

SRI LANKA SCOUT ASSOCIATION



YOUTH PROGRAMME

New Syllabus

Junior Scout Section and Senior Scout Section

2021

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2021

New Syllabus

(Effective from 1 January 2021)

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* The transition plan from the existing programme to the Scout Youth Programme – 2021 is given at the end of this document.

Purpose

The purpose of the Sri Lanka Scout Association is to contribute to the development of young persons in achieving their full physical, intellectual, emotional, social and spiritual potentials as individuals able to work in a team, as responsible citizens and as members of their local, national and international communities who contribute positively towards 'Creating a Better World'.

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.

Educational Objectives of Scouting

Physical Development

To develop the ability of the Scout to be responsible for development and functionality of own body

Intellectual Development

To develop the ability of the Scout to think and innovate while adopting to new environments and utilise information innovatively and creatively

Emotional Development

To develop the ability of the Scout to identify own emotions, achieve and maintain inner freedom, balanced mind and emotional maturity and to learn how to express such emotions in an orderly and appropriate manner

Social Development

To develop the ability of the Scout to act in harmony through developing the concepts of mutual relationships, diversity and inclusion and to enhance the leadership skills

Spiritual Development

To develop the ability of the Scout to understand and respect spiritual preferences of others, while understanding and inculcating a deep knowledge into spiritual heritage of own community and to make efforts to explore spiritual means and beliefs that bring spiritual respite

Cultural Development

To develop the ability of the Scout to understand, respect and adhere to cultural heritage and make efforts to preserve such heritage for the next generation

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

1. A Scout is trustworthy.
2. A Scout is loyal.
3. A Scout is friendly and considerate.
4. A Scout is a brother to every other scout.
5. A Scout is courageous.
6. A Scout is kind to animals.
7. A Scout is cooperative.
8. A Scout is cheerful.
9. A Scout is thrifty.
10. A Scout is clean in thought, word, and deed.

Sections and Age Groups

1. **Singithi Scouts:** 05 years up to 07 years
2. **Cub Scouts:** 07 years up to 11 years
3. **Junior Scouts:** 10 years and 06 months up to 14 years and 06 months
4. **Senior Scouts:** 14 years and 06 months up to 18 years
5. **Rover Scouts:** 17 years and 06 months to 26 years

- A young recruit (a boy/a girl) can join the Junior Scout Troop at a minimum age of 10 years and 06 months and he/she can be invested as a Junior Scout once he/she completes 03 months training period in the Junior Scout Troop.
- A young recruit who has not been a member of the Scout Movement may join the Junior Scout Troop at the age of 10 years and 02 months and follow an Activity Programme introduced by the National Programme Department of Sri Lanka Scout Association.
- There is an overlapping period of 06 months between the end of Cub Scout age and the beginning of the Scout age. A Cub Scout, if he/she wants, with the permission of the Akela, may remain in the Cub Pack until he/she reaches 11 years of age. However, the Cub Scout has the option of leaving the Cub Pack and start Scouting in the Junior Scout Troop by 10 years and 06 months with the permission of the Akela.

- If a Cub Scout has won the Gold/Silver Star, he/she can join the Junior Scout Troop at the age of 10 years and 06 months, provided he/ she completes specified tests (as given in the Syllabus) and undergoes 02 months of training period in the Junior Scout Troop.
- A Troop with a 12 or more Senior Scouts (2 Patrols) should be considered as a separate Troop with a warranted Scout Leader. If a particular Troop has less than 12 Senior Scouts, such Scouts can be formed as a Patrol/s within the same Scout Troop.

Summary of Youth Programme

- The Youth Programme of Sri Lanka Scout Association consists of the following badges and awards:

1. Membership Badge
2. Scout Award
3. Chief Commissioner's Award
4. Prime Minister's Scout Award
5. President's Scout Award

Summary of the Youth Programme

Badge/ Award	Time Frame (months)	No. of Requirements	No. of Camping Nights	Compulsory Proficiency Badges
Membership Badge	3	14	None	None
Scout Award	6	23*	2	3
Chief Commissioner's Award	9	23*	2	3
Prime Minister's Scout Award	9	22	4	5
President's Scout Award	9	13	4	5
Total	36	95	12	16

* Sea Scouts and Air Scouts should complete additional requirements

- Membership badge is common for Sea Scouts and Air Scouts.
- There are additional requirements as given in the Syllabus to be completed by the Sea Scouts and Air Scouts.
- Once the District Commissioner's Hike is completed under the Chief Commissioner's Award, the Scout is eligible to wear the District Commissioner's Cord irrespective of completing the compulsory proficiency badges under the Chief Commissioner's Award.
- If a Scout has achieved the District Commissioner's Cord before the age of 14 years and 06 months, he/she is eligible to achieve the Chief Commissioner's Challenge Award, as the highest award for a Junior Scout. This is not a compulsory award to achieve the President's Scout Award.
- After completing the compulsory proficiency badges under the Chief Commissioner's Award, he/she is eligible to achieve the Chief Commissioner's Award.
- The Bushman's Thong is the final requirement to complete the Prime Minister's Scout Award. Sea Scouts and Air Scouts should complete the Seaman/Airman Awards before completing the Bushman's Thong. The District Commissioner's Cord is replaced by the Bushman's Thong.
- To complete the Prime Minister's Scout Award, a Scout should, as a Senior Scout after he/she reaches 15 years of age, participate and successfully complete the Leadership Training Course for Senior Scouts organised at national or provincial level by/under the guidance of the National Programme Department of the Sri Lanka Scout Association during the school vacations.

