



# SRI LANKA SCOUT ASSOCIATION

## THE YOUTH PROGRAMME

### Junior Scout Section

**2018**

First Print	1994
Second Print	1996
Reprint with revisions	2003(June)
Reprint	2004(July)
Complete revision	2008(February)
Revised Print	2010
Revised Print	2014
Revised Print	2016

## **FOREWORD TO THE SECOND EDITION**

This is the first reprint of the English edition of the 2016 Youth Programme. The corrections indicated in the errata sheet have now been incorporated.

The Youth Programme is one of the most important documents in any National Scout Organization. We have incorporated into this a number of aspects that are relevant to the modern day society such as basics of Time Management, prevention of child abuse use of internet technology, etc.

The National Programme Commissioner is in the process of completing the hand book on the prevention of child abuse, and we hope to publish it in due course. We are also in the process of incorporating a section on stress reduction.

I am grateful to the National Programme Commissioner Mr. Rohan Wirasekara for the hard work done.

I will be most grateful for any suggestions from the Scouts and Scouters, which would be useful when redesigning the Youth Programme in future.

***Eng. Merille Goonetilleke***

Chief Commissioner

2018

## **Mission of Scouting**

*“The mission of Scouting is to contribute to the education of young people, through a value system based on Scout Promise and Scout Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.”*

## **THE SCOUT PROMISE**

**On my honour , I  
promise To do my  
best,  
To do my duty to my religion and country  
To help other people at all  
times, And to obey the Scout  
Law.**

## **THE SCOUT LAW**

- 01.) A Scout is *trustworthy***
- 02.) A Scout is *loyal*.**
- 03.) A Scout is *friendly and considerate***
- 04.) A Scout is *a brother to every other Scout***
- 05.) A Scout is *courteous***
- 06.) A Scout is *kind***
- 07.) A Scout is *obedient***
- 08.) A Scout is *cheerful***
- 09.) A Scout is *thrifty***
- 10.) A Scout is *clean in thought, word, and deed***

## a.) The Age Groups

**Singithi Scouts 05 years up to**

**07 years Cub Scouts 07 years**

**up to 11 years**

**Junior Scouts 10 years and 6 months up to 14 years and 6 months**

**Senior Scouts 14 years and 6 months up to**

**18 years Rover Scouts 17 years & 6 months to 24 years**

You will notice that, there is an overlapping period of 6 months between the end of the Cub Scout age and the beginning of the Junior Scout Age.

A Cub may, if he or she wants, with the permission of the Akela, remain in the Pack until he or she is 11 years. But the Cub has the option of leaving the Cub Pack and starting the Scout work in the Troop by 10 years and 6 months.

### Interviewers for the Awards

<b>Badge/Award</b>	<b>Interviewer</b>
1.)National Scout Membership Badge	Scout Master
2.)Scout Master's Award	Scout Master
3.)Group Scout Master's Award	Scout Master
4.)District Commissioner's Award	Zonal A.D.C./ A.D.C. named by D.C.
Chief Commissioner's Challenge Award	A.D.C.(Programme) or when he is not available A.D.C.(Training) or if both of them are not available any A.D.C. (having the Wood Badge) named by the D.C.
5.)Bushman's Thong	A.D.C.(Programme) or when he is not available, A.D.C.(Training) or if both of them are not available any A.D.C.(who is a Wood Badge holder) named by the D.C.

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District Commissioner( or acting District  
6.)President's Scout Award Commissioner)

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# **THE REQUIREMENTS TO QUALIFY**

## **1. NATIONAL SCOUT MEMBERSHIP BADGE**

### **01. Scout Promise and Law**

- Know the Scout Promise and the Scout Law and be able to recite it by memory
- Know what to do, when taking The Scout Promise.
- Understand that the Scout Promise is the basis of Scouting

### **02. National Anthem**

- Be able to sing the National anthem alone.
- Know what should be done when singing the National Anthem.
- Know about the composer of the National anthem.

