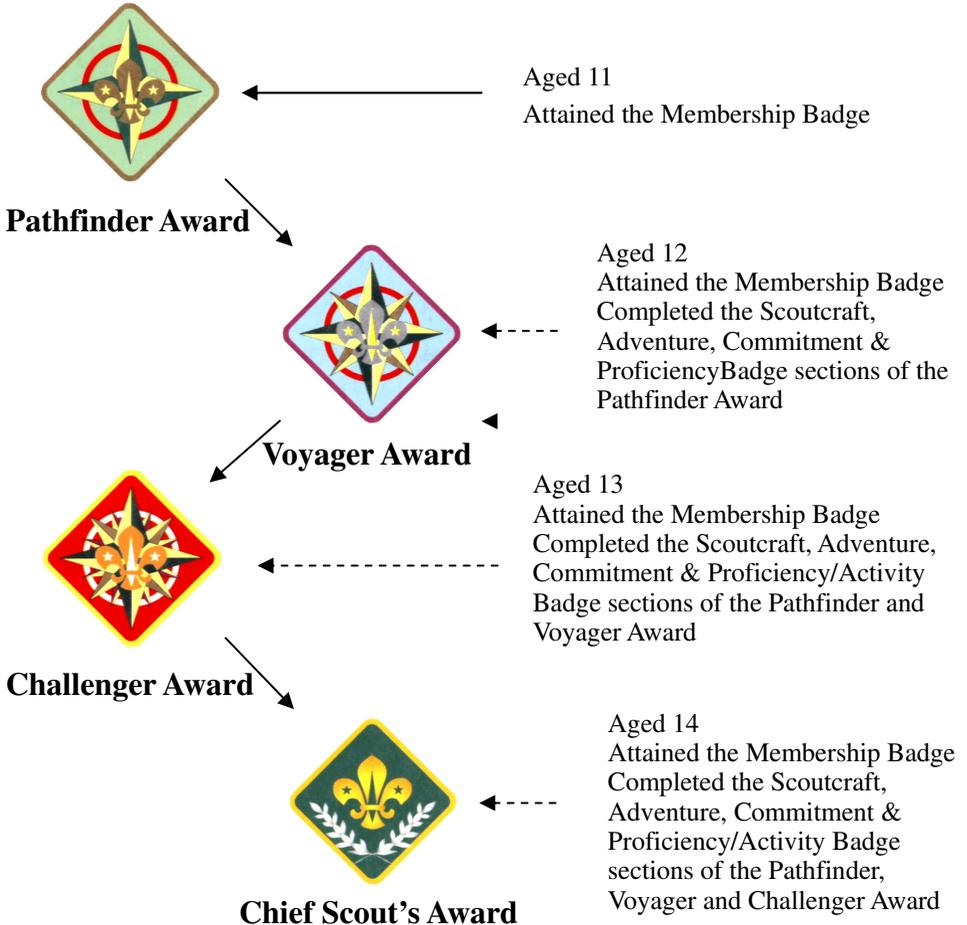
Normally, a Scout should begin from the 'Pathfinder Award', and attain the badge before attempting a higher level badge. Under special circumstances, e.g. if a youth joins Scouting at the age of 14, he/she can complete relevant sections of the lower level badges first and attain a higher level badge directly. Nevertheless, the 'Scoutcraft', 'Adventure', 'Commitment' and 'Proficiency/Activity Badges' sections should begin from 'Pathfinder Award' and progress in sequence to a higher level.

For Sea Scouts, sea activities and badges are preferred; for Air Scouts, air activities and badges are preferred.

Unless otherwise stated, assessments for the Membership Badge, Progressive Awards, Proficiency Badges (Interest) and other badges/awards as listed on page 139 are arranged by the Scout Leader. Other than the 'Chief Scout's Award', the Scout Leader is eligible to issue the awards and certificates for the Progressive Awards. For the Chief Scout's Award, the Scout Leader will nominate the Scout to the District, Region and Association Headquarters, and the Scout will be notified of the award directly from the headquarters. Other awards/badges can be presented to the Scout according to custom arrangements of the Troop.

Any Scout may begin to attain the Membership Badge of the Venture Scout Section three months before he/she is promoted to the Venture Scout Section.

Flow Chart of Progressive Badges



Notes: All awards should be completed before the age of 16.

← Assessment Route

←----- Optional Route

The Scout Proficiency Badge Scheme

The aim of the Scout Proficiency Badges is to encourage all Scouts to make use of their spare time and to enhance their knowledge. All Scouts who possess the Membership Badge can start their Proficiency Badge assessments.

The Scout Proficiency Badge Scheme is categorised into four groups under the headings: Interest, Pursuit, Service and Instructor, to suit the development and ability of Scouts at various age groups.

The 'Interest' badges are of an elementary nature and are primarily intended for Scouts aged 11 to 13. They are intended to help younger Scouts learn new knowledge and develop good habits. The badges have a green background.

The 'Pursuit' badges are for Scouts aged 13 to 15. They are intended to widen their knowledge of a practical nature. The badges have a blue background.

The 'Service' badges are of a higher standard for the older Scouts. They are intended to facilitate Scouts to help others and to service the public. The badges require not only theoretical understanding but more importantly practical applications. The badges have a red background.

The 'Instructor' badges are of a higher standard and are intended for the Scout who have deeper understanding of the knowledge and have the necessary teaching skills to help other Scouts attain the relevant badges. 'Instructor' badges are of the basic colour of the relevant badges with a gold border.

'Interest' badges can be examined by the Scout Leader or can be arranged by the District.

The District will appoint examiners for the 'Pursuit', 'Service' and 'Instructor' badges.

The following sea activity badges, due to their technical nature, are only examined by assessors appointed by the Association. If the Scout holds a valid certificate, the Badge Secretary may issue the badge directly.

Canoelist	Sailor	Canoe Polo
Boatswain	Pilot	Canoe Rescuer
International Racing Kayak		Race Helmsman

Membership Badge



The Scout must be at least 11 years old and have completed the following:

1. Discuss with the Patrol Leader about joining the Troop.
2. Join a Patrol and become acquainted with other members by taking part in activities.
3. Attend at least 6 Troop meetings/activities, one of which should be an outdoor activity.
4. Have a general knowledge of the Hong Kong and World Scouting movement.
5. Understand and accept the Scout Law, Scout Promise and the Scout Motto.
6. Know the procedures of the Investiture.
7. Identify the national flag and emblem of the People's Republic of China and understand the meaning.
8. Identify the regional flag and emblem of the Hong Kong Special Administrative Region and understand the meaning.
9. Behave in suitable manner when the national anthem is performed or sung and when the national or regional flag is flown.
10. Understand the meaning of the national anthem of the People's Republic of China and able to sing it by memory.

Scout Progressive Badges



Chief Scout's Award



Pathfinder Award



Voyager Award



Challenger Award



Pathfinder Award



For Scouts who are 11 or above and have attained the Membership Badge.

Complete the following:

I. Scoutcraft

1. Participate in an overnight Scout camp.
2. Pitch, pack and store a tent properly.
3. Prepare a light meal with hot drink in the outdoor and tidy up after the meal.
4. Use potentially dangerous gears properly, e.g. gas lantern and gas stove, and understand the relevant safety procedures.
5. Know and demonstrate the handling of accidents, e.g. nose bleeding, burns, cuts and thorns, etc.
6. Participate in an activity involving compass and map reading.
7. Demonstrate the use of knots and hitches commonly used in Scout activities, e.g. reef knot, sheet bend, figure-of-eight knot, clove hitch, bowline, round turn and two half hitches, etc.
8. Pack up a rucksack for a weekend camp.
9. Know the Country Code issued by the Association.

II. Adventure

1. With proper gears and accompanied by a friend, complete a day journey of at least 8 km on foot, or 12 km by bicycle or by boat.
2. (a) Participate in a journey involving nature education in a rural area as organised by the Troop or school; or
(b) Complete a journey with a specific objective of at least 40 km by public transport, and submit a report after the journey; or
(c) Participate in an adventurous activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

III. Culture and Art

1. Participate in a cultural activity, show or exhibition.

IV. Community

1. Know the locations and facilities of the District Headquarters and other public utilities, e.g. police station, hospital, fire station, district office, public transport, public toilets, etc., and know how to make an emergency call.
2. Know the aims and work of two local environmental protection or animal care organisations.

V. Health

1. Participate at least 8 times in a physical fitness activity, e.g. jogging, aerobic dance, swimming, etc., and maintain a simple fitness record.

VI. Commitment

1. Discuss with the Scout Leader or Patrol Leader the relationship between daily life and the Scout Law and Promise.

VII. Service

1. Participate in a social service of at least 4 hours at school or in the Troop.

VIII. Patrol Activity

1. Participate in at least 4 Patrol meetings.
2. Participate in a Patrol outdoor activity.

IX. Proficiency Badge

1. Attain at least one Proficiency Badge (Interest).

Voyager Award



For Scouts who have completed the Pathfinder Award, or aged 12 or above who have attained the Membership badge and have completed the “Scoutcraft”, “Adventure”, “Commitment” & “Proficiency Badge” sections of the Pathfinder Award.

Complete the following:

I. Scoutcraft

Some of the activities must be conducted under the supervision of adults.

1. Participate in two nights of Scout camping and submit the camp log.
2. Conduct an activity using knots, hitches and lashings, and demonstrate the skill of coiling ropes.
3.
 - (a) Participate in an activity using woodcraft signing; or
 - (b) Complete a simple orienteering, mapping or navigating exercise, which includes setting a map, taking compass bearings, map references, scales and showing knowledge of Ordnance Survey Standard; or
 - (c) Identify the basic types of clouds, explain how clouds are formed, how wind speed is measured and in what way the weather can limit various adventurous activities.
4.
 - (a) Demonstrate the safe use and maintenance of a sheath knife or a pen knife; or
 - (b) Plan and prepare a balanced menu for a weekend camp for the Patrol; or
 - (c) Prepare a personal first aid kit for a day’s outing and understand the use of the items.
5.
 - (a) Know the parts of a boat and use it in a sea activity; or
 - (b) Know the parts of an aircraft and explain the theory of flight; or
 - (c) Participate in a scoutcraft activity of similar nature and the same level as agreed by the Scout Leader and Patrol Leaders’ Council.

II. **Adventure**

1. With two other Scouts, plan and complete an overnight journey using map and compass at least 12 km on foot or 18 km by bicycle or boat. Use the map to describe what has been observed and report the experience to the Patrol.
2.
 - (a) Assist in planning and participate in a one day special patrol activity; or
 - (b) Participate in an adventurous activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

III. **Culture**

1. Complete one of the following:
 - (a) Know about a historical place in Hong Kong and complete a relevant guiding activity.
 - (b) Spend one day exploring the life of a city or town unfamiliar to the Scout.
 - (c) Know a local legend or history and share it with others.
 - (d) Visit a local place of interest and share the experience with others using large scale drawings, models, photographs or sketches.
 - (e) Participate in a craft, writing or art group for at least 3 months.
 - (f) Write an article on scouting activities for a magazine or newspaper.
 - (g) Design and make a promotional item suitable for Scout activities or duties.
 - (h) Participate in a cultural activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

IV. **Community**

1. Complete one of the following:
 - (a) Participate in a joint activity with another organisation.
 - (b) Participate at least three times in a neighbourhood project or home care work, e.g. looking after the elderly, young children or disabled people.
 - (c) Participate in a Physically Handicapped and Able-bodied camp with the Patrol and understand the needs of the disabled.
 - (d) Know how to repair or overhaul a wheelchair to meet the need of the disabled.
 - (e) Know twenty kinds of endangered species, animals or plants.
 - (f) Know two kinds of problems concerning environmental protection, e.g. acid rain, global warming, rain forest, ozonosphere, pollution and water cycle, etc.
 - (g) Discuss with others the reason for the appearance of stray dogs in the neighbourhood, and think of a solution to the problem.

- (h) Participate in a community activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

V. **Health**

1. Complete one of the following:
 - (a) Practise a sport for at least three months and keep a record to show progress.
 - (b) Learn and participate in a sport not tried out before for at least three months and understand the rules.
 - (c) Agreed by the Scout Leader, conduct a 3-month fitness programme and share the results with the Patrol Leader.
 - (d) Plan, prepare, serve and clear away a meal suitable for a family or the Patrol.
 - (e) With another Scout, select and understand a hazard to health, such as smoking, alcohol abuse, drugs abuse or noise, etc., find out its harmful effects and discuss the findings with others.
 - (f) Participate in a health activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

VI. **Commitment**

1. Complete any two of the following:
 - (a) Select a topic of your own choice and keep a one-month diary.
 - (b) Participate in a conservation programme for at least two days.
 - (c) Identify a person you respect and describe what you can learn from him/her.
 - (d) Report a notable person in society.
 - (e) Participate at least 3 times in religious activities and describe the feelings.
 - (f) Explore your beliefs in religion with another Scout or Leader.
 - (g) Participate in a commitment activity of the same level agreed by the Scout Leader and the Patrol Leaders' Council.

VII. **Service**

1. Complete at least 8 hours of service approved by the Scout Leader.

VIII. **Patrol Activity**

1. Participate in a Patrol overnight camp, e.g. a weekend camp.
2. Participate in a Patrol indoor activity.
3. Participate in a Patrol outdoor activity.

IX. **Proficiency/Activity Badge**

1.
 - (a) Attain at least one Proficiency Badge (Pursuit); or
 - (b) Airman; or
 - (c) Boatman.

Challenger Award



For Scouts who have completed the Voyager Award, or aged 13 or above who have attained the Membership badge and completed the “Scoutcraft”, “Adventure”, “Commitment” & Proficiency/Activity Badge” sections of the Pathfinder Award and Voyager Award.

Complete the following:

I. Scoutcraft

Some of the activities must be conducted under the supervision of adults.

1. (a) Know how to use, maintain and instruct others in using different types of stoves and lantern safely and cook the meals for the Patrol using appropriate stoves in an overnight camp; or
(b) Manage camp hygiene in an overnight camp.
2. Plan and lead a pioneering project showing the use of 2 different types of lashing.
3. (a) Identify 6 local plants, birds or insects and know their lifestyles; or
(b) Demonstrate how to handle accidents in adventurous activities, e.g. stop serious bleeding, fracture and hypothermia and know how to handle unconsciousness.
4. (a) Be able to steer and manoeuvre a non-motor boat; or
(b) Plan and implement a backwoods cooking activity.
5. (a) Participate in a coding and decoding activity; or
(b) Prepare a safety checklist suitable for use in Troop meetings, at home and during a camp; or
(c) Participate in a scoutcraft activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders’ Council.

II. Adventure

1. After training, and accompanied with 3 other Scouts or more, complete an overnight expedition at least 20 km on foot or 30 km by cycling or by boat.
2. Complete any two of the following
 - (a) An orienteering journey either in daytime or night time locally or overseas and show how to identify direction by the sun and stars.
 - (b) Act as coxswain on a simple trip, carry out basic manoeuvres including navigating, turning, anchoring and taking a small boat in tow.
 - (c) Participate in an exercise to rescue an injured person from the rural country, water or a crashed vehicle.
 - (d) Organize a recreational outing for new members, e.g. family walk or nature trails.
 - (e) Participate in an adventurous activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

III. Culture

1. Complete any two of the following:
 - (a) Make and demonstrate a remote control model, e.g. hot air balloon, airplane, power boat, steam engine, etc.
 - (b) Make a cultural item to introduce scouting, e.g. art, sculpture, poem.
 - (c) Participate as a regular member of an orchestra, choir, band, music group or drama workshop for a year.
 - (d) Prepare and display photographs or sketches to show the city development nearby your residence.
 - (e) Share the experience of a selected cultural activity in the troop.
 - (f) Organize a programme on arts, crafts, creativity or international scouting.
 - (g) Visit a village with unique cultural significance, e.g. a museum, an art gallery, or other cultural or arts exhibition with a friend, and share the experience and knowledge with others.
 - (h) Participate in a cultural activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

IV. Community

1. Complete any two of the following:
 - (a) Produce a poster with other Scouts to promote community participation by the Patrol or Troop.
 - (b) Participate regularly in social service at least six times in three months in a religious community, elderly home, community centre or organisation for the disabled.
 - (c) Learn the skills of communication with people who have visual or hearing impairments, e.g. attending a sign language course.
 - (d) Plan and implement in a conservation project with the Patrol.
 - (e) Complete a community service with other Scouts within a specified period as agreed by the Patrol Leaders' Council.
 - (f) Invite a friend who is not a Scout to attend a troop meeting or a Scout activity; and report how the friend feels about the activity to the Patrol Leaders' Council.
 - (g) Carry out budgeting and accounting duties in a project or group activity.
 - (h) Study a site for conservation and environmental protection, e.g. Mai Po Nature Reserve, Hoi Ha Wan Marine Park, organic farms, nature trails, etc.
 - (i) Investigate an animal cruelty case and plan a neighbourhood publicity project to promote anti-animal cruelty.
 - (j) Participate in a community activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

V. Health

1. Complete any two of the following:
 - (a) Be a member of a sports team at school or in a sports club and participate in the sport activity at least 6 times in 3 months.
 - (b) Know and maintain camp hygiene.
 - (c) Understand the process of human growth and development and the impact of alcohol, cigarettes and drug abuse on health.
 - (d) Achieve a higher level of attainment in a self-identified physical training programme as agreed by the Patrol Leaders' Council.
 - (e) Demonstrate the skills of self-survival swimming.
 - (f) Participate in a health activity of similar nature and the same level as agreed by the Scout Leader and Patrol Leaders' Council.

VI. Commitment

1. Complete any two of the following:
 - (a) Compile a 3-month Patrol log.
 - (b) Prepare and lead prayers or readings in 4 separate Troop meetings.
 - (c) Find out the living habit of someone of similar age but with another denomination/faith, and explain the similarities and differences to the Patrol.
 - (d) Explain the relevance of the Scout Law and Promise with daily school and household life.
 - (e) Discuss animal protection laws with a pet owner
 - (f) Participate in a commitment activity of similar nature and the same level as agreed by the Scout Leader and Patrol Leaders' Council.

