



www.4th-wb-scouts.org.uk

4TH WEST BRIDGFORD SCOUTS

INFORMATION FOR SCOUTS

The Scout Section is for young people, usually aged between 10½ and 14 years. The Scout Troop is the third and final Section in the Scout Group.

Scout uniform consists of teal green long sleeved shirt or blouse, navy blue activity trousers or skirt, Group scarf and woggle, leather Scout belt and buckle.

Scouts are encouraged to take part in a wide range of activities as part of their programme. "Participation" rather than meeting set standards is the key approach and for the Scout who wants to be recognised for his or her achievements there are a number of Challenges Awards and Activity Badges. Scouts take part in a balanced programme that helps them to find out about the world in which they live, encourages them to know their own abilities and the importance of keeping fit and helps develop their creative talents. It also provides opportunities to explore their own values and personal attitudes

Being outdoors is important and half the Programme is given over to taking part in both the traditional Scouting skills, such as camping, survival and cooking as well as the wide range of adventurous activities, anything from abseiling to yachting.

The philosophy underpinning the programme is that every Scout should participate in a Balanced Programme over a period of time.

In Scouting, "programme" has the widest possible interpretation. Programme is not just all the activities that Scouts can take part in. It includes almost anything from archery to youth hostelling. It is also how we do those activities, known as the method, and why we do them, known as the purpose.

During the early weeks in the Troop, the new Scout will work towards the membership badge. This will include the Scout understanding, and making, the Scout Promise and Law as follows:

Their Promise, which is appropriate for the age range, is;

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

The Scout Law's are:

- 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.**



The Moving-On Award – Cubs to Scouts

The Moving-On Award is intended to help a Cub Scout make a smooth transfer to the Scout Troop. It is awarded by the Cub leader at the time of “Going-up”.

The requirements:

1. Attend both Cub Scouts and Scouts for four to six weeks and take an active part in the Troop programme.
2. Work for the Scout Membership Award during this time.



The Scout Membership Award

When a young person joins the Troop, regardless of whether he or she was a Cub Scout, the following requirements will need to be completed to gain this Award:

- know about the Troop
- get to know other Members and Leaders in the Patrol and Troop
- find out about the ceremonies and traditions in the Troop
- find out about the activities that the Patrol and Troop does
- know and understand the Scout Promise and Law and the rules of the Troop
- know and understand the Scout Motto, Sign, Salute and Handshake
- show a general knowledge of the history and family of Scouts and Scouting around the world
- know what to do at Investiture.

Once a young person has completed these requirements, and when they feel ready to make their Promise, they can be invested. There is no fixed timescale for this process. You should discuss timing with the young person.



Participation Awards

These badges are awarded to celebrate a young person's commitment to Scouting and for taking an active part in the Programme. If the young person has already been a Member, the badges will continue from the previous Sections. The Participation Badges are numbered.



The Promise Challenge

Complete five activities in total, taken from at least two areas. Examples are provided below but other similar activities can also be undertaken.

Area 1 – Commitment to the Promise and Scout Law

- Explain how you have recently 'done your best' on at least three occasions and how this has made a difference.
- Explain to a new Scout in your Troop the meaning of the Scout Promise and Law.
- Assist with the planning and take part in an investiture ceremony or similar.
- Demonstrate that you can be trusted by taking on a special responsibility on behalf of the Troop. This might involve the management of money, or the Troop's reputation.

Area 2 – Relationship with your God

- Take part in a number of acts of worship with others in the Troop, such as Scout Parades at your place of worship, and/or Scouts' Owns.
- Complete a course that furthers your understanding of your own faith community.
- Choose and read prayers and/or reflections for your Troop's opening and closing ceremony.
- Hold the My Faith Activity Badge.

Area 3 – The life of the Troop

- Take an active part in at least two Troop Forums and express your views on at least one item being discussed.
- Contribute to the writing or reviewing of your Troop's 'Code of Conduct.'
- Play a full part in at least two Troop Leadership Forums and help to implement a decision of the forum.
- Successfully run a learning experience for other Scouts.

Successfully lead a group of Scouts at a two-day camp or other similar event.

Area 4 – Developing beliefs and attitudes

- Honestly review an event or activity and decide how it might be done better in the future.
- Visit an act of worship of another faith community and compare the traditions and customs with your own.
- Investigate a political or world issue, such as climate change, smoking, fair trade and explain your views to others on the subject.
- Take part in a debate on a topic of local or national interest.
- As a Scout, give freely of your time to help someone less fortunate than yourself.