### **03. Scout sign and methods of saluting**

- Know the meaning of the Scout sign, Scout salute, and the left hand shake. Be able to make the Scout sign with the hand. Know when to use them.

### **04. Scout whistle and hand signals (two of each)**

- Whistle signals- Know the under mentioned whistle signals and be able to act accordingly.
  - a). Silence/Attention/Listen to my next signal. b.) Rally call.
- Hand signals – Know the under mentioned hand signals and be able to act accordingly.

a) Horse Shoe formation. b) Parallel Lines

### **05. Knots**

- Know how to put the under mentioned knot & be able to explain the use.
  - 1) Reef Knot

## **06. Smartness and Good order**

- Show the ability to obey the under mentioned commands-  
a) Attention/Alert                      b) At Ease                      c) Right turn  
d) Left turn                                      e) About turn.

## **07. Log Book**

- Start maintaining a daily log of his Scout activities with the guidance of the Scout Master.

## **08. Body Safety**

Read and understand the Scouts' Primary hand book on "Body Safety" and explain in brief, under main headings, the contents, to your Patrol at a Patrol in Council meeting.  
*(This test to be done once the hand book is available)*

## **09. Training period of two months**

Have at least 2 months training period after joining the Scout Troop. Please note that the earliest age to join the Scout Troop is 10 years and 6 months.

Proficiency Badges - None

Minimum training period - Two months after joining.

Minimum age required to start- 10 years and 6 months  
Uniform – Standard Scout Uniform

*N.B. - For any clarifications please contact the National Programme Commissioner*

## **02. SCOUT MASTER'S AWARD**

### **01. Founder.**

- Know the important events in the life of Lord Baden Powell

### **02. Scout Movement in Sri Lanka**

Know in brief, the history of the Scout Movement of Sri Lanka and know about the structure of the Scout Movement in Sri Lanka

### **03. The World Scout Organisation and the Membership thereof**

- Know that an annual membership fee has to be paid as a member of the World Organisation of the Scout Movement, and understand in brief what WOSM is.

### **04. Savings Account**

- Start a savings account if you do not have one already.

### **05. Signals**

- Have a full understanding of the under mentioned Hand & Whistle signals

Whistle signals - Attention, Rally call, Danger, Spread out / Disperse, Calling Patrol Leaders, Duty Patrol leader

Hand signals - Horse Shoe, Circle, Parallel Lines, Single line, Open columns, Closed Columns, Open box( Open Square).

### **06. National flag and National symbols**

- Know the structure of the National flag, and the basic meaning of the symbols that it signifies. Also know about the National Sport, National Flower, National Tree, National Bird and the Government Crest.

### **07. Knots and Whipping**

- Have a skill in doing the under mentioned Knots and Whipping and know when to use them
  - 1) Sheep Shank
  - 2) Bowline
  - 3) Round turn and two half hitches
  - 4) Sheet Bend
  - 5) Clove Hitch
  - 6) Simple Whipping of the end of a rope.

### **08. Active membership of a Patrol**

- Have an understanding of the under mentioned things while working as a member of a Patrol.  
Responsibility to the Patrol, Patrol Log book, Patrol in Council, Patrol name



## **09. Rules of Health**

- Know simple rules of health and practically use them.

## **10. First Aid**

- Know how to clean and dress a simple wound. Be able to demonstrate the Recovery Position.

## **11. Correct posture and habits**

- Understand the correct methods of doing the following things. Standing, Sitting, Walking, Carrying a weight, Sleeping, and General Smartness.

Follow accepted norms in

- a) Getting permission before entering
- b) Helping others
- c) Thanking
- d) Apologising
- e) Not being proud etc.

## **12. Commands**

- Be able to obey these commands smartly: Attention/Alert, At Ease, Right Turn, Left Turn, About Turn, Marking time alone and while marching.

## **13. Public Health**

- Understand the bad effects of Smoking, Consumption of Alcohol, Drug abuse and of chewing beetle. Collect information about them in your log book.