VII. Service

1. Complete at least 12 hours of service as approved by the District, Region or Association headquarters..
2. Demonstrate the proper ways to hoist, lower and store a flag.

VIII. Leadership

1. Explain the functions of the Patrol Leaders' Council, and attend at least one meeting and implement one of its resolutions.

IX. Proficiency / Activity Badges

1. (a) Attain one of the following Proficiency Badges (Pursuit) not previously obtained; or
 - (i) Camper
 - (ii) Explorer
 - (iii) Pioneer
 - (iv) Sailor
 - (v) Canoeist
- (b) Senior Airman; or
- (c) Coxswain's Mate.
2. (a) Attain one Proficiency Badge (Service); or
- (b) Community Involvement Badge; or
- (c) World Conservation Badge.

Chief Scout's Award



For Scouts who have completed the Challenger Award, or aged 14 or above who have obtained the Membership badge, the “Scoutcraft”, “Adventure”, “Commitment” and “Proficiency/ Activity Badge” sections of the Pathfinder Award, Voyager Award and Challenger Award.

Complete the following:

I. Scoutcraft

1. (a) Be a quartermaster in a camp for two nights, including preparation, cleaning and maintenance of gears; or
(b) Plan and lead a Patrol camp.
2. (a) Make a piece of functional equipment, e.g. eye splice, back splice, mat, rucksack, staff bag, anemoscope, and use it during Troop activities ; or
(b) Organise and participate in a Patrol pioneering project involving at least three lashings.
3. (a) Compare and test two different types of compass for their characteristics and appropriateness of use in the outdoors, and report the findings in the Patrol Leaders' Council; or
(b) Be able to explain a weather map, understand local and quarterly meteorological changes, set up a simple weather station and maintain a weather record for more than a month.
4. Plan and lead backwoods cooking sufficient for the Patrol.
5. (a) Manage and maintain a particular Troop gear for at least 3 months, e.g. tents, canoes, ropes, stoves, etc.; or
(b) Participate in a Scoutcraft activity of the same level approved by the Scout Leader and the Patrol Leaders' Council.

II. Adventure

1.
 - (a) Organize and participate in an overnight hike from dusk to dawn of at least four persons; or
 - (b) Plan and organize an orienteering event and assist new Scouts to complete the track; or
 - (c) Plan and participate in a camp for two nights using natural shelters; or
 - (d) Complete and report on an expedition at least 30 km on foot, or 45 km by cycling or by boat for two nights.
2.
 - (a) Experience a new adventurous activity not tried out before, e.g. rock or wall climbing, water skiing, sailing, go-kart, and attain an elementary standard; or
 - (b) Construct, maintain and use a go-kart, canoe, boat or sailboat.
3.
 - (a) Assist in organising an airport visit, and arrange suitable activities for the participating Scouts; or
 - (b) Assist in planning, participate and report an overseas visit; or
 - (c) Participate in an adventurous activity of similar nature and the same level as agreed by the Scout Leader or Patrol Leaders' Council.

III. Culture

1. Complete any two of the following:
 - (a) Participate in an amateur creative cultural activity and be able to perform publicly.
 - (b) Introduce certain local classic arts and crafts to the Grasshopper Scout Ring or Cub Scout Pack.
 - (c) Assist in preparing a newspaper or magazine.
 - (d) With others, prepare an item in writing, photographs and/or other materials to promote scouting publicly.
 - (e) Choose and study a local or overseas custom.
 - (f) Produce an exhibition of photographs, or complete and display a series of paintings and sketches of a self-selected topic.
 - (g) Enhance personal skill in an art or craft by knowing and learning from a local artist.
 - (h) Participate in a cultural activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

IV. **Community**

1. Complete any two of the following:
 - (a) Conduct a survey of the local recreation and community resources for handicapped people, e.g. the elderly, vision impaired, hearing impaired or mentally handicapped and report to those interested.
 - (b) Know the organization and functions of the District Council, and participate in one of its events.
 - (c) Find out how to support and actually participate in supporting Scouts or people in developing countries.
 - (d) Participate in an International Scouting Event, e.g. World Jamboree or JOTA, and share the experience with the Patrol.
 - (e) Participate in an international Scout exchange programme or provide home stay.
 - (f) Liaise with overseas scouts on their scouting life, and assist in a troop programme with a related theme.
 - (g) Participate in a joint activity with a local or overseas Patrol or Troop.
 - (h) Use audio-visual media to present the scouting life of the Patrol or Troop.
 - (i) With other Scouts, organize a series of Cub or Grasshopper Scout activities under the guidance of the Cub Scouts or Grasshopper Scout Leaders.
 - (j) Participate in an environmental protection project for at least 8 hours.
 - (k) Visit an animal welfare organisation of your choice and prepare a report on how the organisation achieves its animal welfare objectives.
 - (l) Participate in a community activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

V. **Health**

1. Complete any two of the following:
 - (a) Select a sport activity, set a three month target and record the progress.
 - (b) Report briefly on a selected topic by a doctor or a professional in the Patrol Leaders' Council or in a gathering of senior members. Topics may include blood donation, AIDS, drug abuse or similar theme.
 - (c) Demonstrate a life saving technique after receiving training.
 - (d) Visit a physical fitness centre or sports centre, consult the instructor on the facilities and requirements for the customers, and try out a new fitness exercise during the visit.

- (e) Learn the training programme of a local sportsperson and the improvements brought by a balanced diet. Plan and carry out a 3-month personal training programme under the guidance of an instructor.
- (f) Discuss with leaders or present during Patrol or Troop meetings, the common areas of stress, e.g. examinations, parents, human relations, faced by youth and how to manage such a problem.
- (g) Participate in a health activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

VI. Commitment

1. Complete any two of the following:
 - (a) Tell the story of Baden-Powell or the history of scouting to Cub Scouts or newly recruited Scouts.
 - (b) Organize a Scouts' own or religious gathering for the Troop or for others on a topic from one of the Scout Law.
 - (c) Attend a residential training course, e.g. Leadership Training Course and meet new friends.
 - (d) Compile a log book recording the changes of the local community for at least 3 months.
 - (e) As approved by the Scout Leader, provide service to a local Scout Troop for at least 4 weeks on a particular skill, report the experience to the Patrol Leaders' Council.
 - (f) Camp with overseas scouts locally or abroad.
 - (g) Share personal scouting experience since joining scouting to the Troop or Patrol Leaders' Council.
 - (h) Participate in a Venture Scout activity and discuss Venture Scouting.
 - (i) Visit two different employment settings and explore their contributions to the economy of Hong Kong.
 - (j) Participate in a commitment activity of similar nature and the same level as agreed by the Scout Leader and the Patrol Leaders' Council.

VII. Service

1. Complete locally or abroad at least 16 hours of approved community service by the District, Region or Association Headquarters.

VIII. Leadership

1. Explain the functions of the Patrol Leaders' Council, and attend at least one meeting and implement one of its resolutions.
2. Complete a personal project as endorsed by the Patrol Leaders' Council.
3. Complete a Leadership Training Course.

IX. Proficiency/Activity Badges

1. (a) Attain one of the following Proficiency Badges (Pursuit) not previously obtained; or
 - (i) Camper
 - (ii) Explorer
 - (iii) Pioneer
 - (iv) Sailor
 - (v) Canoeist
- (b) Master Airman; or
- (c) Coxswain.
2. Attain one of the following Proficiency Badges (Service) not previously obtained:
 - (a) First Aid
 - (b) Fireman
 - (c) Lifesaver
 - (d) Canoe Rescuer
3. Attain one Proficiency Badge (Instructor).

Scout Proficiency Badges (Interest)

Scout Proficiency Badges (Interest) assessments can be arranged by the Scout Leader, or by the District Scout Council.



Angler



Artist



Athlete



Camp Cook



Canoeist



Collector



Cyclist



**Dragon
Boatman**



Horseman



Librarian



Model Maker



Musician



Naturalist



Park Orienteer



Photographer



**Rowing
Boatman**



Sailor



Smallholder



Swimmer



Tourism



Windsurfer



Archery



Footdrill



Animal Care



Geologist

Angler



Complete the following:

1. Know the water safety rules. Understand the dangers of wading, the precautions to be taken and know the meaning of a dangerous fishing ground / spot.
2. Go fishing in fresh water (reservoir area) or salt water each at least three times in three months. Keep a record of each of these fishing trips showing species, amount, sizes of fish caught, location, method, fishing equipment and bait used, weather conditions and tide and current, and also, noting the effects of these conditions on those fishing.
3. Be able to identify ten species of fish: six saltwater and four freshwater.
4. Have a thorough understanding of the habit of those ten fishes and other relevant knowledge such as fishing period, area, fishing methods and suitable baits.
5. Know and understand how to use different baits, floats, buoys and sinkers in still fishing.
6. Know the different hooks and basic knots. Know how to use and take care of fishing tools.

Artist



Complete the following:

1. Sound knowledge in one of the following art activities:
 - (a) Painting
 - (b) Pottery
 - (c) Sculpture
 - (d) Calligraphy
 - (e) Drama
 - (f) Dance
 - (g) Other art activities of the same level
2. Participate in the above art activity for at least 3 months
3. Demonstrate or display personal art works.
4. Have knowledge of your favorite or remarkable artist or arts organization and introduce their typical area.

Athlete



Complete the following:

1. Sound knowledge in one of the following sport activities
 - (a) Track and field
 - (b) Ball games
 - (c) Skating
 - (d) Rope skipping
 - (e) Gymnastics
 - (f) Other sport activities of the same level
2. Participate in the above sport activity for at least 3 months.
3. Demonstrate the basic skill of the above sport activity.
4. Have knowledge of your favorite or remarkable athlete or sports organization and introduce their typical area.

Camp Cook



Complete the following:

1. Plan a menu for breakfast, lunch and dinner for a Patrol weekend camp. The menu should include:
 - ingredients and quantity
 - price
 - method of cooking

Note: The lunch and dinner should have 3 dishes and 1 soup (using fresh food such as fish, meat, vegetables and eggs). There should be at least one hot dish for breakfast.

2. With another Scout as assistant, cook the dinner as planned during the camp.

Note: The assessment of the badge should preferably be done in a Patrol or Troop camp.

Canoeist



Complete the following:

1. Hold the Sea Activity Log and has passed the swimming test.
2. Complete either (A) or (B):
 - (A) Completed a 3-day Canoe Training Course (at least 18 hours) held by the Association, which including:
 - (a) Understand the following theories:
 - Knowledge of personal equipment
 - The effects of weather
 - The safety rules of canoeing
 - (b) Complete the following practical training:
 - How to wear a life jacket / buoyancy aid
 - Paddle forward and backward
 - Emergency stop
 - Launching, embarking and disembarking technique
 - Sweep strokes
 - Draw strokes
 - Slap for support in placid water
 - Deepwater capsize and right the boat
 - "HI" deepwater rescue
 - (B) Hold the Three Star Award Certificate or Canoe Elementary Certificate of Hong Kong Canoe Union or equivalent qualification.

Collector



Complete the following:

1. Make a collection of objects for at least six months and maintain the collection tidily and systematically.

Note: (1) Scout can choose freely objects such as stamps, match boxes, coins or shells for his/her collection.
(2) The collection must be of sufficient quantity. Scout should know the special characteristics of the collection. The quality of the collection is considered important.

2. Discuss with the assessor on the objects chosen and demonstrate his/her interest and knowledge in the collection.

Cyclist



Complete the following:

1. Own, or have used satisfactorily for at least six months, a bicycle properly equipped and in good working condition.
2. Demonstrate an ability to carry out repair work such as changing or repairing tyres, replacing brakes, adjusting the height and position of the saddle.
3. Know the road safety regulations, traffic signs, light signals, road symbols, local streets plan and directions and how to read street maps.
4. Participate in an outdoor cycling Scout activity.

Dragon Boatman



Complete the following:

1. Hold the Sea Activity Log and has passed the swimming test.
2. Completed a 1-day Dragon Boat Training Course (at least 6 hours) held by the Association, which including:
 - (a) Understand the following theories:
 - History and development of dragon boating
 - Importance of warm-up exercise
 - Equipment and names of various parts of a dragon boat
 - Different types of dragon boats and building materials used
 - Aquatic knowledge of the sport
 - General racing rules of dragon boat
 - (b) Complete the following practical training:
 - Correct paddling method
 - Correct sitting posture
 - Correct paddling skills – starting position, pushing, pulling the blade and lifting the paddle
 - Paddle forward and backward, draw strokes and emergency stop
 - Know how to deal with capsizing
 - Know the importance and skill of uniform paddling and balance
 - Correct preparation, cleaning and maintenance of dragon boat and paddle
 - Complete at least 2 hours training and participate a practice race (not shorter than 250 meter)

Horseman



Complete the following:

1. Basic understanding of how horses behave in the wild and when ridden.
2. Recognize safe clothing and equipment to wear when riding or handling with horses.
3. Lead a horse safely.
4. Mount a horse safely from a mounting block.
5. Adjust stirrup leathers to the correct length and check that the girth strap is safely tightened.
6. Riding a horse at the walk – halt to walk, walk to halt, left/right turn.
7. Riding a horse at the sitting trot – walk to trot, trot to walk, left/right turn.
8. Riding a horse at the rising trot – walk to trot, trot to walk, left/right turn.
9. Learn the names and use of commonly-used horse tack – saddle, girth-strap, bridle, bit, neck-strap, stirrups and stirrup leathers.
10. Know the basic ‘rules of the road’ when riding in a riding school.
11. Name six parts of a horse body.
12. Learn simple grooming a horse using a body brush.

Librarian



Complete the following:

1. Describe to the assessor the process of making a book and how to look after and care for books.
2. Know how books are categorized in a library.
3. Know how to use a library catalogue.
4. Work satisfactorily as a librarian in a school library or an organization for at least six months. Scout is required to produce a certificate of good service issued by the school or the organization concerned.

Model Maker



Complete one of the following:

- (I) 1. Construct a model aeroplane (the use of a kit is permitted) and meet one of the following flight performances when flown:
- | | |
|--|---------|
| Hand-launched glider | 25 sec. |
| Tow-launched glider with maximum 50 m line | 45 sec. |
| Rubber elastic-band powered | 30 sec. |
| Engine-powered (take off within 15 sec.) | 45 sec. |
- Control line aircraft to show a smooth take-off, three laps level flight at approximately two metres, climb and dive for landing.
2. Know the basic principles of flight, including the three axes and their effects on stability and control.
- (II) 1. Build an electric or engine-powered model boat or yacht, not less than 45 cm in length (the use of kits is permitted) and show it to be capable of maintaining a straight course of not less than 23 m.
2. Explain the Archimedes' Principle.
- (III) 1. (a) Build an electric slot car racer, not from a kit but a commercial body and other parts may be used. Drive it for at least 122 m on any track without stopping or leaving the slot more than four times; or
- (b) Build 2 free running car of any type (kits permitted) and demonstrate that it will run for at least 18 m. Electric motors are allowed.
2. Know how track and wheelbase are measured and sketch and explain the principle of Ackerman steering.
- (IV) 1. Build a coach and demonstrate that it can run behind a locomotive.
2. Build a scenic model, such as a mine, station, farmhouse, etc. The model should be built according to scale.
3. Know the signals for electric trains.

Musician



Complete one of the following:

- (I)
1. Act as singing solo or singing soprano or bass in a choir and sing a song as just selected by the assessor.
 2. Know basic music theory:
 - (i) Write 3 clefs – G Clef, C Clef and F Clef.
 - (ii) Write 3 major or minor chords.
 3. Know the differences between Sonata, Concerto and Oratorio and give three examples.
 4. Discuss with the assessor a concert that has been recently participated in or heard on radio or watched on television.
- (II)
1. Using a musical instrument, play a musical piece that requires accompaniment, or play two pieces solo, or be a current member of the school orchestra or orchestra of an organization.
 2. Play a piece of music just selected.
 3. Know basic music theory:
 - (i) Write 3 clefs – G Clef, C Clef and F Clef.
 - (ii) Write 3 major or minor chords.
 4. Know the differences between Sonata, Concerto and Oratorio and give three examples.
 5. Discuss with the assessor a concert that has been recently participated in or heard on radio or watched on television.
- (III)
1.
 - (a) Without any musical accompaniment, sing two folk songs from different places and characteristics, such as spiritual songs, sea shanty, mountain songs or lullaby; or
 - (b) Play an instrument such as banjo, guitar, mandolin, etc., and sing two folk songs of different characteristics; or
 - (c) Using banjo, guitar, mandolin, concertina, harmonica or other folk song instrument, play two folk songs of different characteristics.

2. Know basic music theory such as key, chords, bass notes and be able to tune the musical instrument.

Note: The folk songs should be simple. Scouts should apply personal skills in creating a style.

3. Discuss with the assessor the favourite folk songs and singers or composers and give reasons for choosing the songs and artists.

- (IV)
1. Show how to tune bagpipes.
 2. Play two march music pieces using 2/4 beat.
 3. Play two march music pieces using 6/8 beat.
 4. Play a slow march or melodious piece of music.
 5. Play a march, a Strass waltz and a Scottish highland waltz .The march should be one of the two pieces in item no. 2 above.

Note: (1) Tones can be chosen freely.

(2) If using Ireland or Northumbrian pipes, the examiner can select an alternative assessment method.

- (V)
1. Be a member of a band for Scouts, school or other organization, such as the Salvation Army.
 2. Show skills with any one of the following musical instruments:
 - (a) Snare drum:
 - (i) Demonstrate how to take care of a snare drum.
 - (ii) Know how to carry the drum and hold the drumsticks at a parade (without beating the drum).
 - (iii) Beat the drum at 2/4 and 6/8 beats.
 - (iv) Beat with non-accent beat at 2/4, 6/8 and 3/4 beats.
 - (v) Beat the drum and turn at the third beat, fifth beat and seventh beat.
 - (vi) Participate in six different parades.
 - (b) High pitch drum:
 - (i) Demonstrate how to take care of a high pitch drum.
 - (ii) Know how to carry the drum and hold the drum sticks at a parade (without beating the drum).
 - (iii) Beat the drum at 2/4 and 6/8 beats.
 - (iv) Beat with non-accent beat at 2/4, 6/8 and 3/4 beats.
 - (v) Beat the drum and turn at the third beat, fifth beat and seventh beat.
 - (vi) Show good stick drill when beat at the halt and on the march.