Interviewers for the Awards

Badge/Award	Interviewer
Membership Badge	Scout Leader
Scout Award	Scout Leader/Group Scout Leader
Chief Commissioner's Award	Zonal Assistant District Commissioner (ADC)/ any other ADC nominated by the District Commissioner
Prime Minister's Scout Award	ADC (Programme)/ADC (Training) or any other ADC nominated by the District Commissioner
President's Scout Award	<p>Recommendation: District Commissioner (or District Commissioner covering duties) with the support of a District Interview Panel including ADC (Programme)</p> <p>Final Interview: Chief Commissioner with the support of Assistant Chief Commissioner (Development) and his/her Interview Panel of SLSA</p> <p>Final Approval: Chief Commissioner</p>

- A Scout will receive a National Level certificate from the Sri Lanka Scout Association only for his/her highest achievement (President's Scout Award or Prime Minister's Scout Award) as a Senior Scout.

Detailed Syllabus

Exemptions for the Membership Training Period

- Exemptions for the membership training period will be given as follows:

A Cub Scout who has completed the Gold/Silver Star and joining the Junior Scout Troop at the age of 10 years and 06 months,

should:

- Complete 02 months training period after joining the Scout Troop
- Complete the undermentioned requirements prior to the investiture:
 - Scout Promise and Scout Law*
 - Know the Scout Promise and Scout Law and be able to recite them by memory and show that he /she uses it in day to day work
 - Know what to do when taking the Scout Promise
 - Understand that the Scout Promise is the basis of Scouting
 - National Anthem*
 - Be able to sing the National anthem alone
 - Know what should be done when singing the National Anthem
 - Know about the composer and the history of the National Anthem
 - Know the meaning of the National Anthem

c. Whistle Signals: Know the undermentioned whistle signals and be able to act accordingly

- Silence /Attention/Await my next signal
- Rally Call
- Disperse/Spread out
- Danger
- Calling Patrol Leaders
- Calling Duty Patrol Leader

d. Hand Signals: Know the undermentioned hand signals and be able to act accordingly

- Horse Shoe
- Parallel Lines
- Open Columns
- Closed Columns
- Circle
- Open Square/Open Box
- Straight line shoulder to shoulder facing the person giving the command

e. Thrift – Savings Account

- Knowledge and understand the importance of being thrifty
- Opening/maintaining a savings account

f. Wood Craft Signs

- Do a treasure hunt using the wood craft signs as given in Scouting for Boys and with a few obstacles (about 500 meters)

1. MEMBERSHIP BADGE

1. Scout Promise and Scout Law 1

- Know the Scout Promise and Scout Law and be able to recite them by memory and show that he/she uses it in day to day work
- Know what to do when taking the Scout Promise
- Understand that the Scout Promise is the basis of Scouting

2. National Anthem

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

3. 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 used for the salute with the hand
- Know when to use them
- Know when to salute

4. Founder

- Know about the founder of the Scout Movement
- Know the important events of the life of Lord Baden Powell, BP (BP's birth, childhood, life prior to scouting, origin of scouting, milestones in scouting, death, etc.)

- Know about the founder of Sri Lanka Scouting and the year when Scouting was started in Sri Lanka

5. Scout Whistle and Hand Signals

- **Whistle signals:** Know the under mentioned whistle signals and be able to act accordingly:
 - Silence /Attention/Await my next signal
 - Rally Call
 - Disperse/Spread out
 - Danger
 - Calling Patrol Leaders
 - Calling Duty Patrol Leader
- **Hand signals:** Know the under mentioned hand signals and be able to act accordingly:
 - Horse Shoe
 - Parallel Lines
 - Open Columns
 - Closed Columns
 - Circle
 - Open Square/Open Box
 - Straight line shoulder to shoulder facing the person giving the command

6. Knots and Whipping 1

- Know how to make following knots and whipping and be able to explain their uses:

- Reef Knot
- Sheet Bend
- Clove Hitch
- Sheep Shank
- Bowline
- Round Turn and Two Half Hitches
- Simple whipping the end of a rope

7. Smartness and Good Order 1

- Show the ability to obey the under mentioned commands:
 - Attention/Alert
 - At Ease
 - Right turn and left turn
 - About turn
 - salute
 - Disperse

8. Log Book 1

- Start maintaining a daily log of his/her Scout activities on his/her own with the guidance of the Scout Leader
- Understand that the Log Book should be the story of the Scout life of the Scout

9. Simple Health Habbits 1

- Know simple rules of health and practically use them

10. Safe from Harm 7

- The Scout should know his/her name, number, address and parents' names, telephone numbers and how to contact them and work place of parents
- Walk alone if parents have told you to do so, and it must be in a route that they have trained you to walk
- Recognise good touch bad touch - How to report bad touch to the leader (who, what, when, where, how often)
- Understands the importance of not associating with strangers or speaking to them – never divulge any personal information to any stranger. How to report if this occurs
- Know about types of Physical Abuse that may occur to Scouts and be able to report this correctly (who, what, when, where, how often)
- Know when the Scout becomes mentally uncomfortable in situations and and to be able to tell the Leader specifics of the situation (who, what, when, where, how often)
- Recognise Bullying - Be able to report if they think someone is Bullying them (who, what, when, where, how often)

N.B.: Safe from Harm 1 – 6 is covered under the Singithi Scout and Cubs Scout Programmes.

11. Thrift – Savings Account 1

- Know what thrift is
- Opening/maintaining a savings account

12. Good Habits 1

- Doing a good deed every day for home, school or society and writing one sentence in the Log Book about what the Scout has done

(Try to do at least 5 good deeds every week. This should continue throughout, even after the Scout had left the Scout Troop. It should become a life long 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.

13. First Aid 1

- Know the purpose of giving First Aid
- Know how to clean and dress a simple wound

14. Wood Craft Signs

- Do a treasure hunt using the wood craft signs as given in Scouting for Boys and with a few obstacles (about 500 meters)

Training Period of Three (03) Months

- The earliest age to join the Junior Scout Troop is 10 years 06 months.
- Gold/Silver Star winners can be invested after 02 month of he/she joining the Junior Scout Troop when they complete the specified requirement of the syllabus.
 - **Proficiency Badges – None**
 - **Interviewer – Scout Leader**
 - **Uniform – Standard Scout Uniform**

2. SCOUT AWARD

1. Scout Movement in Sri Lanka

- Know in brief, the history of the Scout Movement in Sri Lanka

2. National Flag and National Symbols

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

3. Simple Health Habbits 2

- Know the importance of applying health guidelines issued by the health authorities during an epidemic/pandemic

4. 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:
 - Getting permission before entering, Helping others, Thanking, Apologising, Not being proud, etc.