## **14. Preparation for flag break/hoisting**

- Be able to prepare a flag break/flag hoisting ceremony

## **15. Know the area**

- Know the area within a radius of  $\frac{1}{2}$  K.M. from your home, and have a knowledge of important places within that area

## **16. Wood craft signs**

- Know the Wood Craft signs as given in Scouting for Boys and be able to follow a trail of about 500 meters, prepared by the Scout Master.

## **17. Outdoor activity**

- Actively take part, in two of the under mentioned activities
  - a) Hike (*of about 500 meters organized by the Patrol*)
  - b) Obstacle Course
  - c) Treasure hunt
  - d) Nature ramble
  - e) Bird watching
  - f) Exploring places of archeological value or any other such activity. Please make sure that log entries of these are entered in the personal Log Book.

## **18. Log Book**

- Continue your log book, recording important events in your Scout life.

## **19. Environment Protection activities 1 (World Environment Badge- part 1)**

- Understand the bad effects of using chemical fertilizer pesticides, weedicides etc.. Collect information about it and make a verbal report to the Scout Master.

## **20. Good habits 1. (Messenger of Peace- Part 1)**

- Do a good deed every day. It may be a small thing like saving an insect from drowning. Write one sentence in your log book about what you have done.  
Try to do at least 5 Good Deeds every week. This has to continue throughout, even after you leave the Scout Troop. It should become a lifelong habit.

*Self assessment - Every night before you go to sleep, think of the Good Deed that you had done that day. If you had not done any good deed for that day, try to do two Good Deeds the next day.*

- Get into the habit of getting the blessings of your parents before leaving Home. This should be done according to your

culture, religion etc. whenever a parent is not available for this, please seek the advice of your Scout Master about what procedure to follow.

## **21. Body Safety & Risk Management**

Explain to your Patrol at a Patrol in Council meeting, three good safety strategies for each of the situations given below.

An example is given at the bottom of this list.

1. At weekly or special Scout meetings
2. At camps
3. At hikes and excursions
4. At school
5. At home
6. At a place of a friend or relative
7. During Job week
8. At tuition classes(mass or individual)
9. If detained after school as a

punishment Example

1. At a weekly or special Scout meeting
  - a) Never go home with anybody other than your father/mother/or the person who takes you home usually. Not even if that person says that your father/mother has specifically asked you to go with him/her. You will go with that person, only if your father or mother has specifically told YOU to go with him/her.
  - b) Never go to, or be in a lonely place. Always be together with the other Scouts of your Patrol or at least at calling distance from the other Scouts.
  - c) Do not climb trees or high places without the permission of your Scouter

## **22. Minimum training period of 6 months**

Should have 6 months training after completing the National Membership Award to complete this Award. A Scout cannot win this Award after he is 18 years of age.

Proficiency Badges - One proficiency badge but not from the Public service or the Camp Craft Group, nor Happy home.

Training period - Minimum of six months after completing the requirements for The National Scout Membership Badge

Minimum age to complete - 11 years and 2 months.

*N.B.- For any clarifications please contact the National Programme Commissioner*

## **03. GROUP SCOUT MASTER'S AWARD**

### **01. Historical site**

- Visit a historical site and write a report of not less than 200 words about it

### **02. Three Knots**

- Know how to put the following knots and hitch and know when they could be practically used.  
Fisherman's Knot, Man harness Knot and Timber Hitch.

### **03. Three Lashings**

- Know the following lashings and know when they could be used practically.  
Square Lashing, Diagonal Lashing, Sheer Lashing.

#### **04. Pioneering work**

- Show the ability to make a Trestle and a Portable flag mast, using staves.

#### **05. Use of compass**

- Have a basic knowledge of how a magnetic compass work, and be able to show the basic 16 directions shown in the compass.(i.e. North, NE, NNE...)

#### **06. B.P. Exercises**

- Be able to do the 6 exercises given by B.P. to maintain a healthy body, and have made them as a part of your daily routine.

#### **07. Kim's Game**

- Observe 24 different items within one minute and be able to remember and write down at least 18 of them by memory within three minutes

#### **. 08. Fifteen Common trees**

- Be able to identify 15 useful trees (of economic value). Know where they naturally grow, their use, their general shapes, the shapes of the leaves, Botanical names etc. and record in your Log book.