- (vii) March for not less than 50 m and beat the drum 116 times per minute.
- (viii) Slow march for not less than 50 m and beat the drum 65 times per minute.
- (c) Bass Drum:
 - (i) Demonstrate how to take care of a bass drum.
 - (ii) Know how to carry a drum and hold the drum sticks at a parade (without beating the drum).
 - (iii) Show good stick drill when beat at the halt and on the march.
 - (iv) March for not less than 50 m and beat the drum 116 times per minute.
 - (v) Slow march for not less than 50 m and beat the drum 65 times per minute.
- (d) Cornet or trumpet:
 - (i) Demonstrate how to take care of the instrument.
 - (ii) Hold the instrument with the right hand with the bell on front hip, move the left hand during parade (without blowing the instrument).
 - (iii) Play the tune for calling fall in, cooking, lights out, wake up, salute and sunset or fall out.

Naturalist



Complete the following:

- Choose one of the following areas to observe plant and animal wildlife during any two of the seasons in a year, using notes, sketches and photographs to keep record and explain to the assessor the results of observation:
 - a piece of woodland
 - a piece of parkland
 - a piece of grassland
 - a piece of moorland
 - a piece of seashore, sand dune or rocks
 - a length of hedgerow
 - a length of roadside vegetation
 - a length of stream or river
 - a small pond

} Approximately 5,000 m²

} Approximately 90 m
- Discuss with the assessor how human activities or management can affect the wildlife, e.g. replacing deciduous trees with conifers, waste oil discharged by oil tankers at sea and cutting hedges and roadside vegetation by machine instead of manually.
- Find out more about any one plant or animal, for example, a fern, grass, wild flower, tree, shrub, butterfly, moth, insect, amphibian, wild animal, bird or fish. Discuss with the assessor the results of observations and the source of any information used, e.g. museums, books, etc.

Park Orienteer



Complete the following:

1. Know the form and types of park orienteering activities.
2. Know the procedures for park orienteering.
3. Know the rules governing park orienteering.
4. Know the definition of park orienteering map colours.
5. Know the park orienteering map details such as legend, scales, contour lines.
6. Know how to set an orienteering map correctly and the use of 3S.
7. Complete at least one park orienteering activity.

Photographer



Complete either (A) or (B):

(A) Still Photography

1. Produce twelve prints of photographs (negative or digital) taken by the Scouts covering at least 4 aspects.
2. (a) Know the main functions of a film camera, including shutter speed, aperture, film speed, depth of field and lens focusing, to get the best results; or
(b) Know main functions of a digital camera including resolution, digital compression and how these affect the final print, to get the best results.
3. Discuss the different types of camera and the functions of the accessories available. Demonstrate how to care for a camera and accessories.
4. (a) Describe the process of developing black and white films and prints, including the use of an enlarger; or
(b) Describe the processes and equipment needed to produce prints from a digital camera, including the use of editing software; or
(c) Describe the processes and equipment needed to scan prints or negatives from existing photographs, including the use of editing software.
5. Know how to avoid the faults that occur both at the photographing or printing stages, such as over / under exposure and high / low contrast.
6. Explain the difference between camera shake and subject movement.

(B) Video photography

1. Produce two short films (at least 10 minutes for each) covering different aspects. (A story board and script should be produced for each of these. The Film can be edited 'in camera' or by using simple editing equipment.)
2. The main features and functions of a video camera, including zoom, focus, aperture, shutter speed, white balance and common tape formats.
3. Understand the problems that may be encountered when using automatic settings and how these may be overcome.
4. Understand camera techniques such as panning, zooming, the use of close-ups, long shots, and the use of additional lighting.
5. Understand the production techniques such as editing, how to avoid jumpy cuts, maintaining continuity.
6. Demonstrate that you know how to care for a video camera and accessories such as tapes, batteries, microphones and lights.

Rowing Boatman



Complete the following:

1. Hold the Sea Activity Log and has passed the swimming test.
2. Complete either (A) or (B):
 - (A) Completed a 2-day Rowing Boat Training Course (at least 12 hours) held by the Association, which including:
 - (a) Understand the following safety guidelines
 - Know the safety guidelines including capsizing drills, navigation rules, floating substances, protected clothing and international distress signals.
 - (b) Understand the following theories:
 - Basic rowing skills
 - Basic rowing terms (Backstops, Handsaway, Easyal, etc.)
 - The names of major parts of a rowing boat (Oarsman)
 - Safety rules (including capsizing drills)
 - Traffic rules
 - Traffic rights (including giving verbal signals)
 - (c) Complete the following practical training:
 - Warm up and stretching exercises
 - Basic rowing skills
 - Give verbal signals
 - Carry a boat and equipment and their maintenance
 - Row a leisure boat
 - Participate in a rowing race of 500 meter
 - (B) Hold the Star Two Certificate of the Hong Kong, China Rowing Association or equivalent qualification.

Sailor



Complete the following:

1. Hold the Sea Activity Log and has passed the swimming test.
2. Complete either (A) or (B):
 - (A) Completed a 2-day Sailing Training Course (at least 12 hours) held by the Association, which including:
 - (a) Understand the following theories:
 - Meteorology
 - Know how to get weather forecast
 - Explain how weather forecast will affect the sailing expedition
 - Clothing and equipment
 - Personal safety
 - Safety equipment
 - Know how to store and use distress flares
 - (b) Complete the following practical training:
 - Rig the boat
 - Knots skills – figure-of-eight knot, round turn and two half hitch
 - Outbound and inbound
 - Dock the boat
 - Going about
 - Running
 - Steer a dinghy on a short triangular course
 - (B) Hold the Hong Kong Sailing Federation Level 1 Certificate or equivalent qualification.

Smallholder



Complete one of the following:

- (I)
1. Have a good knowledge of the farming practices of the local area, with emphasis on the nearby residential area.
 2. Know the farm organization and daily and seasonal operations of the farm residing, with special reference to the livestock, crops, cultivation and machinery used on the farm.
 3. Discuss with the assessor changes in farm practices that have taken place recently, with particular reference to the starting or giving up of crops or types of stock and the reasons for these changes.
 4. Produce a set of twelve photographs (simple snapshots are enough) including at least eight different seasonal jobs that cover a whole year. Give a brief description of what they represent.
- (II)
1. Cultivate out of doors an area of at least 17 m² for a year, during which time three kinds of hardy annual flowers, three kinds of vegetables and two kinds each of bulbs, herbaceous plants and flowering shrubs or roses should be successfully grown. As an alternative, grow eight types of vegetables.
 2. Discuss with the assessor the work done during the year and the results achieved.
- Note: The assessor should visit the garden at least four times during the year
- (III) Keep an animal for a year.
1. If the animal is a small animal such as a dog, cat, rabbit, mouse or tortoise etc., know its breeding habits and how the animal should be fed, housed, exercised and trained.
 2. If the animal is a farm animal such as a cow, goat, pig or sheep, know its breeding habits and economic use, and how the animal should be fed and housed. Show how to care for the animal, for example: milking the cow.

3. If the animal is a bird:
 - (a) caged bird – keep, feed and care for the bird;
 - (b) domestic bird such as a hen, duck, goose, pigeon, quail
 - keep, feed and care for the bird. Know the uses of the bird and how to handle it.
4. If the animals are bees, keep and manage a hive of bees for a year. Know their uses and show some of the produce.
5. If the animals are fish:
 - (a) set up and keep an aquarium containing a proper balance of fish and plant life. Keep a minimum stock of three fish.
 - (b) Discuss with the assessor the keeping of the aquarium during the year, with particular reference to the results obtained.

Note: An assessor should be assigned at the beginning of the year.

Swimmer



Complete the following:

1. Know the swimming safety rules.
2. Know how to use basic swimming gears, such as swim rings, pool floats, life jackets.
3. Swim for 200 m in any style.
4. Complete any two of the following:
 - (a) freestyle 50 m
 - (b) back stroke 50 m
 - (c) breast stroke 50 m
 - (d) butterfly stroke 50 m
5. Dive into the pool from the poolside.
6. Tread water for 5 minutes.
7. Surface dive into the pool and with both hands search for an object at the bottom of a 2 m deep pool, and return to the side of the pool and holding the object with both hands.

Tourism



Complete the following:

- (I) Understand the tourism industry
 1. Describe the needs, wishes and feelings of a typical tourist.
 2. Know and classify three tourist attractions of Hong Kong.
 3. Understand the importance of ‘Special Interest Tourism’ (SIT) and know the SIT attractions in Hong Kong.
 4. Know the Chinese cultural festivals and celebrations unique in Hong Kong.
 5. Recognise tourist behaviour that is culturally different.
 6. Understand the effects on the Hong Kong economy from the tourism industry.

- (II) Practical
 1. Use a language or dialect (other than mother tongue) to introduce a tourist attraction in Hong Kong and a Chinese cultural festival or celebration.
 2. Prepare a one day ‘SIT’ activity promotion pamphlet, including introduction, route, fee, pictures, etc.

Windsurfer



Complete the following:

1. Hold the Sea Activity Log and has passed the swimming test.
2. Complete either (A) or (B):
 - (A) Completed a 2-day Windsurf Training Course (at least 12 hours) held by the Association, which including:
 - (a) Understand the following theories:
 - Windsurfing conditions
 - Wind and tidal currents – know and explain how to get information
 - Know the effects of onshore wind, longshore wind and offshore winds on windsurfing
 - Know the effects of tides and tidal currents on the windsurfing area
 - Know personal limitations and Sir Francis Beaufort chart
 - Choose a safe location for windsurfing
 - Windsurfing theory
 - Sailing positions in beating, beam reaching, broad reaching and running
 - “No windsurfing” locations and tacking methods upwind
 - How a sail creates power and how to change direction on the board
 - Sailing terms – upwind, downwind, luff tacking, scud tacking, port tack and starboard tack
 - Equipment
 - Clothing required for different weather conditions
 - Know suitable sail and board for beginners and the levels of windsurfing

(b) Complete the following practical training:

- Take off, launch and return to shore
 - Take the board and equipment separately to the water and rig the sail and mast to the board
 - Get on the board and balance
 - Pull the sail out of the water and demonstrate the starting off position
 - Take the board and equipment back to the shore and put away safely
- Windsurfing technique and stance
 - Sail across the wind in different directions
 - Gently move the sail forward and backward to turn the board away from the wind and heading towards the wind and avoid obstacles by changing directions of the sail
 - Maintain stance on board and control and create power and speed
 - Stop moving forward
 - Sail puffing up and bearing away
 - Sail on a triangular racing course
- Control the sail and the board
 - From a starting position move the sail and make a 180 degree turn
 - Tack against the wind when afloat – during sailing, use sail to turn the board for tack against the wind
- Assemble windsurfing equipment
 - Know the names and purposes of main parts of the equipment
 - Assemble the sail, board and various parts of the equipment; then dismantle all parts and know the importance of storing equipment
 - Knots skills – Clove hitch, Guyline hitch
 - Know how to secure the mast to the board by the mast foot
- Rescue technique and safety
 - Seven safety guidelines
 - Basic rules to avoid collision
 - Three self-help methods when the mast is still attached to the board
 - Follow up action when self help methods fail
 - Two kinds of signals for help

(B) Hold the Basic Windsurfing Certificate of the Windsurfing Association of Hong Kong or equivalent qualification.

Archery



Complete the following:

1. Name the various parts of a bow and an arrow.
2. Know the method to nock an arrow and maintain the bow, arrow and bowstring.
3. Know the safety rules in archery.
4. Demonstrate the posture for shooting an arrow, such as correct stance, draw, pull, aim, release and finish.
5. Know warm up and stretching exercises.
6. Know the rules in an archery competition.
7. Know the scoring system and promotion system.
8. Participate in an archery practice for a continuous period of three months.

Footdrill



The examiner should hold a recognised Footdrill Basic Training Course certificate.

Complete the following:

1. Understand the aims of footdrill.
2. Understand the nomenclature of footdrill including:
Squad, Dressing, Rank, File, Blank file, Marker, Close order, Open order.
3. Understand fall-in hand signs.
4. Understand the timing and pacing of footdrill.
5. Understand and correctly demonstrate the following movements:
 - Footdrill at the halt: Position of attention, Stand at ease, Stand easy, Left or right turn, About turn, Inclining, Side pace, Saluting to the front;
 - Footdrill in quick time: Marching in quick time, Halting in quick time, Left or right turn, About turn, Left or right wheel, Salute to the left, Right or front, Paying of compliments, Marking time;
 - Formation: Numbering & sizing, Forming two ranks from three ranks and three ranks from two ranks, Dressing in two / three ranks, Open and close order at the halt, Open and close order in quick time, Dismissing and falling out.
6. Understand the procedures in a parade including: Get on parade, Inspection, March past, Review order, March off.
7. Participate in a parade or footdrill competition organised by a Group, District, Region or Association Headquarters.

Animal Care



Complete the following :

1. Understand the difference between wild animals, pets and farm animals.
2. Understand what animal welfare is.
3. Know the existing protect animals laws.
4. Know different pet's life cycle, living habit, habitat and basic requirement of live.
5. Know the common pet disease in Hong Kong.
6. Explain the responsibility of a pet owner and the reasons of abandoning animals.
7. Know the work of a animal welfare organization.
8. Visit an animal welfare organization / veterinary surgeon and understand their mission and work.

Geologist



Complete the following :

1. Explain the following items
 - (a) the definition of rock and mineral
 - (b) The characteristics and formation processes of igneous (native) rock, sedimentary rock and metamorphic rock; and
 - (c) Rock Cycle
2. Outlined Hong Kong's major types of rocks and minerals, listed examples and their distribution.
3. Make an observation record book to record 15 or above kinds of rock and mineral. It should be included photos, classification, origin, chemical composition and physical properties.
4. Participate a geological field trip and share with other Scouts in the troop meeting.

Scout Proficiency Badges (Pursuit)



Astronomer



Boatswain



Camper



Canoeist



Canoe Polo



Communicator



Computer



**Cook
(Chinese Dishes)**



Craftsman



Electronics



Explorer



Tree Carer



**International
Racing Kayak**



Map Maker



Marksman



Master-at-arms



Mechanic



Meteorologist



Navigator



Observer



Orienteer



Pioneer



Race Helmsman



Sailor



Skin Diver



Sportsman



**World
Friendship**



Archery



**Backwoods
Cook**

Astronomer



Complete the following:

1. With a chart or model show a basic knowledge of stars and planets. Know the reasons for seasonal changes, solar and lunar eclipses and occultation of stars.
2. Know the basic astronomical terms such as sidereal periods, axial rotations, synodic periods, opposition and conjunction.
3. Have a general knowledge of the heavenly bodies in the solar system: sun, moon, planets, satellites, comets and asteroids.
4. Describe the following galaxies: fixed star, double star, evolved star, stellar spectra and planetary orbit.
5. Be able to recognize major constellations or one of the seasonal constellations, such as Ursa Major, Ursa Minor, Bootes, Virgo, Leo, Orion, Canis Major, Canis Minor, Gemini, Taurus, Cygnus, Lyra, Scorpius, Sagittarius, Pegasus, Andromeda, Perseus and Cassiopeia.
6. Be able to tell directions from the constellations.
7. Know the reasons for set back of the galaxy beyond the Milky Way system.
8. Explain the principle of an astronomical telescope.
9. Keep a record of astronomical observation for two months. The record should include:
 - (i) Estimated luminosity of evolved stars (e.g. Uranus), or meteor showers arc chart; or
 - (ii) Keep a simple video film of astronomical observation.

Boatswain



Complete the following:

1. Hold the 'Boatman' badge.
2. Rope Skills
 - a) Have a general knowledge of cordage and ropes, including their uses, pulling forces and resilience.
 - b) Demonstrate the correct methods for stowing, coiling, belaying and hanging ropes.
 - c) Demonstrate the use of knots and their purposes such as rolling hitch, reef knot, sheetbend, double sheetbend, Cat's paw, mousing a hook and Sailmaker's whipping.
 - d) Demonstrate the use of splices on boats such as long splice, short splice, back splice and eye splice and know how to use thimble to complete an eye splice.
 - e) Demonstrate an ability to throw a safety line of 20 m.
3. Rig Skill
 - a) Know the terms: Standing Rigging and Running Rigging, and point out the location of the rig on a Scout's standard boat.
 - b) Know two rigging cranes such as up haul, boom vang, halyard.
4. Sails
 - a) Know canvas and nylon materials, name the parts of a sail and know how to store the sail to achieve maximum effect.
 - b) Know how to use Palm and Needle, and make a sea anchor with canvas.

5. Performance

Take part in any one of the following activities:

- a) Build a canoe or a dinghy.
- b) Do body repair work to a wooden or fibreglass vessel.
- c) Inspect and repair the ropes and sail of a Scout standard boat.

6. Practical

Lead any two of the following practices:

- a) Lower and retrieve a sea anchor.
- b) Tow a Scout's standard boat from the beach afloat, know the use of ground tackle and complete the practice with ground tackle.
- c) Demonstrate on shore how to rig a jury mast or a jury rudder.
- d) Carry out anchoring practice on a Scout's standard boat.

Note: Holder of the 'Boatswain' badge is allowed to be exempted from the respective items in the 'Coxswain's Mate' and 'Coxswain' assessments.