5. Social Health 1

- Understand the bad effects of smoking, consumption of alcohol, substance abuse (drug use) and of chewing beetle

- Make a poster/ a speech of 5 minutes/ write an essay of about 200 words/ write a poem of about 4 verses/ do a short sketch on prevention of smoking, consumption of alcohol, substance abuse and chewing beetle (Do one of them)

6. Preparation for Flag Break/Hoisting

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

7. Know the Area 1

- Know the area within a radius of $\frac{1}{2}$ km from the Scout's home, and have a knowledge of important places within that area
- Be able to direct a stranger to important places in the Scout's locality, indicating distances and directions

8. Outdoor Activity

- Actively take part, in two of the under mentioned activities:
 - Nature ramble
 - Bird watching
 - Exploring places of archeological/historical value
 - One day hike with the Patrol
 - Any other similar activity
- Make log entries in the personal Log Book

9. Environment Protection for Sustainability

- Understand bad effects/impact of using chemical fertiliser pesticides, weedicides, etc.
- Understand benefits of using organic fertiliser
- Collect information about it and make a verbal report to the Scout Leader on the recommendation of the Patrol Leader
- Understand the basics of making a compost pit in school or at home
- Plant a tree, maintain and protect it. Use the compost made by the Scout for this plant

10. Safe from Harm 8

- Be able to help a younger scout contact his/her parents
- Know the Emergency Ambulance number and the Emergency Police number
- Know the safety concerns of day to day safe living:
 - Some examples -*
 - Climb a Wall or a Fence
 - Playing with Fire
 - Sharp Objects
 - Playing from heights
 - Safe behaviour with swimming pools, streams and rivers
 - How to protect ourselves from mosquitoes, snakes and stray dogs
- Know the different areas of Safety (sexual, physical, psychological, emotional, Internet and telephone etc.) be able to give examples

for each

- Be able to explain to the Patrol the methods of reporting in case of abuse or harassment to himself / herself or to somebody else.
- Know what to do if you get lost

11. Knots and Lashing 2

- Know how to put the following knots and hitch and know when they could be practically used:
 - Fisherman's Knot
 - Man harness Knot
 - Timber Hitch
 - Tie Knot
- Know the following lashings and know when they could be used practically.
 - Square Lashing
 - Diagonal Lashing
 - Sheer Lashing

12. Pioneering Work 1

- Show the ability to make a Trestle and a Portable flag mast, using staves
- Know about the parts of a rope

13. Compass and Mapping 1

- 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...)

- Be able to show the ability about the undermentioned:
 - Key elements of the map
 - Conventional signs of a map
- Understand how to use the Global Positioning System (GPS)

14. B.P. Exercises

- Be able to do 6 exercises introduced by Lord Baden Powell (B.P. Exercises) to maintain a healthy body, and have made them as a part of the daily routine

15. Sense Training

- 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
 - The Scout has the options of doing smell, touch, taste or hearing instead of observing

16. Fifteen Common Trees

- Be able to identify 15 useful trees
- Mention the location of these tree
- Know where they naturally grow, their use, their general shapes, the shapes of the leaves, Botanical names etc. and record in the Log Book

17. Smartness and Good Order 2

- Be able to march 50 meters correctly with the Patrol
- Be able to do Squad drill such as marking time and drills with the staff, etc.

18. First Aid 2

- Explain what D.R.S.A.B.C. stands for (D - Danger, R - Response, S - Send for Help, A - Airway Clear, B - Breathing, C - Circulation)
- Know how to put an unconscious person to Recovery Position and why a patient should be put into this position
- Explain how Cardiopulmonary Resuscitation (CPR) is given and practice using a mannequin, if possible (Never use a healthy person to practice CPR)
- Show three methods of carrying a casualty with the help of another, and also demonstrate Fireman's lift

19. IT Literacy 1

- Basic knowledge on key input/output devices attached to the computer system
- Knowledge about basic usage of a computer
- Knowledge about basic storage methods of information

20. Link Language Skills 1

- Learn the alphabet of two languages (from Sinhala, Tamil and English) other than the Scout's own
- Learn at least 15 words used in day to today life in all three languages

21. Good Habits 2

- Get involved in a small-scale Community Service project with Patrol/others (This could be in the school or in any other place. It should last at least one hour)
- Write at least 5 sentences about it in the Log Book (If possible, the Scout may paste a photograph of that activity in the Log Book, or draw a picture of it)

22. Two Nights Camping

- Have two nights camping experience (in tent) and write the camp log in the Personal Log Book
- The camp should be held in a safe place, with the permission of the parents, Scout Leader, Principal, etc.
- Make a fire using firewood and only two match sticks and make tea for the Patrol

23. One Day Hike of 12km

- Not more than two Scouts should take part in this at a time. However, the Scouts are advised to participate the hike in pairs.
- Scout Leader should organize this hike and written instructions should be given to the participants. The instructions should include things to be done in the hike.
- 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 a separate debrief/verbal reports to the Scout Leader about what happened during the hike.
- This should be the last test for the Scout Award.

24. Requirements for Sea Scouts and Air Scouts

- These tests are in addition to what is given in tests 1 – 23.

