



**SRI LANKA SCOUT ASSOCIATION**

**THE YOUTH PROGRAMME**

**Senior Scout Section**

**2018**

First Print	1994
Second Print	1996
Reprint with revisions	2003(June)
Reprint	2004(July)
Complete revision	2008(February)
Revised Print	2010
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## **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 over lapping 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



## **THE SENIOR SCOUT SECTION**

***From 14 years and 6 months to 18 years.***

**If you have joined Scouting as a Senior Scout, you will have to complete the National 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.**

### **5.BUSHMAN'S THONG**

Work on the Bushman's Thong should be started only after the Scout is 14 years and 6 months and after winning the District Commissioner's Award

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

- Should develop his understanding of the Scout Law and the Scout Promise and teach a new recruit (if possible recruited by the Scout passing the test) the Scout Promise and the Scout Law. This to be done under the supervision of the Scout Master.

#### **02.Structure of the W.O.S.M.**

- Have knowledge of the structure of the World Scout movement, know about the 6 Scout regions, about the Asia Pacific Region and generally about international Scouting

#### **03.Savings Account**

- a. Continue to maintain your savings account and prove to your Scout Master that there is an increase in your regular savings.

#### **04.Public consciousness and protection of public property**

- Understand the bad effects of anti-social acts. Collect data about this theme from Mass media, and prepare a report according to the Scout Law and Scout Promise and with photographs etc. This report to be of about 2 Nos., A4 size pages.

#### **05.Skills in arts and Hobbies**

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

#### **06.Backwoodsman Cooking**

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

#### **07.Splicing**

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

#### **08.Pioneering**

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

#### **09.Tents**

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

## 10. Patrol drill

- 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 your age

## 12. Productivity concept

- Have a general understanding of productivity concepts such as Kaizen

## 13. Creating an email address

- Create a personal e mail address and use it

## 14. Camp equipment

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

## 15. Four nights camping

- Have 4 nights camping in addition to the 3 nights done for the District Commissioner's Award

## 16. Time Management

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

## 17. Community Service Project

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

- Observe a Development Project( putting up a housing scheme making roads or bridges, etc.) and present a report prepared by self

### **18. Training Period of nine months**

- Should have at least 9 months training, after completing the District Commissioner's Award or 9 months after 14 years and 6 months if he has completed the District Commissioners Award before he was 14 years and 6 months.

### **19. Make your own Thong**

Starting age - You could start work on the Bushman's Thong only after you are over 14 years and 6 months of age and after completing the requirements for the District Commissioner's Award

Training – Min. 9 months after 14 years and 6 months or if you completed the District Commissioner's Award after you were 14 years and 6 months old, then 9 months after completing the District Commissioner's Award

Proficiency Badges –

- 1.) One from either Education or Culture Group  
One from Sports group
- 2.) One from  
Farmer/Seaman/Airman Group
- 3.) Civics badge
- 4.) Venturer (this should be the last test to be done to complete the requirements for the Bushman's Thong)

**All badges must be selected from the Senior Scout section. Make your own Thong in the presence of the ADC(Prog)**

## **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 Commissioner*

## **07. PRESIDENT'S SCOUT AWARD**

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

- Be able to present Games/ Tests/ Acts(drama), based on the Scout Promise and Law(select only one activity from them)

### **02. Two sections of the Scout Law**

- Be able to make a speech to the Troop based on two sections of the Scout Law.

### **03. Personal Log book**

- Once all requirements for the President's Scout Award are completed, you will have to be interviewed by the District Commissioner. You will have to present your log book to him at this interview. Records of at least two years preceding the date of the interview should have been made in the log book.

### **04. Skills in Art**

- 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 Master must satisfy himself that the creation is done by the relevant Scout.

### **05. Scout Craft**

- With the permission of the Scout Master train a Scout or a Troop on three requirements each, necessary for the *Group Scout Masters Award* and the *District Commissioner's Award*.

### **06. Pioneering Projects**

- Take leadership in organizing and conducting a pioneering project E.g. Bridge building, Observation towers, Tree huts,

Camp utility gadgets, Gateways, Swings, Seesaws, Camp kitchens, Construction of Q.M's Stores in camp. Etc.