Camper



Complete the following:

1. Participate in Scout camping activities^[1] for at least eight nights in three or more different campsites.
2. Know how to choose an ideal campsite.
3. Show an understanding of the reasons for hygiene and the importance of being safe and tidy in camp and how to react against emergency.
4. Lead an standing camp for at least one overnight with your patrol and demonstrate the following:
 - 4.1 pack a camp bag for an overnight standing camp;
 - 4.2 allocate the camping areas;
 - 4.3 use and clean the stove;
 - 4.4 use potentially dangerous gears properly;
 - 4.5 transport and store food hygienically in camp;
 - 4.6 maintain the hygiene and tidiness in camp;
 - 4.7 importance and contents of arrival inspection, night inspection, morning inspection and final inspection;
 - 4.8 use various knots that commonly apply in camping activities;
 - 4.9 construct the following camp gadgets:
Camp gate, fence, flagpole with the patrol colour, living tent, storage tent, storage rack, cooking table, camp larder, catering table, clothing and shoes racks, disposal facility, shelter and notice board;
 - 4.10 pitch, strike and pack at least 2 different types of tents;
 - 4.11 devise menu and cook the breakfast, lunch and dinner in camp, including quantities of food and the cooking method; and
 - 4.12 compile the camp planning and log.

^[1] Camping activities refers to any overnight camp under tentage or canvas.

Canoeist



Complete the following:

- (A) Hold the Sea Activity Log and has passed the swimming test.
- (B) Hold the Canoeist (Interest) badge; or
Hold the Three Star Award Certificate or Canoe Elementary Certificate of the Hong Kong Canoe Union.
- (C) Hold the Proficiency (Golden Award) Certificate or Canoe Proficiency Certificate of the Hong Kong Canoe Union; OR

Complete the following:

- (I) Theory
 - 1. Know the equipment required for a canoe expedition for an individual or a team.
 - 2. Know how to read a map and use a compass.
 - 3. Have knowledge of wind, tides and currents.
 - 4. Know how to repair a canoe at sea.
- (II) Practical
 - 1. Carry a canoe to and from water.
 - 2. Embark and disembark a canoe at the dock, beach or ramp.
 - 3. Empty a canoe near the shore.
 - 4. Slap for support in placid water or while padding.
 - 5. Sculling draw.
 - 6. Sculling for support.
 - 7. Low brace turn.
 - 8. "X" deepwater rescue.
 - 9. Capsize rescue.
 - 10. Eskimo rescue.

(III) Display

1. Display the equipment required for a day's journey and the location for placing the equipment.
 - (i) canoe, paddle, spray skirt, life jacket/buoyancy aid
 - (ii) throw line (not less than 5 m)
 - (iii) repairing kit
 - (iv) rescue kit
 - (v) exposure bag
 - (vi) waterproof container or bag
 - (vii) reserve clothing
 - (viii) reserve food
 - (ix) lunch and beverage
 - (x) whistle
 - (xi) map
 - (xii) compass
 - (xiii) radio
 - (xiv) torch

(IV) Expedition

1. Take part twice in a 1-day canoe expeditions. Each expedition must not be less than 15 km.

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Canoe Polo



Complete the following:

- (A) Hold the Sea Activity Log and has passed the swimming test.
- (B) Hold the Canoe Polo Elementary Certificate of the Hong Kong Canoe Union; or

Complete the following:

- (I) Know how to use and take care of equipment
 1. Canoe, spray skirt, helmet, buoyancy aid, paddles, water polo ball, padded equipment
 2. Pitch requirements: net, pitch lines, floating balls, buoys and signs
- (II) Efficient manoeuvre of the boat
 1. Carry a canoe to water, embark and disembark a boat
 2. Paddle forward and backward
 3. Emergency stop and turn to dodge or block
 4. Slap for support and draw strokes
 5. Sweep strokes and snap turn
 6. How to deal with capsized
- (III) Proper use of spray skirt
 1. Attach the spray skirt to the boat and release after capsizing
- (IV) Ball control and demonstrate the following techniques with team-mates
 1. Dribble the ball and move forward
 2. Pass and catch the ball
 3. Shoot and guard the goal
- (V) Know the canoe polo rules
 1. Follow the rules of the International Canoe Polo Federation. Know the whistle and arm symbols systems of the referee, pitch facilities and safety rules.

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Communicator



Complete either Section (A) or (B):

- (A)
1. (a) Send and receive a message of not less than 150 letters by semaphore at a rate of 45 letters per minute, send and receive a message of not less than 150 letters by Morse code at a rate of 25 letters per minute; or
 - (b) Use a transmitter to send a message at a rate of 40 letters per minute; use light signals to send a message of not less than 150 letters at a rate of 30 letters per minute.
2. Demonstrate the correct procedure when sending and receiving a message.
 3. At a distance of 150 m, send a message by semaphore or Morse code at a rate of 20 letters per minute.

Note: The tests should be 80% correct. The minimum distance for a transmitter should be at least 140 metres and the transmitter should be put in a separate room from the receiving machine.

- (B)
1. (i) Log 50 different amateur radio stations within three months, showing details of date, time, call signs, frequency, readability and location.
 - (ii) Discuss with the assessor the experience in keeping the log, such as the use of equipment and the range of reception.
2. Discuss with the assessor the frequency used by the radio stations and range of reception between day and night.
 3. Know at least 12 international Q code signals.
 4. Know the rules governing the use of mobile phones regulated by the Hong Kong Office of the Telecommunications Authority.

Computer



Complete the following:

1. Understand the difference between hardware and software in computer system.
2. Understand the function of hardware, e.g. input / output device and main / secondary storage.
3. Understand the function of operation software and application software, and the relation between hardware, operation software, application software and user.
4. Understand the connection method of the Internet, including wireless and broadband, and how data is transferred through the Internet.
5. Understand the social implications of the Internet development. Compare the pros and cons between Internet and traditional information transfer method and know the pros and cons of freedom of information on the Internet
6. Know how to install and use different kind of filtering software, and filter out websites not suitable for children and young people to far away from objectionable materials transmitted on the Internet.
7. Complete the practical training either (A) or (B):
 - (A) Website Construction
 - Recognise the essential factors to be considered in web design;
 - Be able to connect to the Internet and be aware of the technologies underlying the operation of the Internet, including the roles of the service providers, the types of connection and access, the use of domain names and domain name servers;
 - Understand the needs and general requirements of setting the computer network in home, school or troop; and
 - Design and construct a website with a particular theme, including dynamic web pages with interactive and special effects, and upload onto the World Wide Web. (Web page design should consider the organization of information including ease of navigation, appropriate placement of links, tables, fames and multimedia elements, colour combinations, background design, font size and style, for intended audience.)
 - (B) Software Development
 - Understand the importance of good programming habits, such as use of meaningful variables, comments, annotations, space and indentation;
 - Know the Boolean logic (AND, OR, NOT) and truth tables;
 - Understand the procedures of problem solving (Problem identification, problem analysis, designing an algorithm, developing a solution, debugging and testing and documentation); and
 - Use one of the computer language, with variable, operator and flow control, etc, to develop a specified programme (including input and output function).

Cook (Chinese Dishes)



Complete the following:

1. Know the following cooking terms:
 1. fry
 2. marinate
 3. rinse under cold running water
 4. simmer
 5. stew
 6. pan
2. Choose two sauces from the following list and cook two dishes using the sauces chosen:
 1. clear sauce
 2. cream sauce
 3. sweet and sour sauce
 4. salad dressing
 5. black bean sauce
 6. Chinese marinade
3. Prepare and cook two dishes from the following list:
 1. Fried egg
 2. Hamburger steak
 3. Spaghetti in meat sauce
 4. Fried beef with rice noodles or fried shredded pork with noodles
 5. Fried rice with minced beef and peas
4. Prepare and cook a meal for four people. Choose one dish from each group of A, B and C:

Group A

 1. Braised spare ribs
 2. Chicken wings in lemon sauce
 3. Beef fillet Chinese style
 4. Chicken cooked Portuguese style
 5. Fried pork steak with onions
 6. Stuffed bean curd or green peppers
 7. Fried vegetables.
 8. Steamed fish

Group B

 1. Minced beef with egg white broth
 2. Tomato and egg soup
 3. Bean curd broth

Group C

 1. Bean paste cake
 2. Red bean paste
 3. Green bean paste
 4. Balls of glutinous rice
 5. Stewed egg

Craftsman



Complete one of the following:

(A) Rattan Work

1. Make a useful object with rattan, water plants, straw or nylon.
2. Know the material used, where it comes from, its manufacturing process and any other process requirements before it can be used for weaving.

(B) Book Binding

1. Bind papers together with thread.
2. Glue the first and last pages to the papers.
3. Mount a piece of paper or cloth onto a hard card paper for the cover page and bind all papers together in the form of a book.

(C) Carpentry

1. Screw a nail into wood for 3.8 cm without damaging the wood.
2. Cover a wooden box with 1.3 cm wood and 3.8 nail.
3. Cut through a wood plank of 2.5 cm thick and 60 cm wide with an ordinary saw into two pieces.
4. Sharpen a plane and a chisel for use in mortise and tenon.
5. Join two wooden planks together by mortise and tenon, or make a wooden stool, a chair or an item of furniture.
6. Identify various types of wood used locally, their characteristics and uses.

(D) Leather

1. (a) Stitch the sole of a pair of leather shoes or boots with nails and thread; or
(b) Design and make an accessory item, such as a handbag, wallet or purse, and know how to use and make dyes.
2. Know the tools used in this item.
3. Know the use of different kinds of leather and how to choose leather.

(E) Metalwork

1. Make an object using copper or iron.
2. Display the tools used and demonstrate how to use the tools.
3. Explain the components and characteristics of solder and fluxes.
4. Make a tin can with lid according to specified dimensions.

(F) Printing

1. Typeset a leaflet or a page, and print it out using a printer.
2. Know the order of placing characters in printing and know six types of simple characters.
3. Know the correction symbols used in printing and the names and dimensions of various printing papers.

(G) Silk Screen Printing

1. Make a frame using wood or metal.
2. Demonstrate screen mounting technique onto the frame.
3. Make a printing plate.
4. Know the ingredients for water and oil printing.
5. Know the shapes of a scraper, the angle, force and shift speed applied and the effect on printing.
6. Demonstrate a multi-colour printing method using at least three colours.

Electronics



Complete the following:

1. Know the principle of a semi-conductor and know how to make a simple circuit utilizing capacitor, coil and resistance.
2. Display four sets of circuits assembled, one of which must be a simple radio transmitter. Explain in plain language to the assessor how they work.
3. List four electrical appliances for use at home and four for industrial use. Choose one of the items and explain how it works.

Explorer



Complete the following:

1. Organize and take part in a two-day and one-night wild camp expedition accompanied by at least two members.

Note: Scout can complete the expedition by walking, cycling, canoeing or sailing; and has to bring along all the necessary equipment.

2. With agreement of the assessor, plans and takes part in a simple exploring expedition, survey and draw maps of all the paths, horse tracks and water currents within a radius of 1.5 km. This activity can be completed individually or accompanied by another member.
3. With another Scout, complete a 5 km journey. Use of map is permitted in this activity.

Tree Carer



Complete the following:

1. Identify and record 10 common types of tree growing in Hong Kong.
2. Understand the functions and importance of trees in nature and urban areas.
3. Know the basic knowledge of trees.
4. Recognize the common health and structural problems of trees.
5. Know the importance of proper tree care.
6. Record the trees in the recreational facility near your residence or Group headquarters.
7. Complete a Tree Care Report.

International Racing Kayak



Complete the following:

- (A) Hold the Sea Activity Log and has passed the swimming test.
- (B) Hold the One Star Award Certificate by the Hong Kong Canoe Union.
- (C) Hold the International Kayak Elementary Certificate by the Hong Kong Canoe Union; or

Complete the following:

- (I) Theory
 - 1. Know the aquatic safety rules for kayaks.
 - 2. Know K1, K2, K4, C1 and C2 races.
 - 3. Know the paddles.
- (II) Practical
 - 1. Carry a kayak to and from water.
 - 2. Embark, disembark and empty a kayak.
 - 3. Paddle forward for 200 m.
 - 4. Slap for support.
 - 5. Sweep for support.
 - 6. Forward sweep stroke.
 - 7. Paddle forward for 50 m, capsize the boat, tow the boat and swim back to shore.

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Map Maker



Complete the following:

1. Draw a 1:200 scale map with compass or on lithographic plate using survey methods such as radiation, intersections and resections of an area of 1,000 m² selected by the assessor. The map shall include fields, buildings and other geographical features.
2. Using surveying method, compass and log book, draw a 1:2000 scale map of a road of 500 m in length. The map shall include prominent topographical features on both sides of the road for 2 m.
3. Using a 1:1000 scale map, enlarge a part of the map chosen by the assessor to a scale of 1:200.
4. Draw a simple cross section of a 1:5000 scale map. The tangent line shall include different altitudes and topography.
5. Report briefly the current mapmaking methods in Hong Kong such as digital mapping or geographic information system.

Marksman



Complete the following:

1. Know the Firearms and Ammunition Ordinance of Hong Kong.
2. Know the safety rules for air guns.
3. Know the structure, maintenance and repair of the air gun used.
4. (i) Complete an air gun shooting training course organized by the Association; or
(ii) Join a gun club and take part in at least ten shooting exercises in a recognized shooting range within a period of three months.
5. (i) In a standard 10 m range, take part in a shooting event conducted according to General Regulations of the International Shooting Sport Federation (ISSF) shooting 40 shots and scoring at least 280 rounds. The scorecard or score results must be signed by the range officer, arms instructor or coach; or
(ii) According to IPSC shooting safety rules, conduct a shooting assessment in a 50 m² IPSC shooting range. The passing criteria is based on two shooting exercises, with 20 shots achieving 16 hits, and not being disqualified – dangerous gun operation. The results should be countersigned by the instructor or coach.

The assessment should be applied by the Scout Troop or Scout to Programme Branch, Scout Association of Hong Kong (Room 907, Hong Kong Scout Centre).

Master-at-arms



Complete the following:

1. Have attained skills in any one of the following activities:
Swords, clubs, fencing, boxing, judo, wrestling or any kinds of martial arts.
2. Have received training regularly for the chosen activity for at least three months.
3. Demonstrate the proper methods to attack and defend.

Mechanic



Complete all items in Section (A) or (B):

- (A)
1. Know the principles of operation of an internal combustion engine and understand the functions of the clutch, gearbox and rear axis differential of a motor car.
 2. Remove, clean and check the gap of a spark plug and show the plug can be used after cleaning.
 3. Show how to clean and install the separator, know the procedural steps and connect it to the spark plug accurately.
 4. Identify the circuit for each fuse in the car and charge a car battery.
 5. Check and top up the level of motor oil in the car.
 6. Remove and replace a road wheel and know the necessary precautions required.
- (B)
1. Install a transmitter radio that has at least two semi-conductors (use of kits is not permitted) with headphones. Draw the circuit map for the radio and explain to the assessor the use of main parts.
 2. Show the proper use of small soldering equipment and know the special points to note in soldering transistor and printed circuits.
 3. Know the source of electricity for use in a radio especially alternating current and direct current.
 4. Know how to repair simple problems in a radio for family use, such as repairing a damaged on/off switch, how to tune the channels.
 5. Briefly talk about the licence requirements for wireless control models, amateur radio broadcasts and family use wireless radio.

Meteorologist



Complete the following:

1. Know the various meteorological elements and their importance.
2. Be familiar with the Hong Kong climate and its characteristics.
3. With the aids of weather charts, be able to explain the weather changes resulting from the various pressure systems.
4. Understand the formation of various types of precipitation and their characteristics.
5. Be able to recognise different cloud types.
6. Be familiar with the terminology widely used in Hong Kong weather reports, the warning signals and the related safety precautions.
7. Be able to use weather instruments to measure meteorological element.
8. Complete one of the following tasks:
 - a) Design and construct an instrument for measuring one the meteorological elements such as temperature and humidity, wind direction and speed, pressure, rainfall or hours of sunshine.
 - b) Design an experiment or model, to demonstrate and explain one of the weather systems or phenomena such as tropical cyclone, tornado, cold front, warm front, thunderstorm, water cycle, the formation of cloud, fog or hail.
 - c) Design a presentation to demonstrate an understanding of meteorology.

Navigator



Complete the following:

1. Using a 1:20000 scale map, show an understanding of the meaning of scale, grid, true north, grid north, magnetic north and contour lines.
2. Show an understanding of traffic signs on a road traffic map.
3. Prepare a road map for a journey of at least 80 km for use by a motorist or motor cyclist.
4. Accompany a motorist and act as a navigator for a journey of 100 km.

Note: (1) More than half of the journey should be away from the highway and the route for motor vehicle should not exceed 32 km.
(2) With the permission of the assessor, a motor cycle or other vehicle may be used.

5. Participate in an organized orienteering activity.

Observer



Complete the following:

1. Observe 30 objects in one minute and remember 24 of such objects in a Kim's Game. The test shall be carried out on two separate occasions and different objects shall be used each time.
2. Listen to 10 simple sounds and be able to identify 8 of them.
3. Report verbally or in writing an event that has lasted for at least one minute involving three people. The report shall be made in detail and accurately to a person nominated by the assessor.
4. Make six plaster moulds of birds, animals, tracks of car or bicycle tyres, of which two of them shall be footmarks of birds or animals. All traces/prints should be collected individually and the date and place of collection should be recorded.
5. Take a journey of 1.5 km in the rural district and trace 40 natural symbols on the way.

Orienteer



Complete the following:

(A) Complete item (I) or (II) or (III):

- (I) Complete the Orienteer Badge Training Course by Districts, Regions or Association Headquarters; or
- (II) Complete the Level 1 Orienteering Training Course organized by the Orienteering Association of Hong Kong; or
- (III) Complete the following:

- 1. Show an understanding of the origin and organization of orienteering.
- 2. Interpret an orienteering map and describe a route on the map.
- 3. Show an understanding of safety procedures in orienteering activities.
- 4. Know the equipments for orienteering.
- 5. Understand the types, procedures and rules of an orienteering competition.
- 6. Demonstrate the following skill – correct use of a compass and setting a map, 3S, thumb assisted method, collection of special characteristics along the route.
- 7. Know the international code for control point.