Requirements for Sea Scouts

- Explain the following parts of a ship: ‘Aft’ , ‘Fore Castle’, ‘Port Side’, ‘Starboard Side’
- Explain why the Phonetic Alphabet is used by the Seamen

Requirements for Air Scouts

- Understand and explain the under mentioned to the Scout Leader: ‘Fuselage’, ‘Tail’, ‘Main plane’, ‘Port and Starboard’
- Explain the difference between “Ground Speed” and “Air Speed” and how wind is used in take off and in landing

Training Period of Six (06) Months

- Have a minimum training period of 06 months in a Patrol after completing the Membership Badge
- Understand the need for paying annual membership fee as a member of the World Organisation of the Scout Movement (WOSM)
- Continue maintaining the Personal Log Book and help maintaining the Patrol Log Book

Proficiency Badges

- The Scout should complete three (03) compulsory Proficiency Badges:
 - Happy Home Badge
 - 2 Other Badges selected from any 2 groups other than from the Camp Craft and Public Service Groups
- Scouts may do up to 06 more Proficiency Badges in addition to the compulsory 03 badges, but not from the Camp Craft and Public Service Groups.
- Sea Scouts may complete a badge from Seaman's Group and Air Scouts may complete a badge from the Airman'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/she did those badges).
 - **Minimum age to start – 10 years and 09 months**
 - **Minimum age to complete – 11 years and 03 months**
 - **Minimum training period – 06 months**
 - **Should complete before 18 years**
 - **Interviewer – Scout Leader/Group Scout Leader**

3. CHIEF COMMISSIONER'S AWARD

1. Thrift - Savings Account 2

- Show proof that the Scout has continued to maintain the savings account that was started at the Membership Badge

2. Skills in Art and Hobbies 1

- Show or explain to the satisfaction of the Scout Leader the Scout's ability in one of the following. Singing, Playing a musical Instrument, Dancing, Acting, Drawing, Painting, Sculpturing, Graphic Designing, Video Editing, Music Composing, Animations, Power Point Presentations or any other hobby (the Scout may do so by even showing certificates received by the Scout, in the selected field)

3. Knots and Whipping 3

- Be able to do the following and explain their practical usage:
 - Fireman's Chair Knot
 - Rolling Hitch
 - Double Sheet Bend
 - Bowline on a Bight
 - Highwayman's Hitch
 - Sail maker's whipping

4. 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:
 - Altar Fire
 - Star Fire
 - Tripod Fire
 - Crane Fire
 - Reflector Fire
 - Trench Fire

5. Pioneering Project 2

- Understand what is meant by a Pioneering project in Scouting
- Acquire the basic skills necessary to do a Pioneering project
- Know about different types of ropes
- Know How to care, protect and store ropes
- 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.

6. Tracks

- Be able to identify parts of a human foot print/ shoe print/ animal or bird foot prints as per the 'Scouting for Boys'
- Be able to observe foot prints on different surfaces and be able to explain what had caused these foot prints/ the story behind it

- Make a plaster cast of foot print of an animal or a bird using plaster of paris
- Have knowledge of tracking as given in Camp Fire Yarn No. 12 of the Scouting for Boys

7. Compass and Mapping 2

- Be able to show ability about the undermentioned:
 - Setting a map
 - Make a rough map to scale using map making by triangulation (using a compass or otherwise including GPS technology)

8. Estimation of Heights, Lengths, Weights

- Know the length of the Scout's 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 the Scout could lift without difficulty) approximately

9. Use of Different Tools

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

10. Ten Common Birds

- Observe 10 types of birds in the area that the Scouts lives
- 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 the Log Book

11. Swimming/Alternate Skill

- Swim 50 meters or, do Sportsman/Senior Sportsman or Athlete/Senior 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 is compulsory.

12. Smartness and Good Order 3

- Be able to march 100 meters correctly with the Patrol, while saluting and eyes right
- Participate in a squad while giving a street line/guard of honour to welcome a guest at Troop/Group/District/National level

13. Social Health 2

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

14. 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

15. IT Literacy 2

- Basic knowledge on word processing and spreadsheets
- Discuss with the Scout Leader about the safety precautions that should be taken when using the internet, and about the etiquette when using the internet

16. Knowledge of the Area Around 2

- Draw a rough sketch map of the area within one K.M. radius from the Scout's home and mark not less than 10 important places (Scout can mention the direction with compass bearing and can compare with the Google Map to check accuracy)

17. Scout Vision and Mission

- Be able to write or explain the Vision/Purpose statement of the Sri Lanka Scout Association
- Be able to write or explain the Mission statement of the World Scout Organisation

18. First Aid 3

- 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,

- Know when and where Automated External Defibrillator (AED) is used for First Aid

19. Safe from Harm 9

- Be able to help a lost child by calling his/her parents
- How do you tell someone if you are in trouble (what, where, when, how many, other relevant conditions)
- Know the Emergency Ambulance number, the Emergency Police number and the Fire Rescue Service number
- The Scout Should be Aware of the School Emergency Procedures
- Handling Emergency Situations at Home
- Be able to explain comprehensively with examples what risky behavior is, and what could be done to prevent risky behavior by other Scouts in the Troop

20. Environment Protection Activity

- Learn the 10R method in environment conservation (Refuse, Reduce, Reuse, Repair, Replace, Recycle, Rethink, Remember, Repeat, Reject)
- Collect data on 10R and be able to explain about it verbally

21. Link Language Skills 2

- Construct 20 simple sentences using other two languages (from Sinhala, Tamil and English) other than the Scout's own

22. Two Nights Camping

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

23. District Commissioner's Hike (One Night and 22km)

- This should be the last test to be completed for this Award.
- The full responsibility of this hike is with the District Commissioner.
- The District Commissioner may get the help of ADC (Programme) or if the ADC (Programme) is not available, may get the help of any other ADC/District Scout Leader or a Scout Leader 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 and 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 the map should be submitted to the examiner within two weeks of completing the hike. The Scout should make debrief to the examiner while handing over the hike report.
- The Scout may use the help of the Google maps in checking the

accuracy of the map prior to submitting it to the examiner.