Outdoor Challenge

Take an active part in one or more Nights Away, totalling at least two nights, preferably camping, to include many of the following activities:

- Help to pitch and strike your tent.
- Light a fire and cook at least one meal using an open fire.
- Set up a suitable stove, and prepare a meal using a stove.
- Demonstrate personal hygiene.
- Keep your belongings organised and tidy within your accommodation.
- Maintain a tidy and orderly site.
- Take part in a wide game.
- Take part in a campfire or other entertainment.
- Build a simple pioneering project.
- Build a useful camp gadget.
- Explore the environment of your camp.
- With others, successfully complete a two hour activity or project.
- Provide a service commitment to the site for about an hour.

This list gives an idea of the type and style of the activities that the Nights Away should include. Depending on the activity there may be extra ideas that could be included, which can be agreed in the Troop Forum.

In addition to the above, demonstrate the following basic emergency aid skills during the Nights Away experience:

- Understand the initial actions to take in the event of an accident.
- Understand the importance of getting adult help and when to call the emergency services.
- Know how to treat minor cuts, burns and scalds, stings and insect bites.



Outdoor Plus Challenge

Complete the following activities:

- Hold the Outdoor Challenge.
- Have spent at least eight nights away as a Scout, four of which must be camping.
- Take an active part in further camp(s), which should include many of the following:
- Lead or help to lead a group of Scouts in setting up a well-organised site that includes sleeping tents, food and equipment stores, fire/stove, kitchen and eating area.
- Plan a balanced menu for a short camp.
- Show how to use safely an axe and/or a saw.

- Lead the cooking of a meal for the group.
- Show knowledge of the safety precautions for the use of lamps and stoves.
- Cook a backwoods meal with the group.
- Build a working camp gadget, such as an altar fire, camp oven or a gateway to a campsite.
- Take a leading role in the construction of a pioneering project.
- Build a bivouac and sleep in it.

Note: This list gives an idea of the type and style of the activities that the Nights Away should include. Depending on the activity there may be extra ideas that could be included, which can be agreed in the Troop Forum. In addition to the above, demonstrate knowledge in emergency aid for the outdoors and be able to:

- Demonstrate how to open an airway and give CPR.
- Know how and when to put a patient in the recovery position.
- Know how to recognise and treat fractures and severe bleeding.
- Know how to use direct pressure to stop bleeding.
- Demonstrate an awareness of the dangers of temperature extremes such as sunstroke, dehydration, heat exhaustion and hypothermia and know how to prevent and treat them.



The Creative Challenge

Complete activities from three of the following six areas:

Area 1 – Performing

Take part in a performance in front of an audience.

For example: short play, series of sketches, performing magic tricks, singing, playing a musical instrument, a Scout Show, a dance, or a puppet show.

Area 2 – Crafts

Have a go at some creative crafts.

For example: glass painting, macramé, art-straws, leatherwork, photography, sweet making, decorative knotting, or candle making.

Area 3 – Promotions

Promote local Scouting.

For example: a newsletter, poster, video, website, audio-based broadcast, or display.

Area 4 – Problem Solving

Take an active part in activities requiring a number of problem-solving skills, effective teamwork and creative thinking.

For example: Incident hikes or timed challenges, mental, physical or skill.

Area 5 – Construction

Construct a model.

For example: model aircraft, 3-D jigsaw, model pioneering project, or model campsite.

Area 6 – Worship

Take a leading role in preparing and participating in an Act of Worship or Scouts' Own.

For example: selecting or writing, prayers or music. This could be at a Troop meeting, residential experience or event.



The Fitness Challenge

Complete the activities from one of the following two areas, demonstrating a noticeable improvement in the chosen discipline:

Area 1 – Physical Challenge

Choose a physical challenge which is new or which builds on an earlier achievement. The challenge could be an athletic event, a charity swim, a long distance cycle ride, a pool life-saving test or a long distance challenge hike. Indeed, it could be any event that requires the need to physically train in order to succeed. Consider a variety of activities/interests in choosing this challenge, and agree your choice with a Leader.

To complete the challenge:

Spend between four and six weeks preparing for the event, through an agreed programme of activity/training.

Show an understanding of the importance of a sensible and appropriate diet and the need for sufficient sleep.

Be able to explain the dangers and harmful effects of smoking, alcohol and drugs.

Successfully take part in the chosen physical challenge.

Area 2 - Physical Development

Choose a physical activity, which you wish to develop.

For example: circuit training, football skill training, aerobics routine, light weight training.

To complete the challenge:

- Exercise regularly over a period of four to six weeks and keep a record that shows improvement over this period.
- Show an understanding of the importance of a sensible and appropriate diet, and the need for sufficient sleep.
- Be able to explain the dangers and harmful effects of smoking, alcohol and drugs.