(B) Complete at least two orienteering competitions. (Note 1) (experience and park orienteering are not counted)

Note 1: Recognised competitions

- (1) Competitions as organised by the District, Region and Association Headquarters.
- (2) Open competitions as recognised by the Orienteering Association of Hong Kong.

Pioneer



Complete the following:

- (A) Complete a recognised Scout Pioneering Course; or
- (B)
1. Know the main characteristics of man-made fibre ropes and natural fibre ropes that are suitable for use in pioneering. Demonstrate how to keep and coil the rope, estimate the amount of force that can be borne by the rope.
 2. Know the dangers in the following situations: ignoring instructions from leaders, disobeying rules, misusing tools or exceeding the load, making errors in ropes and knots. Know the danger caused by splitting of ropes made of man-made fibre.
 3. Demonstrate piles used in different types of pioneering in various fastening work, location and soil, including loose soil and swamps.
 4. Understand and demonstrate the various knots and their purposes: sheetbend, clove hitch, round turn and two half hitches, bowline, timber hitch, sheepshank, square lashing, west country or simple whipping, harvesters hitch, double sheetbend, fisherman's knot, rolling hitch, figure-of-eight lashing, diagonal lashing, sailmaker whipping, eye splice, back splicing, wildlass and cat's paw.
 5. Choose a pioneering project from photographs provided by the assessor and accompanied by a team of three or four scouts to complete the pioneer project efficiently. The Scout applying for this award shall take all necessary safety precautions.
 6. Design a pioneering project individually. The function, design drawings, procedures, necessary material, tools and time required must be discussed and agreed with the assessor. Construct a scaled model of the pioneer project.
- Note:
- (1) Scout can freely propose a pioneering project, and can seek the opinion of the assessor. Although the choice of the project may be similar to other design, the Scout has to demonstrate the creativity involved and the ability to handle the project, which is not purely by plagiarism.
 - (2) Items (5) and (6) should be different types of pioneering projects, e.g. raft, tower, bridge, derrick. These constructions should be in scale, and should demonstrate the skills required in pioneering.

Race Helmsman



Complete the following:

- (A) Hold the Sea Activity Log and has passed the swimming test.
- (B) Hold the Sailor (Interest) badge or the Level 2 Certificate of the Hong Kong Sailing Federation.
- (C) Hold the Level 4 Certificate of the Hong Kong Sailing Federation; or

Complete the following:

(I) Theory

Show an understand of the following:

1. Sailing principles
 - Differences between handicap racing and match racing.
 - Sailing rules in competition.
 - The procedure of the entire race from starting signals to finishing.
 - Racing rules:
 - (i) Basic definitions.
 - (ii) Sailing rules, penalties and procedure for lodging protests.
2. Meteorology
 - Where to get daily weather conditions during the race.
 - The weather conditions of the racing area.
3. Insurance
 - Take adequate and suitable accidents liability insurance.

(II) Practical

Demonstrate the following:

1. Rig the boat – Prepare and equip the boat according to the weather conditions for the day:
 - Adjust and install the equipment
 - (i) Back stay
 - (ii) Boom vang sheet
 - (iii) Main halyard
 - (iv) Mainsheet
 - (v) Centre board
 - (vi) Track
 - (vii) Leech line
 - (viii) Mast angle
2. Sailing
 - 5 sailing clues
 - Tacking and gybe
 - Turn the boat in strong wind
 - Sail into headwind
 - (i) Prevailing wind direction
 - (ii) Unobstructed wind
 - (iii) Wind shifts
 - Rounding marks technique
 - (i) How to sail near and round floats
 - (ii) Hailing for room at obstruction
 - (iii) Rounding marks position
 - Control the spinnaker and trapeze gunnel

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Sailor



Complete the following:

- (A) Hold the Sea Activity Log and has passed the swimming test.
- (B) Hold the Sailor (Interest) badge or Level 2 Certificate of the Hong Kong Sailing Federation.
- (C) Hold the Level 3 Certificate of the Hong Kong Sailing Federation; or

Complete the following:

- (I) Theory
 - Understand the following:
 - 1. Racing: Rounding a mark from a distance on approaching the mark and depart in a confined space
 - 2. Steering and sailing principles:
 - Navigation terms
 - Resuscitation and first aid
 - The International Regulations for Preventing Collisions at Sea 1972
 - 3. Meteorology
 - Know where to obtain weather information
 - Explain briefly a weather map
 - Know the characteristics of high and low air pressure
 - Know the effects of pressure changes
 - Be alert to weather changes
 - Sir Francis Beaufort chart
 - 4. Tides and tidal currents
 - Be able to interpret the tidal currents charts of the area
 - 5. Navigation
 - Know how to use a compass
 - Understand magnetic deviations
 - Have basic knowledge of marine map and important signs
 - Sail a defined course and ascertain positions

(II) Practical

Demonstrate the following:

1. Rig the boat
2. Demonstrate the various knots and their purposes: sheetbend, fisherman's knot, simple knot, welding and eye splice.
3. Outbound and inbound
 - Sail the boat out to sea and return to shore, dock and various methods of anchoring.
 - Sail windward shore and leeward shore.
 - Use the anchor to sail away from the wind and towards the wind.
4. Sailing technique
 - Drop the anchor.
 - Moor the boat lying across the wind.
 - Reef the sail afloat.
5. Righting a capsized boat

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Skin Diver



Complete the following:

(A) Definition

A qualified skin diver should be able to use the diving equipment safely and properly. He should be familiar with his personal diving gear in a swimming pool or in the open sea and he should continue to take in new knowledge and experience.

(B) Basic Requirement

Swim for at least 50 m in any style without aid.

(C) Basic Knowledge

Understand the following:

1. Inherent danger of hypothermia and effects of pressure on divers
2. Skin diving skills
3. Use of skin diving equipment

(D) Basic Skills

1. Know how to use and maintain diving apparatus
2. Be able to maintain normal buoyancy at water level and in water
3. Know skin diving skills
4. Know self-rescue and how to rescue other divers
5. Abide by skin diving safety rules and regulations

(E) Assessment

Meet the minimum requirements in both theory and practical tests.

- Note:
- (1) The assessment must meet the standard set by the Association.
 - (2) Holder of recognized skin diving certificate in Hong Kong can apply to the relevant Recognized Person directly for the issuance of the “Scout Proficiency Badge Certificate”.

Sportsman



Complete the following:

1. Familiar with the rules governing team sport or individual sports, such as ball games, track and field, cycling, swimming, skating, etc.
2. Be an athlete with good sports spirits, skilled and keen in an individual sport and a team sport.
3. Discuss with the assessor the benefits of participating in sports activities and about the history of two sports.
4. Have knowledge of two international or local sportsmen. Discuss with the assessor their developments and show that research has been conducted concerning these two sportsmen.

World Friendship



Complete the following:

1. Make contact with Scouts overseas once a month for six months individually, in the name of the Patrol or the Troop.
2.
 - (a) With the information obtained from item 1 above, compile a record noting the activities, sports, living conditions and events of the overseas Scouts; or
 - (b) Take twenty photographs or slides showing overseas Scout activities, living conditions, customs and scenery.
3. Study another culture and describe to the assessor the differences and similarities with local culture.
4. Complete two of the following:
 - (a) Camp with overseas Scouts locally or abroad for seven days and make a record of the experience.
 - (b) Invite an overseas Scout to stay at home for three days, or have home stay in a Scout's residence overseas for three days.
 - (c) Tell the assessor about entertaining an overseas guest and explain how to make the guest feel like at home.
 - (d) Give a short speech to the Troop and Cub Scout Pack about the know-how and interesting things while abroad.
 - (e) Make a recording of camp fire songs sung while overseas or the dialogue with Scouts overseas, and translate the dialogue to local language.
 - (f) Organize a Patrol or Troop activity based on the findings from Scouts overseas or from the knowledge of other countries.

Archery



Complete one of the following:

- (I) Complete the following:
1. Know the different types of bows.
 2. Know the different types of arrows.
 3. Name the various parts of a bow and arrow.
 4. Know the method to nock an arrow and maintain the bow, arrow and bowstring.
 5. Demonstrate the posture for shooting an arrow, such as correct stance, draw the bow, pull, aim, release and follow-through.
 6. Know the importance of warm up and stretching exercises.
 7. Know the safety rules in archery.
 8. Know the competition rules and dress code.
 9. Know the scoring system and promotion system.
 10. Shoot 36 arrows each from a distance of 18 m and 25 m using a recurve bow, or a distance of 30 m and 40 m and 80 cm face using a compound bow, and obtain total scores of at least 300 points.
- (II) Take part in an elementary archery training course and at least one open tournament organized by the Hong Kong Archery Association or its affiliates, or Scot Archery Council, Scout Association of Hong Kong, and scoring at least 300 points.
- (III) Take part in three Beginners Archery Tournaments (Recurve) or Elementary Tournaments (Compound) approved by the Hong Kong Archery Association and score at least 300 points on each occasion.
- (IV) Take part in a Beginners Tournaments (Recurve) or Elementary Tournaments (Compound) and be promoted to a higher level.

Backwoods Cook



Complete the following:

1. Explain the principles of “Fire Tetrahedron” .
2. Know how to choose appropriate natural material as fuel.
3. Demonstrate how to use potentially dangerous gear properly.
4. Demonstrate how to build the wood frame properly.
5. Use natural materials to light a wood fire with no more than 10 matches and within 20 minutes.
6. Use the wood fire to cook four of the following foods without any cooking utensil:
 - a) potato-egg or onion-egg;
 - b) dough;
 - c) chicken meat;
 - d) fish;
 - e) rice;
 - f) water;
 - g) cake;
 - h) any other foods of the same level
7. Know the safety rules when building a wild fire.

Scout Proficiency Badges (Service)



First Aid



Camp Warden



Canoe Rescuer



Conservator



**Environmental
Protection**



Fireman



Guide



Interpreter



Jobman



Lifesaver



Pilot



Quartermaster



Secretary



Civics



**Disability
Awareness**

First Aid



Complete one of the following:

1. Hold the Hong Kong St. John Ambulance Elementary First Aid Course Certificate;
or
2. Hold the Hong Kong Red Cross First Aid Course for Young People Certificate; or
3. Hold the First Aid Course Certificate of similar organizations approved by the Association Headquarters.

Camp Warden



Complete the following:

1. Have camped for ten nights in at least three different locations.
2. Have worked for seven days at a permanent Scout campsite helping the camp warden satisfactorily.
3. Demonstrate any three of the following:
 - (a) Use charcoal to cook.
 - (b) Build a campfire.
 - (c) Pitch a patrol tent.
 - (d) Dry wet clothes and bedding at camp.
 - (e) Know the fire precautions at campsite.
4. Explain and where necessary demonstrate, four of the following:
 - (a) Storage of food.
 - (b) Handling of water.
 - (c) Care and maintenance of cooking stoves and non-personal items.
 - (d) Refuse disposal.
 - (e) Cleaning of toilets.
5. Have basic knowledge of camping standard.
6. Prepare a Patrol outdoor first aid kit for seven day use.

7. Demonstrate the ability to use three of the following tools:
 - (a) Hand axe.
 - (b) Bow saw.
 - (c) Maul.
 - (d) Adze.
 - (e) Pruning tool.
 - (f) Any electric tools such as mower, electric saw and electric drill.

8. Discuss with the assessor developments and improvements of a familiar permanent campsite.

Canoe Rescuer



Complete the following:

1. Hold the Sea Activity Log and have passed the swimming test.
2. Hold the Canoe (Pursuit) badge; or
The Proficiency (Golden Award) Certificate or Canoe Proficiency Certificate of the Hong Kong Canoe Union.
3. Hold the Canoe Life Guard Certificate of the Hong Kong Canoe Union; or
The Canoe Rescuer Award of the Hong Kong Life Saving Society.

Note: The requirements of this award are subject to latest changes made by the relevant Association.

Conservator



Complete the following:

1.
 - Understand the purpose of conservation.
 - Know five conservation organizations in Hong Kong.

2.
 - Have knowledge of igneous rocks, metamorphic rocks and sedimentary rocks. Give examples of each and describe their uses.
 - Know five different types of soil and the main reasons for soil erosion.
 - Understand the water cycle and its effects on wet and dry districts.
 - Explain the causes and effects of air and water pollution and actions that could be taken to control pollution.

3.
 - Understand the inter-relationship and dependency among plants, animals and humans for survival.
 - Name four examples of how human has damaged nature, two of which are near to the residence and suggest how this can be avoided.

4. Survey two outdoor locations during holidays (at least two holidays). One of the surveys should be carried out at the weekend and one of the locations should be a public area. Explain to the assessor the observations made on the following issues with the help of photographs:
 - (a) Use of land in the past and at present.
 - (b) The value of rest and recreation.
 - (c) Conservation of wildlife and plants.
 - (d) Conflicts with land users.

Note: This observation can be made with another Scout but both must submit separate reports to the assessor.

5. Participate in a conservation project organized by a conservation organization for at least one day.

Environmental Protection



Complete the following:

(A) Complete (I) or (II):

(I) Complete a Scout Environmental Protection Ambassador Training Course approved by the Association; OR

(II) Complete the following:

1. Study the present environment of Hong Kong
 - (a) Understand the history of environmental protection in Hong Kong.
 - (b) Know the present environment in Hong Kong and its problems.
2.
 - (a) Understand the objectives and work of Agriculture, Fisheries and Conservation Department (“AFCD”) and Environmental Protection Department (“EPD”).
 - (b) Understand the objectives and work of two different type green organizations.
3. Basic knowledge of environment protection
 - (a) Know and fulfill the habit of environment protection.
 - (b) Know the green consumption and 4R concept.
 - (c) Understand the importance of recycling and DIY.
 - (d) Understand and fulfill the pollution free outdoor activities rules.
 - (e) Know the products that damage the environment.
4. Air, water, solid waste and noise pollution and improvement measures
 - (a) Understand the source of air, water, solid waste and noise pollution.
 - (b) Know the air pollution index.
 - (c) Know the beach water and stream water quality pollution and grades.
 - (d) Know the facilities of solid wastes.
 - (e) Know the source of noise pollution and decibels.
 - (f) Know the measures to solve air, water, solid waste and noise pollution problems.

5. How to participate in environmental protection work earnestly
 - (a) Understand and participate an environment protection project.
 - (b) Introducing an environment protection project you had participated to your group.
 - (c) Know how to complaints about pollution.

6. Environmental protection activities
 - (a) Know the types of environmental protection and green activities.
 - (b) Understand the plans of environmental protection and green activities.

- (B) Have participated in an environmental protection activity and a green activity.

Fireman



Complete the following:

- (A) Completed the Fireman Training Course approved by the Association; or
- (B)
1. Know the work of the Fire Services Department.
 2. Know the dangers of and understand the fire precautions of household appliances as follows:
Various heating equipment especially kerosene stoves, liquefied petroleum gas stoves, gas cookers, heaters, matches, electric wiring, fuses, household appliances, gas, gasoline, fire crackers, candles, smoke, party decorations, doors and windows.
 3. Plan a fire protection activity and know the importance of fire protection measures.
 4. Know the dangers of fire at camp and what fire precautions should be taken. Know the causes of hill and grass fires and how to deal with an outbreak.
 5. Explain what actions should be taken and why, with an outbreak of fire. Know how to call the fire services and the correct procedure to be followed before the arrival of the fire services.
 6. Know the functions of indoor fire service installations such as fire extinguishers, fire blankets and heat/smoke detectors. Know how to use various fire extinguishers including carbon dioxide type extinguishers, water type extinguishers, clean agent fire extinguishers, dry powder type extinguishers and foam (chemical) type extinguishers. Know what types of fire they should be used on and know how to deal with a person whose clothes are on fire.
 7. Demonstrate using fireman chair knot and double bowline to tow an unconscious man from the fire scene.
 8. Explain the effects of heat and smoke and the necessary steps to take in the event of a fire.

Guide



Complete the following:

1. Know the area surrounding the residence and Group headquarters. The area should be 1.5 km radius in urban districts and 3 km radius in rural districts.
2. Know the locations of the following:
 - Hospitals, ambulance stations and doctors' clinics.
 - Fire stations, police stations and public telephone booths.
 - Railway stations' and bus' stops and terminus, and public transport routes to surrounding areas.
 - Scout Association Headquarters, Regions and Districts, public parks, theatres, cinemas, churches, museums, post offices, Home Affairs Department buildings, public toilets and any other building or places of local interest.
 - Addresses of the District Commissioner, Group Scout Leader, Scout Leader, and members of the Patrol.
3. Show how to use a street map of the district and use it to point out six locations in item 2 above. Guide the assessor on the quickest route to any of the places.
4. Give clear directions to a person travelling by public transport, a cyclist or motorist to the campsite.

Interpreter



Use another language to conduct the following tests:

1. Carry out a simple conversation with the assessor for about ten minutes.
2. Write a letter about Scouting in 150 words.
3. After reading an article from a newspaper or magazine for a few minutes, give an approximate translation of the text.
4. Act as an interpreter for ten minutes.

Jobman



Demonstrate any six items below:

- (a) Repair or install curtain ropes.
- (b) Install window glazing with metal or wooden frame.
- (c) Paint the ceiling, cover with wallpaper or paint a room.
- (d) Repair plastering.
- (e) Replace a door and repair the door lock and handle.
- (f) Repair slightly damaged furniture.
- (g) Pave a strip of the pavement with crushed stones.
- (h) Clean a gas cooker or LPG stove and regulate the flame.
- (i) Repair a tear in clothes.
- (j) Clean and wax a car.
- (k) Repair a gate or bamboo fence.
- (l) Mix mortar for making simple repairing work.
- (m) Mend children's toys.
- (n) Cover a floor with carpet.
- (o) Replace the faucet rubber seat.
- (p) Repair a lawn mower and top up with engine oil.
- (q) Know how to deal with a burst pipe.
- (r) Replace fuses and install an electric plug.