- The common format to keep records and information for preparing the hike report is give below:

Time	Distance Hiked	Direction of Hiking	Description	Sketch Map

- **Once the District Commissioner’s Hike is completed, the Scout is eligible to wear the District Commissioner’s Cord irrespective of completing compulsory proficiency badges under this Award.**
- **If a Scout has achieved the District Commissioner’s Cord before the age of 14 years and 06 months, he/she is eligible to achieve the Chief Commissioner’s Challenge Award, as the highest award for a Junior Scout. This is not a compulsory award to achive the President’s Scout Award.**
- **After completing the compulsory proficiency badges under the Chief Commissioner’s Award, he/she is eligible to achieve the Chief Commissioner’s Award.**

24. Requirements for Sea Scouts and Air Scouts

- These tests are in addition to what is given in tests 1 – 24.

Requirements for Sea Scouts

- Demonstrate the Following and know their uses
 - Running Bowline, Blackwall Hitch, Marlin spike Hitch
- Understand the ‘Phonetic Alphabet’

Requirements for Air Scouts

- Understand the ‘Phonetic Alphabet’
- Explain why it is used and demonstrate it in use

Training Period of Nine (09) Months

- Complete at least 09 months of training after completing the Scout Award.
- The Scout should start work after 11 years and 03 months and after completing the Scout Award.

Proficiency Badges

- The Scout should complete three (03) compulsory Proficiency Badges:
 - First Aider/ Ambulance
 - Missioner/Public Health
 - One Any Other Badge (from Practical Science/Camp Craft/Explorer groups or Better World Framework; Seaman and Airman groups for Sea Scouts and Air Scouts, respectively)
- 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/her age when he/she did those badges).

- If still a Junior Scout, he/she can do all other junior badges (if he/she wants) after completing the Chief Commissioner's Award.
- Once a Scout has completed the requirements for the Chief Commissioner's Award, he/she may attempt the international badges if he/she has not done so already.
 - **Minimum age to start – 11 years and 03 months**
 - **Earliest age of completion – 12 years**
 - **Minimum training period – 09 months**
 - **Should complete before 18 years**
 - **Interviewer – Zonal ADC/ADC nominated by District Commissioner**

SENIOR SCOUT SECTION

- **Age Group: from 14 years and 06 months to 18 years**
- If a boy/girl has joined Scouting as a Senior Scout, he/she will have to complete the Scout Membership badge and then get invested, and complete all the other Awards as for the Junior Scouts, but with the Senior proficiency badges, prior to starting the work for the Bushman's Thong.
- If a Scout has at least achieved the Scout Award and reached 14 years and 06 months age, he/she is eligible to wear epaulettes on the uniform as a Senior Scout.

4. PRIME MINISTER'S SCOUT AWARD

1. Scout Promise and Scout Law 2

- Should develop Scout's understanding of the Scout Law and the Scout Promise and teach the Scout Promise and the Scout Law to a new recruit (if possible recruited by the Scout). This to be done under the supervision of the Scout Leader.

2. Structure of the WOSM

- Have knowledge of the basic structure of the World Organisation of the Scout Movement (WOSM), know about the 6 Scout regions, about the Asia Pacific Region and generally about international Scouting

3. Thrift - Savings Account 3

- Continue to maintain the savings account and prove to the Scout Leader that there is an increase in regular savings

4. Public Consciousness and Protection of Public Property

- Understand the bad effects of anti-social acts.
- Collect data about this theme from known adults and mass media, and write an essay according to the Scout Law and Scout Promise and with photographs etc. This essay to be of about one., A4 size page (approximately 250 words).

5. Skills in Arts and Hobbies 2

- Show a progress in the Art/ Hobbies that the Scout had selected for the Chief Commissioner's Award to the satisfaction of the Scout Leader
- Take part in a Variety Entertainment, Art Exhibition, Public Show
Or
- Present the Scout's skill in the selected field, to the Scout Troop

6. Backwoodsman Cooking

- Be able to do Backwoodsman Cooking with the Patrol to the satisfaction of the Scout Leader

7. Splicing

- Show with the aid of ropes, Back splicing, Eye splicing, and Short splicing and know what they are used for

8. Pioneering 3

- Demonstrate straining of ropes, Hold fasts, Anchorages, and Handy Billy pulley system
- Get actively involved in pioneering projects with the Patrol

9. Tents and Other Equipments

- Be able to name the parts of a wall tent and other equipments
- Be able to pitch a tent, remove ,clean and properly fold and pack a tent with the help of the Patrol

10. Smartness and Good Order 4

- Be able to do the following with the Patrol. March, mark time, Halt, Mark time while marching, Carrying the staff/ flag while marching, Salute while marching

11. Balanced Meal

- Collect data about preparing a balanced meal
- Be able to prepare a balanced meal for a Person of the Scout's age.
- Explain to the Scout Leader the dangers of eating junk/fast food

12. Productivity Concept

- Have a general understanding of productivity concepts such as quality circle, 5S, suggestion schemes (group Kaizen) and personal Kaizen

13. IT Literacy 3

- Basic knowledge on powerpoint presentations/animations
- Create a personal e-mail address and use it
- Registration at www.scout.org website (optional)

14. Link Language Skills 3

- Do a self- introduction in all three languages in at least 2 minutes.
- Ability to write undermentioned in all three languages:
 - Name, Address, Country, Name of the School, Hobbies

15. Compass and Mapping 3

- Be able to show ability about undermentioned:
 - Forward bearing using the compass
 - Traingulation (Resection and intersection)
 - Know how to identify the position of the Scout using a map and triangulation
- Be able to identify landmarks visible, using the landmarks indicated in the map
- Know how to plot a hike route taking into account the contour lines indicated in a map

16. Camp Equipment

- Be able to properly use camping equipment such as tents.
- Know how to repair, clean and maintain them

17. Adventure Skills

- Be able to complete at least four of the following:
 - Tarzan Jump
 - Rope climbing
 - Tree climbing
 - Crossing commando bridge and monkey bridge
 - Crossing the tope (Athura)
 - Climbing (three perfect grips)
- Know about how to use the bowline/bowline on a bite
- Know how to prepare for an Adventure Hike, Expedition and Safety Precautions

N.B.: These adventure skills will be covered at the Leadership Training Course for Senior Scouts organized at national/provincial level by/with the guidance of the National Programme Department of the Sri Lanka Scout Association, while adopting required safety precautions.