#### **09. Marching**

- Be able to march 100 meters correctly with the Patrol. Be able to do Squad drill such as marking time, and drills with the staff etc.

#### **10. Avoidance of drug abuse**

- Make a poster on prevention of drug abuse/ make a speech of 5 minutes on anti-Drug abuse/write an essay of about 200 words on anti-drug abuse/write a poem of about 4 verses on anti-drug abuse/ do a short sketch or drama on anti-drug abuse. Do one of them.

## **11. First Aid**

- Explain what D.R.A.B.C. stands for (i.e. D-Danger, R-Response, A- Airway clear, B-Breathing, C-Circulation). Explain how C.P.R is given. Show three Methods of carrying a casualty with the help of another, and also demonstrate Fireman's lift

## **12. Showing directions to strangers**

- α. Be able to direct a stranger to important places in your locality, indicating distances and directions.

## **13. One night camping**

- Have one night camping experience (In tent) and write the camp log in your Personal log book.  
The camp should be held in a safe place, with the permission of the parents, Scout Master, Principal etc.

## **14. Making Tea**

- Make a fire using firewood and only two match sticks and make tea for the Patrol.

## **15. Knowledge about e- mail**

- Collect information about the values and the dangers of e mail and discuss them with the Scout Master.

## **16. Environment Protection activities 2 (World Environment Badge part-2)**

- Understand the basics of making a compost pit in school or at home  
Plant a tree/vegetable etc., and protect it. Use the compost made by you for this plant and protect it.

## **17. Good habits 2 (Messenger of Peace Badge part-2)**

- Get involved in a small scale Community Service project with others. This could be in the school or in any other place. It should last at least one hour, and write at least 5 sentences about it in your log book. If possible, you may paste a photograph of that activity in the log book, or draw a picture of it.

## **18 . Body Safety**

- Understand what bullying and ragging is, and why it is wrong. Explain and discuss this with your Scouter.

## **19. One day hike of 12 KM**

- Not more than 4 Scouts should take part in this at a time. Scout Master should organize this hike and written instructions should be given to the participants. The instructions should include things to be done in the hike
- The Scouts should take a back pack to carry, food, first aid etc.
- There will be no night out camping in this hike
- Prior permission of the parents and the school authorities to be obtained.
- After the hike the participants should give separate verbal reports to the Scout Master about what happened during the hike.  
This should be the last test for the Group Scout Master's Award.

## **20. Training period of 6 months**

- Have a minimum training period of 6 months after completing the Scout Master's Award.

**Proficiency Badges** – Two proficiency badges. Select one each from any Group other than from Camp craft and Public Service Groups or the Happy Home. You should not select both badges from the same Group. You may do up to 4 more proficiency badges in addition to the compulsory two badges, but not from the Public Service and Camp Craft Groups, nor the Happy Home Badge. These two proficiency badges are in addition to the badge done for the S.M.'s Award. Sea Scouts MAY do a badge from Seaman's Group and Air Scouts MAY do a badge from the Air man's Group as one of these badges

If a Scout starts work on this Award as a Junior Scout and completed the Award as a Senior Scout, any relevant Junior badges done as a Junior Scout would be accepted as qualifying badges.(i.e. some Scouts might have done Junior as well as Senior Badges , depending on his age when he did those badges).

**Training period** - Minimum of six months after completing the requirements for the Scout Master's Award.  
Should complete before 18 yrs.  
Minimum age to complete- 11 years and 8 months.

*N.B.- For any clarifications please contact the National Programme Commissioner*



## **4. DISTRICT COMMISSIONER'S AWARD**

### **01. Savings Account**

- Show proof that you have continued to maintain the savings account that you started for the Scout Master's Award

### **02. Personal Log Book**

- Continue to maintain your personal Log book, recording incidents and happenings of your Scout life.

### **03. Patrol Log Book**

- Help maintain the Patrol log book.