Lifesaver



Complete the following:

- (I) Hold the Swimmer (Interest) badge.
- (II) Hold the Bronze Medallion of the Hong Kong Life Saving Society; or

Complete the following:

1. Demonstrate two life saving techniques on land and in water.
2. Demonstrate rescuing a victim 50 m away using body tow and head tow methods.
3. Jump into water from a height of 0.3 to 1 m and rescue a victim 20 m away and make float the victim for at least two minutes.
4. Throw an 18 m rescue rope to reach a target between two columns 12 m away. The distance between the two columns shall be 1.2 m. The requirement should be met twice in three attempts.
5. Demonstrate resuscitation rescue on a human model.

Pilot



Complete the following:

1. Hold the 'Boatman' badge.
2. Theory
 - (a) Explain the points and degrees on a compass and know how a compass works and magnetic deviation.
 - (b) Explain the symbols and abbreviations on a marine map. Know the operation of a compass, the meaning of Chart Datum and changes in tidal currents shown on the map.
 - (c) Know various floats, buoys, lighthouse, navigation vessels, typhoons and fog signals.
 - (d) Know the use of a barometer and explain the Beaufort Scale. Make a weather forecast according to the reading on the barometer and Beaufort Scale.
 - (e) Know The International Regulations for Preventing Collisions at Sea 1972 (IRPC at Sea 1972).
 - (f) Know and demonstrate the distress signals in Appendix IV of IRPC at Sea 1972.
 - (g) Be familiar with the local yachting regulations including harbour regulations, water boundary and local rescue facilities.
3. Practice

Complete a voyage on local waters and a night voyage. Plot both voyages on the marine map with definite destinations and targets.

4. Service

Act as a crew or with other duties and as a pilot, participate in a rowing, sailing or using power boat adventure.

- (a) The Scout shall take an active role during the voyage.
- (b) Before undertaking the journey, the Scout must submit a note with diagrams showing the intended route, destination, information on tides and currents, intended buoys, sailing time and emergency contact.
- (c) After the voyage, the Scout shall discuss his / her experience with the assessor and point out on the marine map the actual route taken, with special reference to tidal currents, harbour, channel and depth of the water at the river mouth, and mention any particular features such as lighting, weather conditions and water traffic conditions.

Note: Holder of the 'Pilot' badge is exempted from respective items in the Coxswain' Mate and Coxswain badge assessments.

Quartermaster



Complete (I) or (II):

- (I)
 1. Have assisted a Group or Troop quartermaster for at least six months.
 2. Understand and demonstrate the following:
 - The care and storage of cordage to include whipping, splicing, hanking, coiling and safety inspections.
 - The care and storage of tentage, including how to do simple repairs such as replacing lines and repairing tears in fabric.
 - The care and storage of equipment to include keeping tools sharpened, fitting handles, cleaning and safety inspections.
 - The care of cooking stoves and cooking utensils to include simple repairs, cleaning and general maintenance.
 3. Show how to keep a simple record showing the equipment issued and returned.
 4. Know proper care and storage of audio visual equipment for the Group such as a slide projector, overhead projector, maps, drawing equipment and other teaching tools and aids.
 5. Know how to deal with depreciation of equipment.
 6. Understand that tidiness is essential to good quarter-mastering. Explain how this is achieved in the Troop or Group.

- (II)
1. Have assisted the camp quartermaster at a Troop camp or pack holiday camp for at least five days.
 2. Demonstrate the maintenance of the following at the campsite:
 - The care and storage of cordage to include coiling and safety inspections.
 - The care and storage of tentage including the ability to do simple repairs to lines and fabric tears.
 - The care and storage of equipment to include keeping tools sharpened, fitting handles, cleaning and safety inspections.
 - The care of cooking stoves and cooking utensils to include simple repairs, cleaning and general maintenance.
 3. Show how to keep a simple record showing the equipment issued and returned.
 4. Show how to care and maintain special supplies such as uniform, equipment used for hiking, climbing or canoeing.
 5. Plan a menu suitable for forty-eight hours at camp and discuss the menu with the assessor.
 6. Explain how food is stored at camp.
 7. Make a list of tools that Scout would take to camp to complete emergency repairs and explain the use of each tool.
 8. Understand that tidiness is essential to good quarter mastering. Explain how this was achieved when assisting the quartermaster in the camp.

Secretary



Complete the following:

1. Show a general knowledge of the responsibilities of the Group and District such as Patrol Leaders' Council, leaders' meeting, Group Council and District Council.
2. Choose one of the following activities in the presence of the assessor:
 - Write, with a good legible handwriting, 250 words of prose; or
 - Type 100 words using a word processor ensuring that there are no more than five mistakes before printing out. Know how to clean a typewriter and change tapes or change ink or toner of a printer.
3. Know the procedures of committee meetings and prepare an agenda and minutes of a meeting.
4. Show a general knowledge of the financial affairs of the Group and prepare an income and expenditure statement for the Patrol or Troop. Know how to manage a personal bank account.
5. Write a letter on a subject as assigned by the assessor, draft an invitation letter to an outsider to attend a Group or Patrol event.
6. Know the local and overseas postal rates. Know where to enquire information on sending parcels, registered mail and overseas mail.
7. Write a press release for a Group, or write an article for a Scout magazine reporting a Group or District event.
8. Act as secretary for the Patrol, Patrol Leaders' Council or other organisation for at least three months and perform to the satisfaction of the person in charge.

Civics



Complete the following:

(I) Complete a recognised ‘Civics’ Badge Training Course; or
Understand the following:

1. Knowledge of China and Hong Kong Special Administrative Region
 - History, culture, geography and public administration of China.
 - History, culture, geography and public administration of Hong Kong SAR.
 - Relationship between China and Hong Kong SAR.
 - The Basic Law.
 - Administration, origin, structure, functions and roles and responsibilities of the Executive, Legislative and Judiciary divisions of Hong Kong SAR.
 - Structure and organization of government bodies of Hong Kong SAR.
2. Knowledge of the community
 - Meaning of community.
 - Facilities provided by the community.
 - Resources and services provided by the community.
 - Origin, structure, functions, roles and responsibilities of the District Council.
 - Definition, scope of service and planning of voluntary work.
3. Knowledge of civil rights and obligations
 - Definition, rights and responsibilities of a civil citizen.
 - Value and attitudes of civil citizens including human rights and responsibilities, obligations, faith and acknowledgement of national status.
 - Work of the Civil Education Committee.

(II) Project

Complete one of the following:

1. With the guidance of a tutor and in the form of a small tutorial group, write a proposal to participate in community activities and participate in a community service for at least two hours according to the proposal. Write a report after completion of the community service.
2. Participate in community service organized by the District, Region or Group totalling at least six hours. The time may be spent doing a number of different projects. Write a report after completion of the community service.

Disability Awareness



Complete the following:

(I) General knowledge

1. Know the activities of Extension Scouts.
2. Know the categories and special characteristics the following people suffer from:
(a) Mental disability (b) Hearing impairment/deafness
(c) Visual impairment/blindness (d) Physical disability (e) Autism

(II) Services

1. Take part in two activities with the disabled and report briefly to the assessor the experience. Describe matters requiring particular attention and how to obtain further resources if similar service is to be conducted again. The Scout can participate in the activities individually or in a group.
2. Survey a site such the Group, a school or a campsite and suggest to the assessor facilities that are suitable for the disabled and make recommendations for improvements.
3. Talk to a disabled person or read an article about a disabled person. Discuss with the assessor how that person overcame his difficulties and the enlightenment it brings to the Scout and others.



Scout Proficiency Badges (Instructor)



Conservator



Lifesaver



Camper



Communicator



Cook



Tree Carer



Map Maker



Mechanic



Meteorologist



Observer



Orienteer



Pioneer



Cyclist



Photographer



Sailor



Swimmer



Backwoods Cook



Astronomer

Instructor Group Proficiency Badges

The following Instructor Group Proficiency Badges are available to Scouts:

Conservator	(Service)	Meteorologist	(Pursuit)	Backwoods Cook	(Pursuit)
Lifesaver	(Service)	Observer	(Pursuit)	Astronomer	(Pursuit)
Camper	(Pursuit)	Orienteer	(Pursuit)		
Communicator	(Pursuit)	Pioneer	(Pursuit)		
Cook	(Pursuit)	Cyclist	(Interest)		
Tree Carer	(Pursuit)	Photographer	(Interest)		
Map Maker	(Pursuit)	Sailor	(Interest)		
Mechanic	(Pursuit)	Swimmer	(Interest)		

The test should be taken in the following sequence, except the Sailor badge:

1. Hold the Proficiency Badge of the respective subject for more than three months.
2. Have the knowledge on the requirements of the Proficiency Badge and have sufficient understanding on training methods enable the Scout to conduct training to other Scouts.
3. Instruct at least one Scout and help he/she/they to obtain the badge in a reasonable time (usually 3 months). The Scouts being trained can be nominated by the Scout on test and agreed by the examiner, or being assigned by the examiner. (Note: the Scout can assist in training course to meet above requirements and complete the test.)

‘Sailor (Instructor)’ badge has the following requirements:

- (A) Have attained the Sailor (Pursuit) badge for more than 3 months.
- (B) Hold the Assistant Sailing Instructor certificate of the Hong Kong Sailing Association, or instruct one of more Scouts to obtain the Sailor (Interest) badge.

Note: (1) A sailor instructor should be present during training sessions by the Scout.
(2) The requirements of this award are subject to latest changes made by the relevant Association.



The Sea Activity



Coxswain



**Coxswain's
Mate**



Boatman



The Sea Activity Programme

Sea activities are open to all Scouts, but there are some who will wish to pursue these activities more fully and improve their knowledge, so that they may tackle more adventurous activities on the sea. These will form a nucleus of specialists who will extend the range of sea activities and will pass on their knowledge so gained to others. As Scouts participate in more adventurous activities, so will the knowledge be increased.

To assist those Scouts who are keen in sea activities, and to provide a progressive training, in complement to the Scout Training Scheme, the Sea Activity badges are classified into three classes. All Scouts, after their investiture, may learn and test immediately. All Scouts who have participated in sea activities will have recognised standards from the Association and the professionals.

Sea Scouts will normally be expected to have a particular interest in the sea and as such will be encouraged to follow the sea training programme.

The Sea Activities Board at Association Headquarters has as one of its responsibilities to promote sea activities for all Scouts. Programme Branch should be approached as soon as the need arises for information on what equipment and training facilities are available as well as for any other advice.

Sea Activity Badges

Sea Activity Badges are available to Scouts and Venture Scouts. These badges are recognised training programmes, through which the achievement of a Sea Scout Group can be reviewed from the familiarisation of the members in these badges. These activities are also supplementary training programmes for Scout training, so every Scout is eligible to conduct these assessments.

The Sea Activities Badges are classified into three stages – Boatman, Coxswain's Mate and Coxswain. Training conducted is identical to that of Pathfinder Award, Voyager Award, Challenger Award and Chief Scout's Award.

The Sea Activity Badge programme has no difference to the Scout Standard Boat programme (see below). When Scouts or Venture Scouts attain the various levels of Scout Standard Boat certificates, they are eligible to be awarded the respective Sea Activity Badge. Scouts are reminded to submit the Sea Activity Badge Certificate to the assessor to prepare for signing the Certificate.

Relationship among training programmes

Elementary Scout Standard Boat Certificate	<====>	Boatman
Intermediate Scout Standard Boat Certificate	<====>	Coxswain's Mate
Advanced Scout Standard Boat Certificate	<====>	Coxswain

The assessment of these badges is conducted by the Scout Standard Boat Assessor of the Association as arranged by the District Badge Secretary. If the Scout has attained a recognised certificate, the badge can be issued directly from the District Badge Secretary.

Boatman



Complete the following:

- (I) Application requirement: Pass the water test (able to swim 50 m).
- (II) Theory and Practice
1. Understand five types of signal flag and their uses in sea activities centres of the Association.
 2. Know the safety rules that apply to boating, and appreciate the effect of wind, tide and currents.
 3. Understand how to get information of the weather and understand the weather report.
 4. Understand the sea rescue technique and demonstrate the rescue activity.
 5. Demonstrate how to tie and the uses of the following knots:
Figure of eight knot, Sheetbend, Double Sheetbend, Round turn and two half-hitches, Clove hitch, Anchor hitch, Bowline, Common Whipping and Sailmaker's Whipping.
 6. Heave a lifeline from a boat to a distance of 10 m.
 7. Understand the Sea Scout command words and correctly carry out the action according to the command.
 8. Scull a dinghy over the stern to pick up an object from the water.
 9. Prepare an anchor, demonstrate how to lower and lift up an anchor.
 10. Understand how to moor a Standard boat and lower it into the water along slipway.
 11. Be a member of the Standard boat crew and understand the command and carry out accurately according to the command.
 12. Participate in a boat trip of 8 hours, and can show basic boating skills and complete a task.

Note: 20 hours Scout Standard Boat experience is required before the assessment.

Coxswain's Mate



Complete the following:

- (I) Attain the Boatman badge or hold the Basic Scout Standard Board Certificate.

- (II) Theory and Practical
 1. Have knowledge of the steering and sailing rules, local rules, distress, storm, fog and danger signals.
 2. Understand capsizing drill.
 3. Understand and can demonstrate correctly resuscitation.
 4. Demonstrate and know the meaning of the following 3 Bosun's call: 'The Still', 'Carry On' and 'Pipe the Side'.
 5. Participate in a minimum of 8 hours of boat cleaning and repair activities.
 6. Demonstrate and understand the following knots and their function: Rolling Hitch, Back Splice, Eye Splice, Short Splice.
 7. Participate as coxswain, give the Standard Boat calling signal, and be able to control the heading of the boat.
 8. Manoeuvre a Scout Standard boat departing and mooring in a jetty or to a buoy.
 9. Tour a small boat to navigate around some blockage along a navigational trail.
 10. Anchor in a proper place.
 11. Act as coxswain's mate in a rescue exercise, board the 'stranded' craft to demonstrate rescue in open sea.
 12. Have basic knowledge in chart work and compass work afloat.
 13. Be able to manoeuvre a Scout Standard Boat and complete a figure eight navigation, moor in a jetty and sail off a jetty.
 14. Sail a boat, point out and name parts of the gear. Understand the function of all parts. Be a crew of a Scout Standard Boat and complete a Scout sailing trip.
 15. As part of a crew of a pulling boat expedition of not less than 24 hours duration, including a night spent in camp and make a log of this journey.

Note: There should be 50 hours Scout Standard Boat experience before assessment, at least 20 hours of which should be a coxswain.

Holder of this badge are allowed to lead at most 7 crews who have already got the Boatman Badge or Basic Scout Standard Boat Certificate to participate in Scout Standard Boat activity in a safe and viewable region of the sea.

Coxswain



Complete the following:

- (I) Attain the Coxswain's Mate Badge or hold the Intermediate Scout Standard Boat Certificate.

- (II) Theory and Practical
 1. Read a chart and plot a position.
 2. Place a chart in the proper place and understand the compass bearings.
 3. Have a good knowledge of the buoyage system, aids to local pilotage, navigation, lights, sound signals, fog and distress signals, tides.
 4. Understand all types of meteorological conditions and their effect on sea navigation.
 5. Discuss the Beaufort wind scales and know at least two natural signs for fine weather and characteristic signs for approaching bad weather in your local area.
 6. Know the skills of personal survival for emergencies in the water.
 7. Proper use an anchor.
 8. Navigate a Scout Standard boat and complete the following:
 - (a) A triangular navigation trip
 - (b) Rescue a person overboard
 9. Undertake a 3 days and 2 nights continuous sea journey (within 6 months). Make a full report of this journey.

Note: There should be 100 hours of Scout Standard Boat experience before assessment, at least 40 hours of which should be as coxswain.

Holder of this badge is allowed to lead at most 7 crews who have already finished the swimming test to participate in Scout Standard Boat activity in a safe and viewable region of the sea.



The Air Activity



Master Airman



Senior Airman



Airman



The Air Activity Programme

Air activities are open to all Scouts, but there are some who will wish to become specialists and tackle more adventurous air activities. These will form a generation of air experts to try out new activities and pass them on to others. As more enterprising activities are mentioned in the media the degree of knowledge and skill must increase.

In order to assist Scouts keen on air activities, this progressive training programme is presented to complement the Scout Training Scheme. The Air Activity Badges are classified into 3 classes; a Scout may begin to learn and be tested once invested. All levels of attainment in the air activity training will have a standard which is recognised by the Association and professionals.

Air Activity Badges

The Air Activity Badge programme is a recognised Air Scout training syllabus, through which the achievement of an Air Scout Group can be reviewed from the familiarisation of the members in these badges. These activities are also supplementary training programmes for Scout training, so every scout is eligible to conduct these assessments.

The Air Activities Badges are classified into three stages – Airman, Senior Airman and Master Airman. Training conducted is identical to that of Pathfinder Award, Voyager Award, Challenger Award and Chief Scout’s Award.

The assessment of these badges is conducted by registered assessors of the Association Headquarters. Concerning these assessments, Scout Troops may apply directly to the air activity section of the Region or Association Headquarters.

Airman



Complete the following:

(A) Flight Safety and Aviation Concept

1. Have basic understanding of the aviation industry in Hong Kong.
2. Have basic understanding of airport facilities.
3. Understand the aviation safety rules for tourists in the airport.

(B) Aviation Knowledge

1. Have a basic understanding of aviation history.
2. Know the usual units for aviation.
3. Know the different types of aircraft.
4. Understand and know the use of phonic alphabets and common conversations.
5. Know the basic parts of a modern aircraft (including fixed wing, rotary wing and military aircrafts).

(C) Fixed Wing Aircraft

1. Understand the principle of an aerofoil.
2. Understand the basic principles of flight of a fixed wing aircraft, including:
 - 2.1 Understand the function of the control surfaces.
 - 2.2 Know how a fixed wing aircraft flies.
 - 2.3 Explain the relationship between weight and lift, and thrust and drag.
 - 2.4 Explain the reasons why lift is created and factors affecting lift, explain the reasons for a stall.
 - 2.5 Explain the function and operation of slats, slots and flaps.
3. Explain the meaning of 'trim' and the importance of weight and balance.