18. Time Management

- Have a knowledge of the basic Time Management concepts such as: Understanding of a) Important and Urgent Tasks, b) Important Not Urgent Tasks, c) Urgent but Not Important Tasks, and d) Not Important and Not Urgent Tasks
- Learn how to group all the work to be done into these four groups and treat them as necessary

19. Safe from Harm 10

- Be able to help lost children by calling their parents and know what to do if the parents are not contactable
- What to do if no one answers when you are in trouble
- Know the Emergency Ambulance number, the Emergency Police number and the Fire Rescue Service number and Child helpline number
- Be able to explain how to improve psychological health
- Be able to explain to the Patrol in Council, three good safety strategies that you would take for Safe from Harm for each of the situations given below:
 - At weekly or special Scout meetings
 - At camps
 - At hikes and excursions
 - At school
 - At home
 - At a place of a friend or relative
 - During Job Week
 - At a tuition class(mass or individual)
 - If detained after school as punishment

20. Four Nights Camping

- Have four nights camping in addition to the two nights done for the Chief Commissioner's Award (at a stretch or on a staggered basis)
- This may include the Leadership Training Course for Senior Scouts organised at national/provincial level by/with the guidance

of the National Programme Department of the Sri Lanka Scout Association during school vacations as a Senior Scout after reaching 15 years of age

21. Community Service Project

- Get involved in a Community service project organized by the school, or any other organization for at least 6 hours and enter the log of that in the Log Book

or

- Identify a person who is very weak in studies, and carry out a programme alone or together with the Patrol or Troop to improve his studies and enter the log of that in in the Log Book
- Observe a Development Project (putting up a housing scheme making roads or bridges, etc.) and present a brief written report prepared by self

or

- Complete requirements for the ‘Scouts of the World Award’ under the Better World Framework Proficiency Badge as an alternative pathway.

By completing the ‘Scouts of the World Award’ proficiency badge requirements, a Senior Scout can complete the requirement No. 21 of the Prime Minister’s Scout Award and has the opportunity to win an internationally recognized badge (the relevant syllabus can be found at Proficiency Badge Syllabus Book and Better World Framework Proficiency Badge Handbook).

22. Make the Bushman's Thong

- The Scout should make his/her own Bushman's Thong in presence of the ADC (Programme) or ADC (Programme) covering duties as the final requirement of this award.
 - Completing the Bushman's Thong is compulsory for all Scouts including the Air Scouts and the Sea Scouts.
 - The District Commissioner's Cord is replaced by the Bushman's Thong.

Training Period of Nine (09) Months

- The Scout could start work on the Bushman's Thong only after he/she is over 14 years and 06 months of age and after completing the requirements for the Chief Commissioner's Award.
- The Bushman's Thong is the final requirement of the Prime Minister's Scout Award.

Proficiency Badges

- The Scout should complete five (05) Proficiency Badges:
 1. One from either Education or Culture Group or the Senior Saver badge or Better World Framework (other than the Messenger of Peace and Scout of the World Awards)
 2. One from Sports Group
 3. One from Farmer Group
 4. Civics badge
 5. Venturer (this should be the last test to be done to complete the requirements for the Bushman's Thong)

- All proficiency badges must be selected from the Senior Scout section.
- **Requirements for Sea Scouts and Air Scouts**
 - Before achieving the Bushman's Thong:
 - Sea Scouts should complete one badge from the Seaman's Group to achieve the Seaman's Award
 - Air Scouts should complete one badge from Airman's Group to achieve the Airman's Award.
- A Scout may complete any other senior proficiency badges (other than what is required under the President's Scout Award) after completing the Bushman's Thong.

Guidelines for Venturer Hike (32km)

- The full responsibility of this hike is with the District Commissioner.
- The District Commissioner may get the help of ADC (Programme) or if the ADC (Programme) is not available, may get the help of any other ADC/District Scout Leader or a Scout Leader holding the Wood Badge.
- A maximum of three Scouts who are qualified to do this hike should take part.
- It is the duty of the District Commissioner to make sure that proper written instructions are given for the hike and 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 Scouts.
- The hike report with the map should be submitted to the examiner within 2 weeks of completing the hike.
- Scouts can use the forward bearings which they took at the hike, directions with conventional signs to prepare the map while mentioning the North and the scale of the map which he/she prepared.
- Scouts can compare the map with the Google Map to check the accuracy.
 - **Minimum age to start – 14 years and 06 months and after receiving the Chief Commissioner’s Award**
 - **Earliest age of completion - 15 years and 03 months**
 - **Minimum training period – 09 months**
 - **Should complete before 18 years**
 - **Interviewer - ADC (Programme) /ADC (Training) or any other ADC nominated by District Commissioner**

5. PRESIDENT'S SCOUT AWARD

1. Scout Promise and Scout Law 3

- Be able to present one of the Games/ Challenges/ Acts (drama), based on the one part of the Scout Promise or Scout Law
- Be able to make a speech to the Patrol based on two sections of the Scout Law

2. Log Book 2

- Once all requirements for the President's Scout Award are completed, the Scout will have to be interviewed by the District Commissioner with the support of the District Interview Panel. The Scout will have to present the Log Book to the District Commissioner at this interview. Records of at least 02 years and 06 months preceding the date of the interview should have been made in the Log Book. This should include the Scout's experiences as a Scout, etc., a log of the camps that the Scout has had attended, a what the Scout did at the regular Troop meetings, etc.