### **04. Art and Hobbies**

- Show or explain to the satisfaction of the Scout Master your ability in one of the following. Singing, Playing a musical Instrument, Dancing, Acting, Drawing, Painting, Sculpturing or any other hobby. You may do so by even showing certificates received by you, in the selected field.

### **05. Knots and Whipping**

- Be able to do the following and explain their practical uses
  - 1) Fireman's Chair Knot
  - 2) Double clove Hitch
  - 3) Double Sheet Bend
  - 4) Bowline on a bight
  - 5) Highwayman's Hitch
  - 6) Sail maker's whipping

## 06. Types of fire places

- Know how to maintain and safely use LP gas cookers. Know about the dangers and safety precautions to be taken when using them. Know the uses of the following types of fire places-

- |              |                  |               |
|--------------|------------------|---------------|
| 1)Altar Fire | 2)Star fire      | 3)Tripod fire |
| 4)Crane Fire | 5)Reflector fire | 6)Trench fire |

## 07. Take part in a Pioneering project

- Understand what is meant by a Pioneering project in Scouting
- Acquire the basic skills necessary to do a Pioneering project
- Show the skills in constructing the three basic structures necessary in Scout Pioneering projects (i.e. Tripod, Trestle, 'A' frame).
- Should have actively taken part in building camp gateways, camp utility gadgets, etc. at camps, District rallies etc.

## 08. Tracks

- Be able to identify parts of a human foot print.
- Be able to observe foot prints on different surfaces and be able to explain what had caused these foot prints/ the story behind it.
- Have knowledge of tracking as given in Camp Fire story 12 in Scouting for Boys.

## 09. Mapping

- Be able to show your ability about the under mentioned
  - a) Conventional signs of a map
  - b) Setting a map
  - c) Make a rough map to scale using map making by triangulation (using a compass or otherwise)

## **10. Estimation of heights, lengths, weights**

- Know the length of your hand, fingers, foot etc. which could be used to make measurements when other instruments are not available
- Be able to use the “Shadow method, 10:1 method, and one other method to estimate a height
- Use Triangle method or Napoleon method and estimate a length
- Be able to estimate a weight (that you could lift without difficulty) approximately

## **11. Use of different tools**

- Be able to use safely, and maintain the under mentioned tools. Hand axe, knife, hammer, mallet, etc.

## **12. Ten common birds**

- Observe 10 types of birds in the area that you live. Collect data about their colours, body sizes, warbling sounds, their habitat, colour of eggs, shape of their feet, shapes of their beaks etc. and write in your log book.

## **13. Swimming/alternate skill**

- Swim 35 meters or, do Sportsman/Senior Sportsman or Athlete/Snr. Athlete OR one badge from the Farmer, or Explorer or Education Group. Air Scouts may do a badge from the Airman Group instead.
- Sea Scouts will not have this option and swimming would be compulsory.

## **14. Marching**

- Be able to march 200 meters correctly with the Patrol

## **15. Public Health**

- Plan and carry out a Patrol activity in preventing smoking, use of alcohol, drug abuse etc.

## **16. Highway code**

- Know the Highway Code as indicated in the rules put out by the Department of Motor Traffic and know how to follow them.

## **17. Safety in using the internet**

- Discuss with your Scout Master about the safety precautions that you should take when using the internet, and about the etiquette when using the internet. Enter data that you have collected about that in your log book.

## **18. Knowledge of the Area around**

- Draw a rough sketch map of the area within one K.M. radius from your home and mark not less than 10 important places

## **19. Weekend camp of 2 nights**

- Take part in a week- end camp (with the Patrol or Troop) of at least two nights and enter the camp Log in your log book.

## **20. Scout Mission**

- Be able to write or explain the Mission statement of the World Scout Organisation.