(D) Aircraft Recognition

1. Recognise at least 12 common aircraft found in Hong Kong, including civil aircraft, military aircraft, helicopter and light aircraft, from the photos provided by the examiner.

(E) Practical

1. Make a wooden or paper hand glider with wingspan not less than 20 cm that can fly for not less than 5 seconds and can make the glider fly straight or turn by the adjustment of control surfaces.
2. Make a kite, explain its flying and takeoff method, and understand the safety rules and law governing kiting. Know the hotspots of flying a kite.

Senior Airman



Complete the following:

- (A) Hold the Airman Badge.
- (B) Flight Safety and Aviation Concept
1. Know how to obtain a pilot license and the relevant aviation laws.
 2. Understand the precautions and inspection procedures by the flight crew and tourists before takeoff.
 3. Know the parts and functions of a life jacket.
- (C) Aviation Knowledge
1. Demonstrate the marshalling signals for fixed wing and rotary wing aircrafts during day and night times.
 2. Understand airport signals, including signal square, lamps and pyrotechnic, and the lamps of the runway at night.
 3. Know not less than 10 ICAO registrations, IATA codes and airline markings of common civil aircrafts in Hong Kong.
 4. Understand the letter designations and markings of military aircrafts of mainland China and one other country.
- (D) Parachute Knowledge
1. Understand parachuting.
 2. Understand the equipment for parachuting, including the emergency parachute.
 3. Understand the principles of parachuting.
 4. Understand the safety rules and the correct landing method.
- (E) Rotary Aircraft
1. Understand the principle of an aerofoil.
 2. Understand the basic principles of flight of a rotary aircraft, including:
 - 2.1 Understand the function of the control surfaces.
 - 2.2 Know how a rotary aircraft flies.
 - 2.3 Explain the relation between weight and lift, and thrust and drag.

2.4 Explain the reasons why lift is created, factors affecting lift and explain the reason for a stall.

2.5 Explain the operation of the main rotor, tail rotor, and swash plate.

3. Explain the meaning of 'trim' and the importance of weight and balance.

(F) Aircraft Manoeuvres

1. Have a basic understanding of aircraft instruments, and be able to interpret the information as provided by the gauges.

2. Understand the importance of 'true air speed'(TAS), 'indicated air speed'(IAS), 'rectified air speed'(RAS) and 'ground speed'(GS) in navigation.

3. Understand and demonstrate basic manoeuvres in a flight simulator.

(G) Aircraft Recognition

1. Recognise at least 20 common aircrafts found in Hong Kong, including civil aircraft, military aircraft, helicopter and light aircraft, from the photos provided by the examiner.

(H) Practical

1. Make a plastic model of civil or military aircraft with fuselage length no less than 20 cm. The model should be complete and painted correctly. Explain the details of the aircraft.

2. Make a wooden glider with wingspan not less than 40 cm and be able to fly for not less than 5 seconds.

Master Airman



Complete the following:

- (A) Hold the Senior Airman Badge.
- (B) Flight Safety and Aviation Concept
 1. Understand the definitions of air spaces and its constraint to flying.
 2. Explain the 'right of way' rules for aircrafts.
 3. Understand ground to air and air to ground emergency signals (including lighting and pyrotechnic).
- (C) Aviation Knowledge
 1. Understand the conditions for Visual Flight Rules (VFR) and Instrument Flight Rules (IFR).
 2. Understand navigation lights, quadrantal height rule and separation rule.
 3. Understand the parts and operation of piston engines and jet engines. Understand engine failures during flight and ways of prevention.
 4. Understand aerobatics and the manoeuvres taken.
- (D) Navigation Knowledge
 1. Understand the signs of aviation maps and can point out the landscape of an imaginary 50 nautical mile route.
 2. Know how to use the flight computer and determine the heading based on route, wind speed and wind direction.
 3. Understand how an aircraft maintain its course by ground equipment and the radio.
 4. Understand the Secondary effect of flying.
- (E) Communication Knowledge
 1. Explain the function and importance of radar in aviation.
 2. Understand the common systems in aircrafts.
 3. Explain the meaning of a string of information from ATIS.
 4. Explain a record of the communication between a pilot and the tower.

(F) Aviation Meteorology

1. Understand the formation of fronts and the weather conditions, explain the weather charts and identify the effects of fronts on aircrafts.
2. Understand the risks of aircraft when facing storms, fogs, wind shear, turbulence and icing. Explain the possible weather conditions in these situations.
3. Explain the aviation weather report and forecast by the Hong Kong Observatory.

(G) Aircraft Manoeuvres

1. Know the operating principles of pressure gauges (altimeter, air speed indicator) and the compass, and be able to identify the effects of flying from errors or malfunction of the gauges.
2. Know the takeoff and landing procedures of light aircraft.
3. Know the manoeuvres during emergency.

(H) Aircraft Recognition

1. Recognise at least 30 common aircrafts found in Hong Kong, including civil aircraft, military aircraft, helicopter and light aircraft, from the photos provided by the examiner.

(I) Practical

1. Teach in at least 2 sessions of Airman Badge Course
2. Investigate a topic relevant to aviation.
3. Flying experience:
Have a flying experience in a fixed wing or rotary wing aircraft (not a passenger in a civil aircraft); or
Correctly manoeuvre an aircraft in the flight simulator, and complete a basic takeoff and landing circuit.

Other Awards and Badges



Service Flash



**Community
Involvement
Badge**



Leadership Award



Religious Badge



Patrol Activity Woggle



**World Conservation
Badge**



Service Flash



Complete the following:

1. Attain the Voyager Award or above.
2. Hold two Service group Proficiency Badges or replace one of the Service group Proficiency Badges with a Proficiency Badge (Interest) or Proficiency Badge (Pursuit), but the replacement Badge should be service related and the Scout has participated in that service regularly.
3. Have completed a Proficiency Badge (Instructor) or any one of Ambulance Badge (Service), Fireman Badge (Service) or Lifesaver Badge (Service), but this Badge shall not be included in item 2 above.
4. Have participated in a service for three months, the normal requirement is one hour per week.

Leadership Award



Complete the following:

Suitable for Scouts between the age of 13 to 16.

1. Attain the Pathfinder Award or above.
2. Explain the functions of the Patrol Leaders' Council, and attend one of its meetings and implement one of its resolutions.
3. Complete a personal project endorsed by the Patrol Leaders' Council, e.g. service in the Cub Scout Pack or project overseas.
4. (a) Organize an indoor Patrol meeting endorsed by the Patrol Leaders' Council;
or
(b) Organize an outdoor Patrol meeting endorsed by the Patrol Leaders' Council.
5. (a) Instruct two Scouts in completing 3 Scoutcraft items of any progressive badge; or
(b) Instruct one or more Scouts until one of them obtains a Proficiency Badge.
6. Complete a Scout Leadership Training Course by the District, Region or Association Headquarters.
7. (a) Take up a Patrol appointment, e.g. quartermaster or Patrol Leader, for at least six months; or
(b) Participate in a leadership activity of the same level approved by the Scout Leader and the Patrol Leaders' Council.

Patrol Activity Woggle



The Woggle is for Scouts between the age of eleven and before reaching sixteen who have obtained the Voyager Award or above. No further test is required.

Community Involvement Badge



Description: Green background with yellow arrowhead, the perimeter with white people hand in hand signifying unity.

Wearing position: To be worn under the District Badge on the right sleeve.

Complete the following:

1. Hold one of the following Proficiency Badges or awards
 - Conservator (Service)
 - Environmental Protection (Service)
 - Guide (Service)
 - Disability Awareness (Service)
 - Service Flash or
 - World Conservation Badge
2. Attend one of the following seminars or workshops and obtain the attendance certificate:
 - Environmental Hygiene & Cleanliness
 - Anti-Corruption
 - Fight Against Crime
 - Environmental Protection Ambassador Plan / Environmental Protection
 - Education for Quality Life
 - Fight Against Drug Abuse / Drug Education
 - Fire Safety Ambassador Plan / Fire Safety
 - Equal Opportunities
 - Aids Education
 - Respect for Intellectual Property
3. Hold the Civics (Service) Badge.

Note:
There should be no overlapping on the themes of the proficiency badge in section 1 and the seminar / workshop in section 2.

The seminar / workshop can be organised by Association Headquarters, Region, District, or recognised organisations (e.g. school, registered social service organisation, government department). Participants should keep the relevant attendance / service certificate for verification.

Religious Badge



Design and Wearing Position

Oval cloth badge, with hands in prayer design on a green background, to be worn above the right pocket.

Practice and Assessment

Scouts are free to attend any one syllabus of the badge. The Scout Leader, Assistant Scout Leader or Instructor may act as tutors, or arrange appropriate personnel like priest, chaplain, reverend, etc. to assist the assessment.

(A) Catholic Syllabus

1. Understand the Bible and the word of God in the Gospel.
2. Understand the procedures of a mass and the meanings behind.
3. Sing three hymns.
4. Understand the Ten Commandments.
5. Have participated in a Catholic event, and understand its meaning.
6. Have visited a Catholic organisation.
7. Re-qualify for the Cub Scout Religious Badge (Catholic)*, or instruct a Cub Scout to complete a Cub Scout Religious Badge (Catholic).

* Holder of a Cub Scout Religious Badge (Catholic) Certificate is exempted from this requirement.

(B) Confucius Syllabus

1. Respect Chinese traditional culture and Confucianism.
2. Name Four Books, Five Classics, Six Arts, Eight Virtues.
3. Understand The Datong Piece of Liji. (The Book of Rites)
4. Understand the Mencius Ethnic.
5. Know the Confucius Chant.
6. Explain two lines from the Analects of Confucius.
7. Worship ancestors, Heaven and Earth annually.
8. Have participated in traditional rituals or celebration.
9. Have visited Confucius organization and temples.

(C) Islamic Syllabus

1. Own a Qu'ran.
2. Understand the Shahada, 'Allah is the only God and his prophet, Mohammed, is God's spokesman.'
3. Understand the meaning of Muslim is peace and submission.
4. Explain the meaning of Shahada, Salat, Saum, Sakat and Hajj.
5. Know the number of Muslim in the world.
6. Know the locations of all the Islamic temples in Hong Kong.
7. Describe two quotes from Hadiths.

(D) Buddhist Syllabus

Complete 8 of the following

1. Chant the name of Amitabha Buddha.
2. Explain the Five Precepts.
3. Chant any one of Heart Sutra, Enlightenment Sutra.
4. Explain two quotes from the Buddhist Sutra.
5. Explain the meaning of Buddhism.
6. Have participated in a Buddhist activity.
7. Narrate two stories from the Buddhist Sutra at a Group or Patrol meeting.
8. Have taken Buddhist refuge.
9. Assist a Cub Scout or Scout to take Buddhist refuge.

(E) Christian Syllabus

1. Own the Bible or Gospel.
2. Say the Lord's Prayer or the Credo.
3. Sing five Hymns.
4. Narrate four stories: two from the Old Testament, two from the New Testament.
5. Say a paragraph from a Chapter in the Bible or a verse from Psalms.
6. Lead the Group or Patrol to say a prayer at least once.
7. Find the Word of God from the Bible or Gospel.
8. Know the meaning of Sunday school or go to Sunday church at least four times.
9. Assist a Cub Scout or Scout to attend the Religious Badge (Christian) course.

(F) Taoism Syllabus

1. Recite 'Lao Zi Eulogy'.
2. Own a copy of 'Tao Te Ching'.
3. Be able to read 3 chapters of 'Tao Te Ching'.
4. Tell the Titles of the 'Three Purities' of Taoism.
5. Explain the meaning of the 'Three Taoist Treasures'.
6. Explain the meaning of 'Seven Good Deeds' and 'Nine Virtues'.
7. Tell the story of the 'Life of Lao Zi' or one Taoist Deity in a Troop meeting or Patrol camp.
8. Have visited 2 Taoist temples.

World Conservation Badge



Description: Black and white panda with green background and purple border.

Wearing position: To be worn under the Region Badge on the right sleeve.

Complete the following:

(A) Knowledge

1. (a) Understand the objectives and work of Agriculture, Fisheries and Conservation Department (“AFCD”) and Environmental Protection Department (“EPD”).
(b) Understand the objectives and work of two different type green organizations.
2. Understand the following global environment problems and their effects on humans:
 - (a) Ozone depletion
 - (b) Global warming
 - (c) Diminishing rain forest
 - (d) Acid rain
3. Understand the following ecosystem:
 - (a) The earth ecosystem
 - (b) The atmosphere, hydrosphere, lithosphere
 - (c) The biosphere
4. Know twenty extinct animals or plants in the world or in Hong Kong and the reasons for extinction.
5. Understand the concept of sustainable development.

(B) Study

1. Study one of the issues in environmental protection or nature and give a report.

(C) Practical

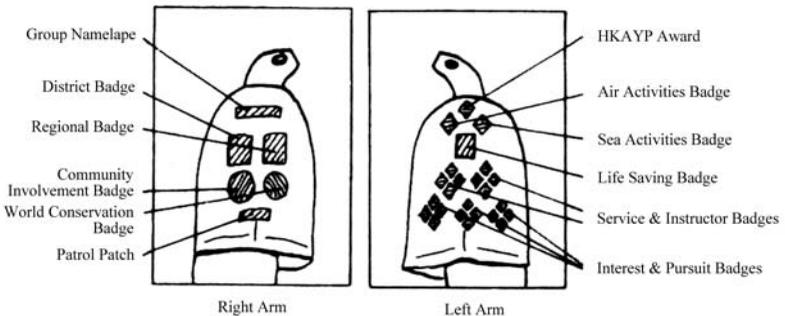
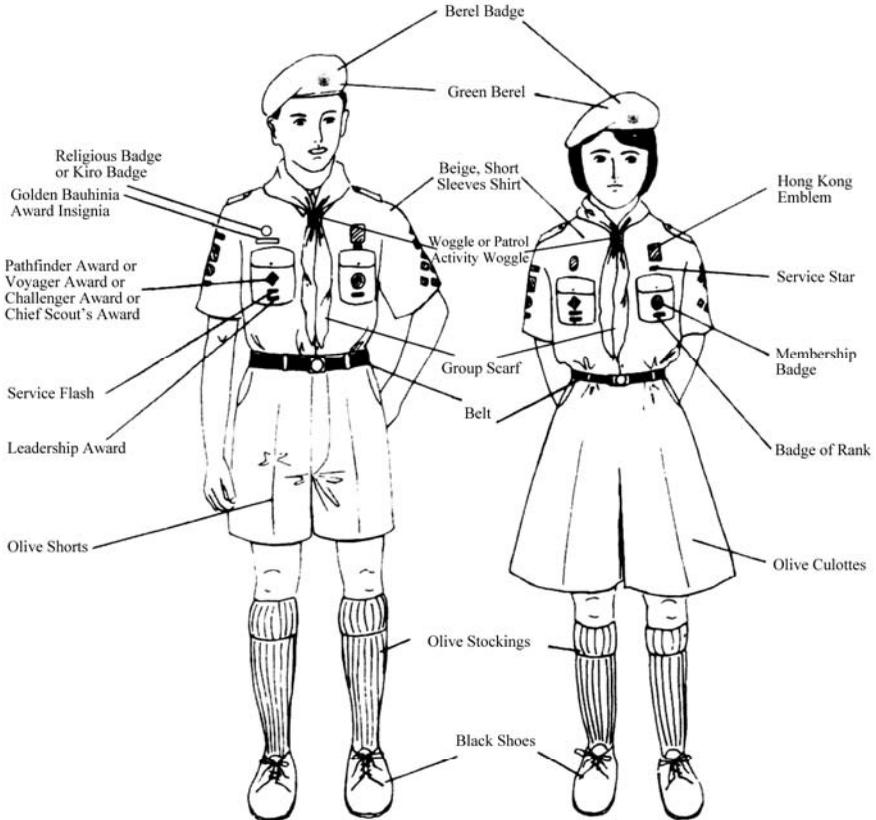
1. Complete one of the following with prior approval:

- (a) Participate in the nature conservation;
- (b) Conduct a survey on country parks and make recommendations according to the result; or
- (c) Create an environmental checklist to list DOs and DON'Ts for camp / outdoor activities and give suggestions.