3. Skills in Art and Hobbies 3

- Create an original artistic or literary work. e.g. Painting, Sculpture, Poem, song, a script for a play, speech for a speech contest, a report on a place of historical importance. The Scout Leader must satisfy himself that the creation is done by the relevant Scout.

4. Scout Craft

- With the permission of the Scout Leader train a Scout or a Patrol on three requirements each, necessary for the Scout Award and the Chief Commissioner's Award

5. Pioneering Project 4

- Take leadership in organising and conducting a pioneering project e.g. Bridge building, Observation towers, Tree huts, Camp utility gadgets, Gateways, Swings, Seesaws, Camp kitchens, Construction of Quarter Master's Stores in a camp. etc.

6. Leadership in Emergencies and Natural Disasters

- Discuss with the Scout Leader about the Scout's knowledge and understanding about how leadership should be given when an accident or a natural disaster occurs (including the rendering of First Aid).

7. Health Habits

- With the permission of the Scout Leader train a Scout about health habits necessary for the Membership Badge

8. IT Literacy 4

- Learn to type 15 words used in day to day activities with a computer key board in one language other than Scout's own language
- Prepare a Power-Point Presentation to be presented in 5 Minutes, while following the guidelines/format given as follows:

<i>Topic</i>	<i>No. of Slides</i>
Scouting Promise and Law	02
The Founder of Scouting	03
Vision and Mission of Scouting	02
WOSM and Regions	03
Scouting in Sri Lanka including History	04
About yourself with Education and Other Achievements	03
Your Scout Troop/Group	01
Your Scout Career/Achievements/Participation/Leadership	05
Your Future Ambition	01
Total	24

9. Link Language Skills 4

- Give a 3 minute speech on any topic in one language other than Scout's own language (Power-Point presentations can be used).

10. Safe from Harm 11

- Be able to explain basic rules of assessing risk
- Know how to help someone who is being bullied or harassed
- Know the Emergency Ambulance number, the Emergency Police number and the Fire Rescue Service number, Child helpline number and Police emergency squad number.
- Exhibit knowledge on:
 - Safety in School building
 - Safety for Scout activities
 - Fire safety
 - Safety in Mountains or Rivers or Jungles as relevant to your home town

- Know rules for healthy living
- Know what is Integrity and how to develop it

11. Organising a Hike including Scout Skills and Challenges

- Organise a short hike for maximum 1km using the wood craft signs given in 'Scouting for Boys' for a Patrol or at least two Scouts. This should be done with the permission of the Scout Leader and done in the area close to where the Scout Group is located.
- A verbal report to be given to the Scout Leader.

12. Community Service Project

- The Scout should organise a Community Service Project, which have at least 72 man hours (which include achievable Key Performance Indicators – KPIs as determined at the planning stage) done by a team of 08 to 12 Scouts (This 72 man hours should not include the time spent on having lunch, refreshments, etc).
- Project proposal should have the prior approval of the District Commissioner as recommended by the Assistant District Commissioner (Programme).
- The planning, execution, etc. should take about one month.
- The Scout should submit a report to the District Commissioner/his nominee. The report to include permission letters, photographs, evaluations, accounts, etc.
- It is good if the project is done with a provincial organization or any other organisation.

- Details on how to do the project is given at the end of this booklet.

or

- Complete requirements for the “Messengers of Peace” under the Better World Framework Proficiency Badges as an alternative pathway

By completing the ‘Messengers of Peace’ proficiency badge requirements, a Senior Scout can complete the requirement No 12 of the President’s Scout Award and has the opportunity to win an internationally recognized ‘Messengers of Peace’ ring badge (the relevant syllabus can be found in the Proficiency Badge Syllabus Book and Better World Framework Proficiency Badge Handbook).

13. Four Nights Camping

- Complete four (04) nights camping after completing the requirements for the Bushman’s Thong (at a stretch or on a staggered basis). This should be recorded in the Log Book.

Training Period of Nine (09) Months

- Minimum of 09 months after completing the requirements for the Bushman’s Thong under the Prime Minister’s Scout Award.

Proficiency Badges

- The Scout should complete the following five (05) Proficiency Badges:
 1. Senior Happy Home (pass or repass)
 2. Ambulance (pass or repass)
 3. Quarter Master or Camp Warden (pass or repass)
 4. One badge from the Public Service Group other than what the Scout has already completed
 5. Senior Organiser

- All badges should be from the Senior section.
- 'Organiser' badge should be completed before doing the community service project.
- Scouts can complete any other senior proficiency badges after completing the President's Scout Award.
- Scouts can achieve the President's Award only after the Scout is 16 years of age and cannot achieve after he/she is 18 years of age.
- Scouts should wear President's Scout award on uniform above the left breast pocket, above the service stars.
- **The final application should be submitted to the Chief Commissioner along with the under mentioned documents before the Scout is 18 years of age.**

(N.B. Sending the application early would help Scouts to make any corrections, before they are over 18 years of age. If errors are

discovered after he/she is over age, there is nothing much that the Sri Lanka Scout Association (SLSA) can do to help the Scouts)

- **The final application should be submitted with the following documents:**
 1. Community Service Project Proposal and the Final Report
 2. Copy of the birth certificate certified by Principal/Sectional Head
 3. The two progress cards
 4. Any other documents that the SLSA ask for
 - **Minimum age to start – 15 years and 03 months and after completing Bushman’s Thong and Prime Minister’s Scout Award**
 - **Earliest age of completion – 16 years**
 - **Minimum training period – 09 months**
 - **Should complete before 18 years**
 - **Final Interview: Chief Commissioner with the support of Assistant Chief Commissioner (Development) and his/her Interview Panel of SLSA**
 - **Final Approval: Chief Commissioner**

COMMUNITY SERVICE PROJECT FOR THE PRESIDENT’S SCOUT AWARD

- **As citizens of the global community, it is good if the Scouts can focus on the project towards the Sustainable Development Goals (SDGs) as defined by the United Nations.**
- **Some projects are suggested below focusing on the SDGs.**

Suggested Projects under SDGs

SDG 1 – No Poverty

- Constructing a home for a poor family or a poor person.