## **21. First Aid**

- Know how to give First Aid in following situations. Shock, Fainting, Bleeding from the nose, stings and bites, minor cuts, Burns, scalding, drowning, control of sudden fire, electric shock,

## **22. Environment Protection activity 3**

- Learn the 5R method in environment conservation, collect data on that and be able to explain about it verbally.
  - Refuse - Unnecessary wrappings, leaflets, plastic bags etc.
  - Repair - Clothes, electrical items, etc.
  - Reduce - Waste, buy only things that you really need
  - Reuse - Purchase second hand things, give away things that you would not use etc.
  - Recycle - whenever possible buy only things that you could recycle, recycle whenever possible

## **23. Two days (one night) hike of 22 K.M.**

- The full responsibility of this hike is with the District Commissioner. This should be the last test to be completed for this award.
- The District Commissioner may get the help of ADC (Prog.) or if the ADC (Prog.) is not available, may get the help of any other ADC/District Scout Master or a Scout master holding the Wood Badge.
- Only two Scouts who are qualified to do this hike should take part.
- Both Scouts may take this test together but should submit separate hike Reports.
- In situations where two Scouts trying to pass this test are not available another Scout of same age could be used to assist the Scout passing.
  - ✓ It is the duty of the District Commissioner to make sure that proper written instructions are given for the hike & to make sure that all necessary permission for the hike is obtained
  - ✓ The night should be spent in the tent and dinner and breakfast should be prepared by the participants
  - ✓ The hike report with map should be submitted to the examiner within two weeks of completing the hike.

- ✓ You may, if you have the facility, compare your map with a map that you can download from Google

maps, and make the necessary corrections prior to Presenting to the examiner. Please understand that YOU HAVE TO MAKE YOUR OWN MAP USING THE COMPASS. You may only make *necessary corrections* as required using Google Maps.

Format for the hike report

Time	Distance hiked	Direction hiking	Description	Sketch map

**24. Minimum training period of six months**

- Complete at least 6 months of training after completing the Group Scout Master’s Award.

Time to start - After 11 years and 8 months and after completing G.S.M. Award.

Training period - Minimum of six months after completing the requirements for the Group Scout Master’s Award.

Proficiency Badges- . Happy Home, First Aider/ Ambulance  
Missioner/Public Health

1 badge from the Camp Craft Group (But not venture) Can do up to 4 more badges other than from Farmer, Airman, Seaman, Education and Culture groups. If a Scout starts work on this Award as a Junior Scout and completed the Award as a Senior Scout, any relevant Junior badges done as a Junior Scout would be accepted as qualifying badges.(i.e. some Scouts might have done Junior as well as Senior Badges , depending on his age when he did those badges).

Should complete before 18 years of age. Could complete only after 12 years and 2 months. If still a Junior Scout can do all other junior Badges if he wants after completing the D.C.’s Award

## **5.CHIEF COMMISSIONER'S CHALLENGE AWARD**

Starting time - Should start work on this only after completing the District Commissioner's Award

Training period – Minimum of 9 months from the time of starting this award.

Proficiency Badges-

- a) Junior Organiser (if not done earlier)
- b) Junior Quarter Master (if not done earlier)
- c) World Scout Environment Badge(if not done earlier)
- d) Messenger of Peace Badge(if not done earlier)

The examiner for the Messenger of Peace badge would be ADC Prog. of the District/MOP Coordinator of the District, who would keep the National Programme Commissioner/National MOP coordinator informed about the work done on this badge in the District.

***Chief Commissioner's Challenge Award is not a compulsory Award.***

This should be completed before the Scout is 14 years and 6 months of age and after completing the District Commissioner's Award

This is the highest Award that a Junior Scout may achieve. He can wear it until he wins the President's Scout Award.





## **AIR SCOUT SECTION**

While making of the Bushman's Thong is not compulsory for the Air Scouts, the Airman's Badge is compulsory for them to do the President's Scout Award. They will also have to do the tests 1-18 of the Bushman's Thong prior to completing the Airman's Badge. If an Air Scout wants to do the Bushman's Thong, they will have to first do the Airman's Badge.

While Farmer or Seaman Group badges (as given in 3) are not compulsory, you may win them if you so desire. But you will have to do a badge from the Airman's Group (as given in No. 3.).