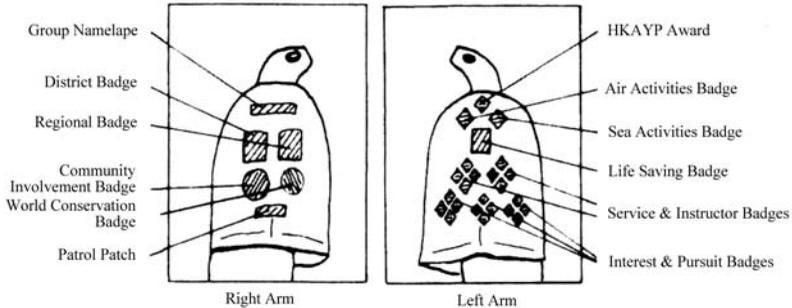
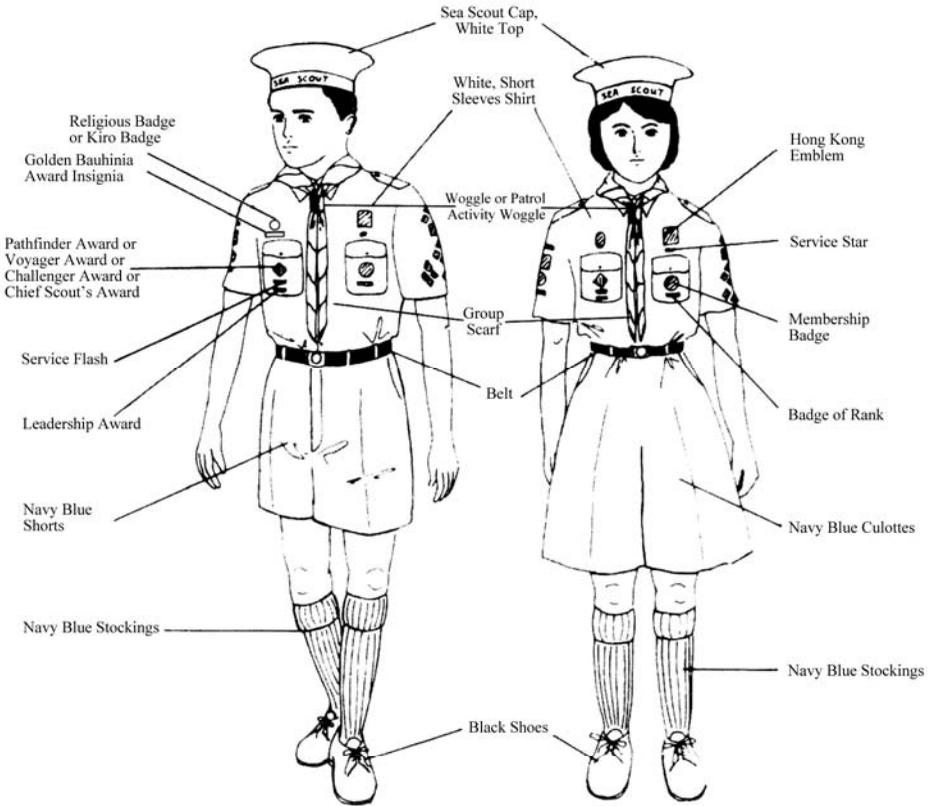


Appendix 1

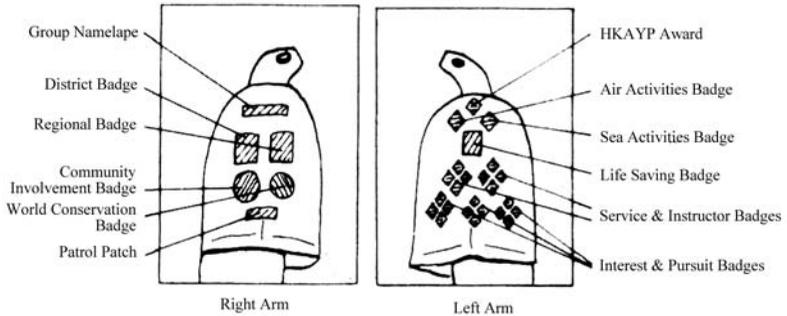
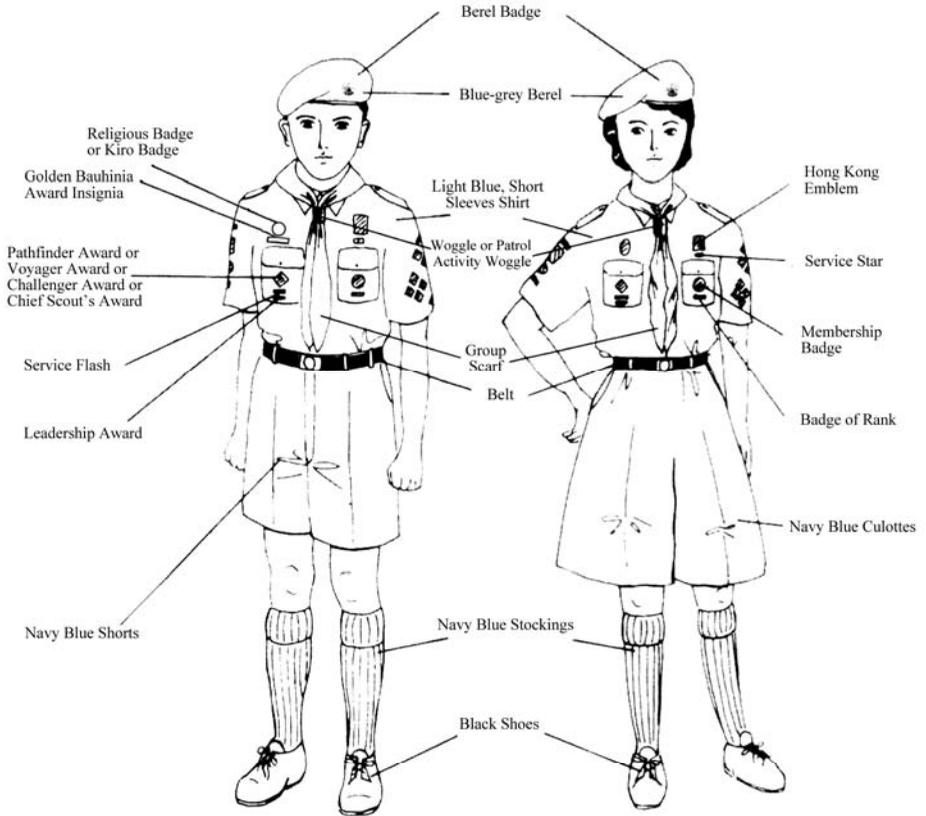
Uniform for Scouts



Uniform for Sea Scouts



Uniform for Air Scouts



Scout Proficiency Badges Sash

1. Name
The 'Proficiency Badges Sash' is for Scouts who have attained more than twelve Proficiency Badges.
2. Aims
Allocate more space for attaching Scout Proficiency Badges to appraise those Scouts who have better desire for accomplishment. Encourage Scouts to learn more skills and attain more Scout Proficiency Badges.
3. Type
 - 3.1 Colour: Green background with red borders.
 - 3.2 Size: The width of the sash is 13 cm, the red borders each have $\frac{3}{4}$ cm width, the length depends on individuals according to the wearing method in section 6.
 - 3.3 Material: Cotton
4. Rules of Wearing
 - 4.1 Scouts already holding the Voyager Award and more than 12 Proficiency Badges are eligible to put the badges onto the sash. When more than 16 Proficiency Badges are obtained, the extra badges will be worn back onto the sleeve of the uniform.
 - 4.2 It is necessary to wear proper uniform when wearing the sash.
 - 4.3 Scouts are allowed to select not using the sash and maintain the original method in wearing the badges on the sleeve.
5. Fixing Method for Scout Proficiency Badges
 - 5.1 Refer to Fig. 1, the numerals represent the sequence of wearing.
 - 5.2 Grouping of the badges should be followed, with Instructor Group the highest, then Service, Pursuit and Interest. 4 badges will be grouped together and arrange in sequence. If a group of badge is least than 4 or multiple of four, it is possible to merge into the group above. The distance between groups of badges can be according to individual height and wearing of scarf, but badges are only allowed to be worn at the front side of the sash.

5.3 Except the four groups of Scout Proficiency Badges, other awards/badges like the AYP Awards, World Conservation Badge, Community Involvement Badge, Sea and Air Activity Badges, etc. are not allowed to be worn on the sash.

6. Wearing Method

6.1 From left shoulder to right waist.

6.2 The sash is to be placed on top of the shoulder pad of the uniform. The shoulder pad should pass through the underneath of the sash.

6.3 The two ends of the sash will join tightly at the right pocket of the trousers.

6.4 The group scarf is place on top of the sash.

6.5 Refer to Fig. 2 concerning the orientation of the badges.

Figure 1
Fixing of Badges

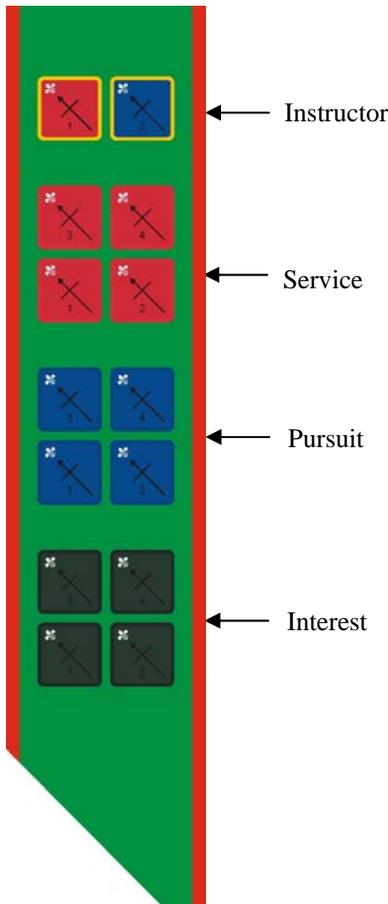
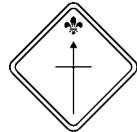


Figure 2
Arrow direction indicates badge orientation



Appendix 2

Service Star

In order to encourage Scout members to serve in the Scout Movement, with immediate effect, all Cub Scout, Scouts, Venture Scouts and Rover Scouts are entitled to wear service star(s) on their uniforms. The Service Star embroidered with number '1', '2', '3' and '4' respectively, indicating different years of service are shown below:-



Fig.1

The background colour of Service Star is as follows:

- Cub Scout - Yellow
- Scout - Green
- Venture Scout - Red
- Rover Scout - Blue

Eligibility of Wearing

After investiture, a Cub Scout / Scout / Venture Scout / Rover Scout who serves in the Movement for one year is entitled to wear the "1" service star and "2" service star for two years service and so on.

Method of Wearing

The Service Star(s) should be positioned immediately above the left-hand breast pocket as shown below:

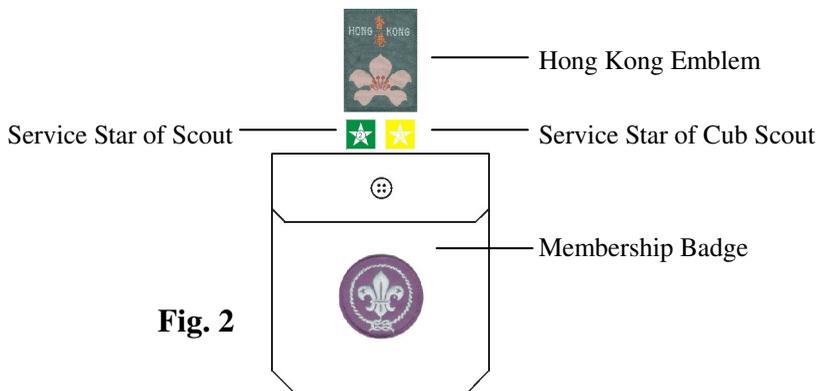


Fig. 2

When going-up to another section (i.e. Cub Scout to Scout, Scout to Venture Scout), he/she can wear the service star of his/her previous section(s) until he/she turns to be a Leader or leaves the Movement. For example, a member, who has been a Cub Scout for three years and a Scout for two years, should wear his/her service stars as shown in Fig. 2

Purchase

The Service Stars are available for sale in the Scout Shop.

Presentation

The Service Star can be presented during Pack/Troop/Unit/Crew meeting or other appropriate Group/Unit function.

- Note:
- (1) The service period should be counted after the investiture of the member and not the issuance date of this circular.
 - (2) If worn on a pullover, the service star should be placed in a similar position of the shirt's left-hand breast pocket.

Appendix 3

Patrol Names & Colours

Badger	Purple and White
Beaver	Blue and Yellow
Buffalo	Red and White
Bull	Red
Bulldog	Light Blue and Brown
Cuckoo	Grey
Curlew	Green
Cobra	Orange and Black
Eagle	Green and Black
Falcon	Red and Orange
Fox	Yellow and Green
Gannet	Yellow and Navy Blue
Hawk	Pink
Hound	Orange
Kestrel	Royal Blue and Green
Kingfisher	Kingfisher Blue
Lion	Yellow and Red
Merlin	Royal Blue and Marron
Otter	Brown and White
Owl	Blue
Panther	Yellow
Peewit	Green and White
Raven	Black
Sea-gull	Light Blue and Scarlet
Snipe	Royal Blue and Scarlet
Squirrel	Grey and Red
Stag	Violet and Black
Swift	Navy Blue
Tiger	Violet
Wolf	Yellow and Black
Woodpecker	Green and Purple
Wood Pigeon	Blue and Grey

Appendix 4

Patrol Animal Images



BADGER Purple and White



CUCKOO Grey



FOX Yellow and Green



BEAVER Blue and Yellow



CURLEW Green



GANNET Yellow and Navy Blue



BUFFALO Red and White



COBRA Orange and Black



HAWK Pink



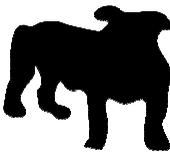
BULL Red



EAGLE Green and Black



HOUND Orange



BULLDOG Light Blue and Brown



FALCON Red and Orange



KESTREL Royal Blue and Green



KINGFISHER Kingfisher Blue



PEEWIT Green and White



SWIFT Navy Blue



LION Yellow and Red



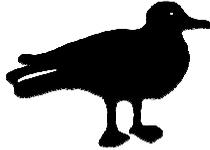
RAVEN Black



TIGER Violet



MERLIN Royal Blue And Marron



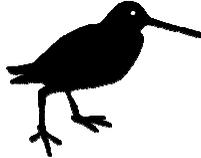
SEA-GULL Light Blue and Scarlet



WOLF Yellow and Black



OTTER Brown and White



SNIPE Royal Blue and Scarlet



WOODPECKER Green and Purple



OWL Blue



SQUIRREL Grey and Red



WOOD PIGEON Blue and Grey



PANTHER Yellow



STAG Violet and Black

Appendix 5

Ceremonies

Scouts undoubtedly like a measure of ceremony and tradition, but they are rightly sceptical of meaningless ceremony and traditions which have no relevance today. Ceremonies should therefore be reduced to a minimum and should be short, simple and sincere. Scouts cannot remain solemn for long, so don't overstrain their patience.

An outdoor setting is desirable, if a suitable time and place can be found. All those taking part should be carefully briefed beforehand, so that they are confident that they know what to do.

Coming-Up from Cub Scout Pack:

If possible the Pack and the Troop should meet together. The Pack bids a simple farewell to its members, who are then welcomed into the Troop by the Scout Leader and to their new Patrols by the Patrol Leaders.

Investiture, or the making of the Scout Promise:

This is the most important of all Scout ceremonies and should be conducted according to the following suggested pattern.

The Patrol Leader conducts the Scout to the Scout Leader. The Scout is then asked if he/she knows the Scout Leader. He/she is then presented with his/her badges and given a brief explanation of their meaning. The ceremony is rarely improved by additions. Elaborate ritual with the Troop Flag, for instance, is quite unnecessary: the Scout promises on his/her honour, making the Scout Sign to signify this and these should be sufficient tokens of sincerity.

Investitures should not be held immediately after strenuous activity. The best time is at the start of the meeting, when everyone is fresh. The Investiture may then be followed by an appropriate short prayer. The alternative, but perhaps less satisfactory, time is at the end of the meeting, just before closing prayers.

The Investiture is very personal occasion for the Scout, Scout Leader and the Troop. The Scout is making a solemn promise, and they are going to help the Scout to keep it. It should therefore be conducted by the Scout Leader, not by a visiting Commissioner. Scouts should be invested singly, never in mass. If you must invest on the same occasion, take one or two at the start of the meeting and one or two at the end. Put the Troop at ease for a few moments between the individual Investitures. This ceremony should never be made into a public display; the parents of the Scout to be invested may however be invited.

Installation of a Patrol Leader:

The Scout Leader asks “Are you prepared to undertake the responsibility of leading the Patrol?” and perhaps also “Will you undertake to do your best to put your Patrol before yourself, to put the Troop before your Patrol, and to be a Scout worth following at all time?” It may then be appropriate for the new Patrol Leader to renew his Scout Promise (possibly from memory now) in token of his acceptance of his responsibilities.

Going-Up to the Venture Scout Unit:

If the Group has its own Unit a joint meeting may be practicable. If the Scout is going up a Unit shared with other Groups, the Troop should simply bid him farewell, with thanks for his past service and good wishes for his future Scouting. It should be borne in mind, however, that the Scout who join Venture Scout Unit which are organised on a local basis may well see fit to seek qualification in the service requirements of their Award scheme by acting as Instructors in the Pack or Troop of their old Group.

Presentation of Award and Proficiency Badges:

It is a pleasant tradition for a Troop to have its own form of cheers or yell to express its congratulations.

Appendix 7

Programme Materials

Programme Materials

The wide range of free scope activities and specialist activities provides abundant materials for both Troop and Patrol Meetings. There is no place for unnecessary restrictions on programme content, for freedom and flexibility are important factors in the development of Scout training. It may be convenient to group a number of activities under headings as examples of the interests and activities which are capable of infinite variation and extension.

Outdoor Programme

camping	gliding
backwoods cooking	pioneering
climbing	football
canoeing	fishing
archery	karting
hiking	horse-trekking
swimming	wild games
skin-diving	night activities
rescue	expeditions
rowing	orienteering
service projects (road survey)	heritage visits
sailing	cycling
hill walking	other sports
visiting airfields, fire, police stations	

(Also occasional visits of all kinds, e.g. diesel engine sheds, power stations, water works docks, science museum, outdoor exhibitions)

Indoor Programme

compass construction	boxing, gymnastics, judo
canoe building	model making of all kinds
space chart	entertainment groups
use of simple tools	visit to a stable
first aid	map making or population survey
life saving	talk by a public service officer
exhibitions	photography – taking and printing
collecting	making a patrol camera
safety precautions for adventurous activities	building a weather station
control tower visit	demonstration by local sportsman
Morse code / semaphore	painting and sculpture

Scientific and Technical Programme

natural science (collection, visit, display)	meteorology (weather charts, rain gauges)
radio communication	archaeology
forestry and conservation	how to work with metal
how a car works	astronomy
heat engines	making an electronic beam
geology	making a working model turbine
making an electric motor	make a working jet engine

Appendix 8

Special Events

Scout's Own service
Parents and kids camp
Christmas party
Annual show
Troop party for others
Troop birthday party
Investiture night
Troop open night
Annual general meeting
Camp report evening
Visit to campsite
Visit to Scout show
Film evening
Association-wide events
Open day
Cooking evening
All night hiking
Other events

Appendix 9

The Country Code

Guard against all risk of fire.

Fasten all gates.

Keep dogs under proper control.

Keep to the paths across farm land.

Avoid damaging fences, hedges and walls.

Leave no litter.

Safeguard water supplies.

Protect wild life, wild plants and trees.

Go carefully on country roads.

Respect the life of the countryside.