SDG 2 – Zero Hunger

- Organising distribution of dry rations, etc. at refugee camps, etc.

SDG 3 – Good Health

- Cleaning a public cemetery
- Repairs done to a public playground or an orphanage
- Cleaning and painting a ward in a hospital/home for the elders/ orphanage
- Supporting a project such as dengue eradication, done by a Government Department or any other organization.

- Organising health clinics, etc. in schools that do not have much facilities.
- Organising eye clinics, donation of spectacles, etc. with the help of other organisations.
- Organising a project to educate students / adults on health habits
- Organising blood donation campaigns
- Organising public sanitation projects

SDG 4 – Education

- Organising libraries in schools which does not have such facilities

SDG 5 – Gender Equality

- Organising a cultural event with the participation of both boys and girls

SDG 6 – Clean Water

- Cleaning or repairing a village well or pond
- Repairing public facilities such as public water taps
- Providing clean drinking water to places where pilgrims go

SDG 7 – Clean Energy

- Organising a project to install a small-scale renewable energy source

SDG 8 – Economic Growth

- Organising an economic activity/project that may give an income support to a low income family

SDG 9 – Industry and Infrastructure

- Repairing roads that has been neglected by other organizations
- Making roads or repairing them

SDG 10 – No Inequality

- Repairing done to a public playground or an orphanage

SDG 11 – Sustainability

- Constructing a home for a poor family or a poor person.

SDG 12 – Responsible Consumption

- Organising a programme to educate the public not to waste resources, food, etc.

SDG 13 – Climate Action

- Organising tree planting projects

SDG 14 – Life Underwater

- Organising a project to clean beach, river banks, etc.

SDG 15 – Life on Land

- Organising tree planting projects

SDG 16 – Peace and Justice

- Organising a cultural exchange programme with the participation of people from different ethnicities

SDG 17 – Partnerships

- Organising a programme with the participation of different public/non-governmental organizations that support the community such as health clinics, service camps such as issuance of national identity cards, public utilities services, etc.
- In addition to the examples given above, the Scouts can select projects depending on the locality and the skills and the abilities of the Scout. However, the selected project, as a proposal must be approved by the District Commissioner or his nominee prior to starting the work on the project as recommended by the Assistant District Commissioner (Programme). It should also be one, that would help at least some section of the community at large, and not a project in Scout's home etc.
- Planning the project must start at least one month prior to the actual physical work involved and after the proposal is approved. It is important that at least three photographs, one to show the situation prior to the project ,one to show work in progress and one to show the situation after the project was done to be include in the final report.

- At the end of the project, a report including the under mentioned must be submitted.

THINGS TO BE INCLUDED IN THE PROJECT PROPOSAL

- a. Name of the applicant, address and the Scout Group Project
- b. Theme (the name or what the project is about)
- c. Introduction
- d. Time to be taken for the project and the dates
- e. Project objectives
- f. Permission for the project (departmental heads/ gramasevaka/ manager, etc)
- g. Copies of letters sent and received
- h. Required tools list
- i. Required human resources and the proposal to get them
- j. Budget
- k. Proposal to raise the funds
- l. Proposal to get the other resources
- m. Food and refreshments etc.
- n. Other organisations that would get involved
- o. A brief report of on how the Scout would carry out the project
- p. Gantt chart
- q. District Commissioner/his nominee approval

GANTT CHART

ACTIVITY	MONTH & DATES									
	PERSON RESPONSIBLE	1	2	3	4	5	6	7	8	9

** This Gantt chart should be prepared for the entire 30 days*

- The project proposal should be attached to the final report for the submission to SLSA. In addition to what is required for the project proposal, the final report should also include the under mentioned.
- A written report indicating how the project was carried out, problems that faced and how the Scout overcame them, date plans, photographs, data, charts, extracts from news papers etc., as necessary.

CONTENTS TO BE INCLUDED IN THE FINAL PROJECT REPORT

- Necessary resources and how the Scout managed to obtain them
- Names of those who took part
- Time taken as man-hours, indicating the time given for intervals, lunch, etc. (72 man hours, which include achievable Key Performance Indicators – KPIs as determined at the planning stage and completed by a team of 08-12 Scouts)
- How meals and refreshments were organized
- Publicity done and any response

- f. Final Accounts
- g. Letters from the departmental heads etc. confirming that the project was done to their satisfaction
- h. Evaluations
- i. Recommendation of the Scout Leader and his signature
- j. Recommendation of the District Commissioner or his nominee.

TRANSITION PLAN

- The Scouts are advised to follow the transition plan from the current youth programme to the Youth Programme – 2021 as given in the following table:

Award Under Old Syllabus	Date of Completion (Prior to)	Continuation as per Old Syllabus and Achievement	Shift to New Syllabus after achieving the Badges in Old Syllabus	Notes
Membership Badge	01.01.2021	Scout Master's Award	Scout Award	Those who have not completed the Membership Badge in the Old Syllabus before 01.01.2021 should shift to the New Syllabus
Scout Master's Award	01.01.2021	Group Scout Master's Award	Chief Commissioner's Award	If he/she is under 15 years as at 01.01.2021 (Otherwise continue old syllabus)
Group Scout Master's Award	01.01.2021		Chief Commissioner's Award	If he/she is under 15 years as at 01.01.2021 (Otherwise continue old syllabus)
District Commissioner's Award	01.01.2021		Prime Minister's Scout Award	If he/she is under 16 years as at 01.01.2021 (Otherwise continue old syllabus)
Bushman's Thong	01.01.2021	President's Scout Award (If he/she is over 17 years as at 01.01.2021)	President's Scout Award (If he/she is under 17 years as at 01.01.2021)	