*Compulsory badges for the Airman's Badge would be*

1. One badge from Education or Culture group
2. One badge from Sports Group
3. One badge from Airman Group
4. Civics
5. Venture

**And any one badge from the under mentioned**

- |  |               |                              |
|--|---------------|------------------------------|
| 1) Any Badge from Airman Group not done so far | 2) Hiker      |                              |
| 3) Meteorologist                               | 5) Astronomer | 6) Fireman                   |
| 4) Naturalist                                  |               |                              |
| 7) Conservation                                | 8) Tracker    | 9) Electrician or IT Manager |

**N.B. All badges must be from the Senior Scout Syllabus.**

Once completing the above, (including tests 1-8 given for the Bushman's Thong) if an Air Scout wants, he may make the Bushman's Thong in the presence of ADC (Prog.) and then wear it. But please note that making the Bushman's Thong is not compulsory for the Air and Sea Scouts.

## **SEA SCOUT SECTION**

**While the Bushman's Thong is not compulsory for the Sea Scouts, the Seaman's Badge is compulsory for them to do the President's Scout Award. Prior to doing the Seaman's Badge a Sea Scout will have to complete the tests 1 to 18 given in the Bushman's Thong. If a Sea Scout wants to do the Bushman's Thong, they will have to first do the Seaman's Badge.**

**While Farmer or Airman Group badges (as given in 3) are not compulsory, you may win them if you so desire. But you will have to do a badge from the Seaman's Group (as given in No. 3.)**

***Compulsory badges for the Seaman's Badge would be***

- 1. One badge from Education or Culture Group**
- 2. One badge from Sports Group**
- 3. One badge from Seaman Group**
- 4. Civics**
- 5. Venture**

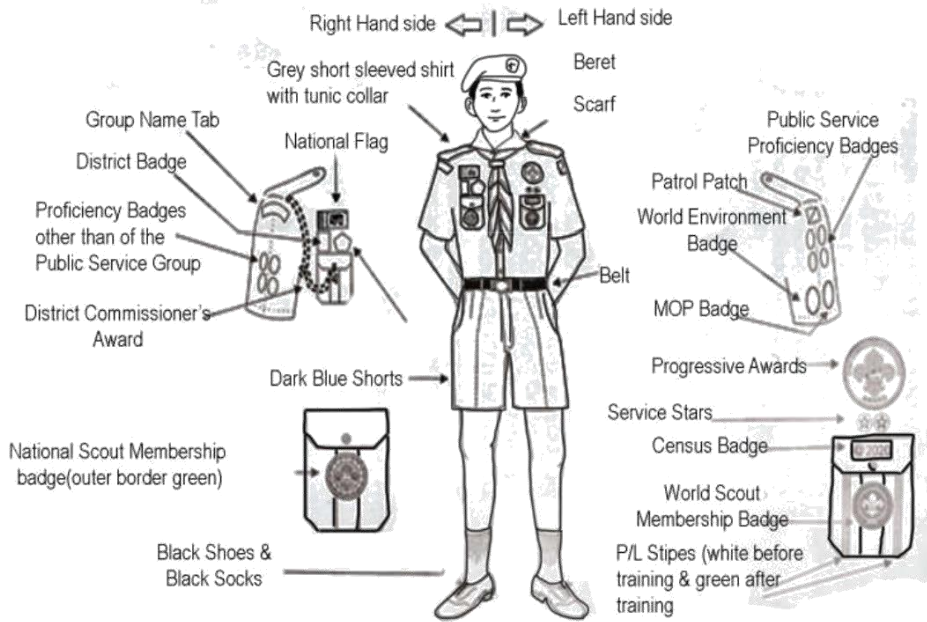
**And any one badge from the under mentioned Groups**

- |  |               |                |
|--|---------------|----------------|
| 1) Any Badge from Seaman Group not done so far | 2) Hiker      |                |
| 3) Meteorologist                               | 5) Astronomer | 6) Fireman     |
| 4) Naturalist                                  |               |                |
| 7) Conservation                                | 8) Tracker    | 9) Electrician |