The Global Challenge

Complete all the activities in one of the following two areas:

Area 1: International contact

Make contact with Scouts from another country outside the United Kingdom. **Then**

Take part in a Troop or Patrol activity with these Scouts. **Or**

Take part in a Patrol or Troop activity based on things found out during the International contact.

This can be done a number of ways, for example through Nights Away in the UK or overseas, the Internet, pen pals, Jamboree on the-Air (JOTA), Jamboree-on-the-Internet (JOTI), or Lands of Adventure.

Area 2: International issues

Choose and investigate an international issue. For example:

- Trade
- Health
- Water & sanitation
- Environment
- Conflict
- Refugees
- Peace
- Tourism
- Homelessness
- Poverty
- Animal welfare
- Conservation.

Then complete the following:

- Show an understanding of the issues involved.
- Take some action as a result of research
- Compare how the issues affect the UK and countries overseas.



The Community Challenge

Complete the activities in the two following areas. Examples are provided below but other activities can also be undertaken.

Area 1 - Exploring the local community

Explore one aspect of how the local community works and is organised to the benefit of its members. The project should include some fact-finding, a visit to or from a community facility or group and some form of report back.

For example: visits to see the workings of a theatre, tourist attraction, railway station, airport, local industry; chances to meet people involved in local government, charities, faith groups, interest groups; opportunities to hear about/take part in community traditions/customs, local clubs and interest groups.

Area 2 - Community service

Take an active part in some form of local community service totaling at least six hours. The time may be spent doing a number of different projects or by showing commitment to a single project over a longer period of time.

For example: running a fund-raising stall or game; delivering leaflets, clearing an area, gardening, collecting materials for recycling, helping with activities for younger children; moving furniture, clearing debris, painting fences, environmental projects. Where possible the service should link in with the visit in Area 1.



The Adventure Challenge

To earn this Challenge the Scout should take part in three different activities, ideally on separate occasions. Examples of suitable activities are detailed below. You should treat these as guidelines, rather than a complete list.

- Climbing
- Hill walking
- Hiking
- Explore a town or area you don't know.
- Orienteering
- Plan and undertake a journey by public transport.
- Caving or pot holing
- Pony trekking or horse riding
- Cycling
- Sailing
- Canoeing
- Water-skiing
- Surfing
- Dragon boating
- Bellboating
- Sub-aqua
- Canal boating
- Rafting
- Pulling
- Gliding
- Powered aircraft
- Hovercrafting
- Stunt kiting
- Hot air ballooning
- Paragliding

For each activity:

- Know the safety issues involved and understand the use of any equipment needed for the activity.
- Show an awareness of environmental issues around the activity (such as erosion at popular climbing areas).
- Know about further opportunities to take part in the chosen activities.



The Expedition Challenge

Complete the activities in one of the following two areas:

Area 1 - Expedition - 'A journey with a purpose'

Take part in an expedition over two days (including a night away) with at least three friends. Be involved in the planning of the expedition, complete relevant training and be properly prepared.

During the expedition:

- Play a full part in the team.
- Journey for at least four hours each day.
- Use a map to keep track of where you are.
- Stay overnight at a hostel or other suitable venue, or camp overnight at a suitable site.
- Cook the evening meal and breakfast.
- Achieve at least one goal, agreed with your Leader before the expedition.

The expedition may be on foot, canoe, cycle or sailing boat. Other options may be appropriate, and should be agreed beforehand.

Area 2 - Exploration - 'A purpose with a journey'

Take part in an exploration over two days (including a night away) with at least three friends, and report or present your findings. You must be involved in the planning of the exploration, complete relevant training and be properly prepared. You must have completed some initial research into the subject to be investigated. The challenge should take place somewhere you have never been before or don't know well.

During the exploration:

- Play a full part in the team.
- Travel for at least 90 minutes to a hostel, campsite or other suitable venue.
- Use a map to keep track of where you are.
- Conduct the exploration within an agreed area (discussed with a Leader in advance) collecting evidence and information for the report or presentation.
- Stay overnight at the venue and cook the evening meal and breakfast.
- Complete the exploration before returning home.
- Have the report or presentation ready within four weeks of the exploration.

The journey may be on foot, or by public transport, canoe, cycle, aircraft, wheelchair or boat. Other options may be possible and should be agreed beforehand.

Note: The 'exploration' element should last 4-5 hours over the two days. It could be anything from an investigation into bird life in a wood to visiting museums in a town.