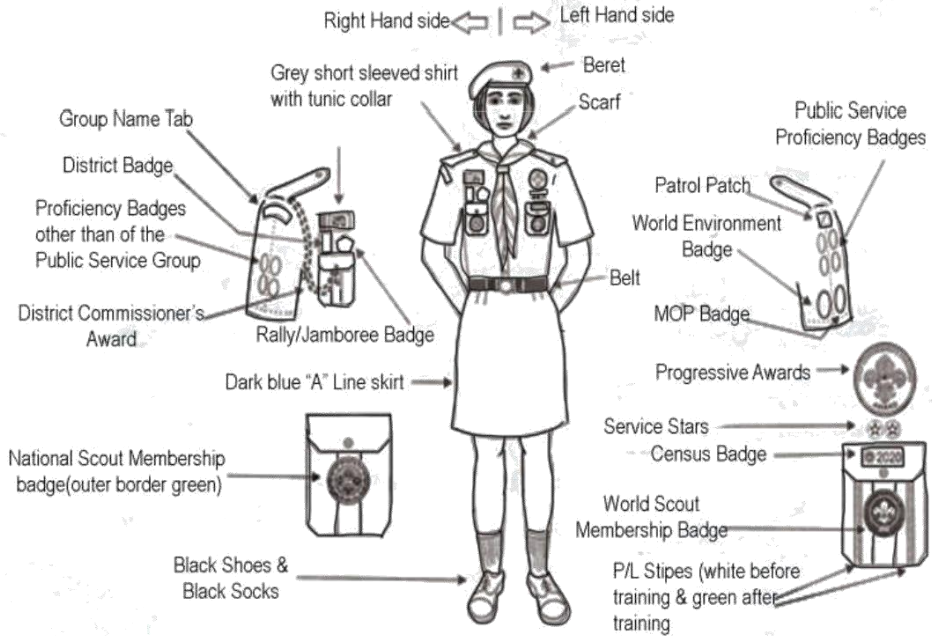
**N.B. All badges must be from the Senior Scout Syllabus. Once completing the above (including the tests 1-8 required for the Bushman's Thong) , if a Sea Scout wants, he may make the Bushman's Thong in the presence of ADC (Prog) and then wear it. But please note that doing the Bushman's Thong is not compulsory for the Air and Sea Scouts**

*N.B.- For any clarifications please contact the National Programme Commissione*

## JUNIOR SCOUT UNIFORM



## JUNIOR SCOUT(GIRLS) UNIFORM



## TIME SCHEDULE IN BRIEF

	<b>AWARD</b>	<b>PROF. BADGES</b>	<b>MIN. AGE TO START</b>	<b>MIN.SERVICE PERIOD</b> after previous award	<b>MIN.AGE NEEDED TO COMPLETE</b>	<b>AGE BEFORE WHICH THE AWARD SHOULD BE COMPLETED</b>
1	NATIONAL MEMBERSHIP	Nil	10 yrs & 6 MONTHS	2 MONTHS	10 YRS & 8 MONTHS	
2	SCOUT MASTER'S AWARD	1	10 yrs & 8 MONTHS	6 MONTHS	11 YRS & 2 MONTHS	18 YEARS
3	GROUP SCOUT MASTER'S AWARD	2	11 yrs & 2 MONTHS	6 MONTHS	11 YRS & 8 MONTHS	18 YEARS
4	D.C.'S AWARD	4	11 yrs & 8 MONTHS	6 MONTHS	12 YRS & 2 MONTHS	18 YEARS
	C.C.'s CHALLENGE AWARD(not compulsory)	4	12 yrs & 6 MONTHS	9 MONTHS	13 YRS & 3 MONTHS	14YRS & 6 MONTHS
5	BUSHMAN'S THONG	5	14 yrs & 6 MONTHS	9 MONTHS	15 YRS & 3 MONTHS	18 YEARS
6	PRESIDENT'S SCOUT AWARD	5	15 yrs & 3 MONTHS	6 MONTHS	16 YEARS	18 YEARS