The Chief Scout's Gold Award

This badge is the highest award available in the Scout Section. It is gained by completing:

- Promise Challenge
- Community Challenge
- Fitness Challenge
- Creative Challenge
- Global Challenge
- Outdoor Challenge

Plus two of the following three:

- Adventure Challenge
- Expedition Challenge
- Outdoor Plus Challenge

If a Scout has not quite completed the requirements for the top award when they move on to the Explorer Scout Unit, they may complete them in their first few weeks in the Explorer Scout Unit.



Activity Badges

Activity Badges are another way of recognising the achievements of Scouts who have learnt a new skill, or who have taken part in an activity for a certain period of time.

Listed below are the possible badges for Scouts.

Scouts should be encouraged, where possible, to achieve National Governing Body Awards. These can also be used to help achieve the relevant Scout Activity Badge. For example, in gaining a BASI award, a Scout might also achieve the Snowsports Badge.



Administrator
Aeronautics
Air Researcher
Air Spotter
Angler
Artist
Arts Enthusiast
Astronautics
Astronomer
Athlete
Basic Aviation Skills
Aviation Skills
Advanced Aviation Skills
Aviation Skills training activities
Camp Cook
Camper
Campsite Service
Canoeist
Caver
Chef
Circus Skills
Climber
Communicator
Craft
Cyclist
Dinghy Sailor





D.I.Y.
Dragon Boating
Electronics
Entertainer
Equestrian
Fire Safety
Forester
Global Conservation
Guide
Heritage
Hiker
Hill Walker
Hobbies
Interpreter
Librarian
Lifesaver
Martial Arts
Master at Arms
Mechanic
Meteorologist
Model Maker
My Faith
Naturalist
Basic Nautical Skills
Nautical Skills
Advanced Nautical Skills
Nautical Skills training activities
Navigator
Orienteer
Parascending
Photographer
Physical Recreation
Pioneer
Power Coxswain
Public Relations
Pulling
Quartermaster
Smallholder
Snowsports
Sports Enthusiast
Street Sports
Survival Skills
Water Sports
World Faiths
Writer



An increasing number of “Badge Assistants” are available for download on our own Group website: www.4th-wb-scouts.org.uk

Or for more detail on any badge, visit: www.scoutbase.org.uk/

Staged Activity Badges

In addition to the activity badges above, there are six activity badges staged across all the Scouting sections. The Staged Activity Badges have been designed to provide a seamless approach throughout the Sections.

For each stage there are five levels available. This means that a young person can gain whichever badge is appropriate to the level they have reached. It is possible, for example, for a Beaver Scout who is an excellent swimmer to gain a higher level badge than a Scout who has just taken up the activity.

The six badges are



Emergency Aid

(5 Stages)



Hikes Away

Awarded for 1, 5, 10, 20,
35 & 50 hikes



Information Technology

(5 Stages)



Musician

(5 Stages)



Nights Away

Awarded for 1, 5, 10, 20,
35, 50, 75, 100, 125,
150, 175 & 200 nights
away



Swimming

(5 Stages)

Partnership Awards



Awards which are tackled with other Sections in the Group and which promote activities within the Balanced Programme of each Section.

Three badges are available

Faith

Environment

International Friendship

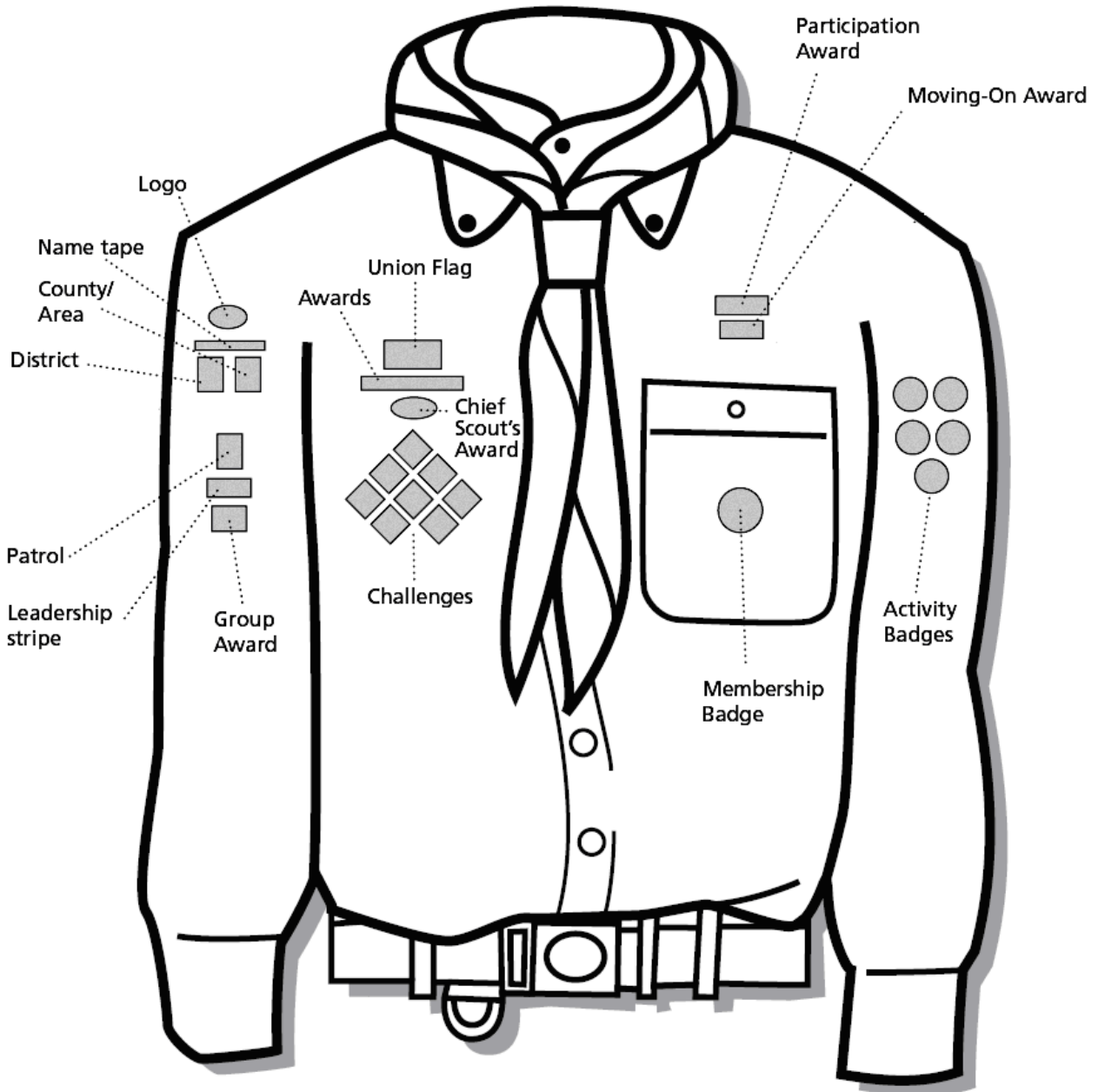
Moving On Award – Scouts to Explorers



The requirements for the Moving on Award are:

- Check that you are registered with your District Explorer Scout Administrator.
- Talk with your Scout Leader about the options available in Scouting.
- Take part in three activities that are of interest to you with the Unit or Units.
- Talk to the Leaders of the Units that are of interest to you.

SCOUT UNIFORM BADGE POSITIONS



- The Union Flag is only worn when the Scout travels overseas and indefinitely on their return.

WHAT NEXT - EXPLORER SCOUTS

As the Scout approaches their 14th birthday, they will start to work towards the next moving-on award. This will facilitate the link between the Scout Troop and the District Explorer unit.

Explorer Scouts are young people, usually aged between 14 and 18 years old. They make up the fourth Section of the Scouting family. In West Bridgford we have a single District wide Explorer Scout Unit which meets on a Monday evening.

The Unit may not meet each week, because you will often be out and about at weekends or in the holidays doing activities. There will be times when you will be busy doing other things such as exams, and being an Explorer Scout will have to fit around these.

As an Explorer Scout, you will get the chance to work with other Explorer Scouts in the District. By doing this, you will get the chance to do many more activities suitable for the older Scout.

How did Explorer Scouts begin?

Scouting has always been a dynamic and forward-looking Movement. In the early days of Scouting, Lord Baden-Powell saw the need to provide a programme for young people who wanted to continue after their time in the Scout Section. Senior Scouts was developed to meet this need, and the Section continued to evolve over the years.

In 1967, Venture Scouting was formed from the existing Senior Scout and Rover Scout Sections. During the late 1990s, it was decided that, in order to meet the changing needs of new generations, two new Sections should be created for young people over the age of fourteen. Explorer Scouts for 14 to 18-year-olds and the Scout Network for 18 to 25-year-olds were created.

Where can I get more information?

Many aspects of Scouting are covered by the Scout Associations official Members Web site. This includes details about each of the Activity badges mentioned in this short guide.



We hope this short guide will provide a useful reference. If you have any suggestions about things you would have liked to have known about but have not been included, then please let us know so that we can improve future issues.

Good Scouting

The Scout Leaders

This Troop Section information is provided as a supplement to the Group "New Scout Information Pack".
If you have not received this and would like a copy, please ask your leader.