### **07. Leadership in emergencies and Natural Disasters**

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

### **08. Health habits**

- With the permission of the Scout Master train a Scout about health habits necessary for the Scout Master's Award.

### **09. Community Service Project**

- Should have at least 72 man hours done by a Patrol of a maximum of 8 Scouts. *This 72 man hours may include about one hour spent on having lunch refreshments etc.*
- the Project proposal should have the prior approval of the District Commissioner or an A.D.C. nominated by him,
- The planning, execution etc. should take about one month
- 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 organization.
- Details on how to do the project is given at the end of this booklet.

### **10. Organising a Short Hike**

- Organise a short hike of about 1-2 K.M. 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 Master and done in the area close to where your Scout Group is situated.
- A verbal report to be given to the Scout Master.

## 11. Three nights camping

- Complete 3 nights camping after completing the requirements for the Bushman's Thong. This should be recorded in your Log book

Training Period – Minimum of Six months after completing the requirements for the Bushman's Thong.

Proficiency badges – All badges should be from the Senior section

- 1) Happy home (if not done earlier)
- 2) Ambulance (if not done earlier)
- 3) Quarter Master OR Camp Warden (if not done earlier)
- 4) One badge from the Public Service Group
- 5) Senior Organiser (if not done earlier)

Could win this only after the Scout is 16 years of age.

Cannot win this after he is 18 years of age. Can do any other Snr. Prof. badges after completing the President's Scout award.

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. Please remember that sending your application early would help you make any corrections, before you are over 18 years of age. If errors are discovered after you are over age, there is nothing much that the Scout HQ can do to help you)

- Community service Project Report
- Copy of your birth certificate certified by Principal/Sectional Head
- The two progress cards
- Any other documents that the Scout Hq. would ask for

**Where to fix your president's Scout award** - *On your uniform above the left breast pocket, above the service stars. For this you will have to remove the Chief Commissioner's Challenge Award if you have won it.*

## **THE COMMUNITY SERVICE PROJECT FOR THE PRESIDENT'S SCOUT AWARD**

### **SUGGESTED PROJECTS**

- 01) Cleaning or repairing a village well or pond
- 02) Cleaning a public cemetery
- 03) Repairing public facilities such as public water taps
- 04) Repair done to a public play ground or an orphanage.
- 05) Cleaning and painting a ward in a hospital/ Home for the elders/  
/ orphanage
- 06) Provide clean drinking water to places where pilgrims go
- 07) Support a project such as dengue eradication, done by a Government Department or any other organization.
- 08) Organise health clinics etc. in schools that do not have much facilities.
- 9) Organise eye clinics, donation of spectacles, etc. with the help of other Organisations.
- 10) Organise a project to educate students / adults on health habits
- 11) Blood donation campaigns.
- 12) Organise distribution of dry rations etc, at refugee camps etc.
- 13) Repair roads, that has been neglected by other organizations.
- 14) Organise public sanitation projects.
- 15) Making roads or repairing them.
- 16) Organise libraries in schools which does not have such facilities.
- 17) Repairing/ painting sections of churches/temples etc.
- 18) Constructing a home for a poor family or a poor person.
- 19) Project to help weak students
- 20) Organizing a camp fire or a party for the inmates of a home for the elders/orphanage etc.

It is also possible to select projects other than what is given above depending on the locality and the skills and the abilities of the Scout. But the selected project, as a proposal must be approved by the District Commissioner or his nominee prior to starting the work on the project. It should also be one, that would help at least some section of the community at large, and not a project in your home etc.

Planning the project must start at least one month prior to the actual physical work involved. 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**

01. Name of the applicant address and the Scout Group
02. theme (the name or what the project is about)
03. Introduction
04. Time to be taken for the project and the dates
05. Project objectives
06. Permission for the project( departmental heads/ gramasevaka/ manager etc)
07. Copies of letters sent and received
08. Required tools list
09. Required human resources and how you propose to get them
10. Budget
11. How you propose to raise the funds
12. How you propose to get the other resources
13. Food and refreshments etc.
14. Other organisations that would get involved
15. A brief report of on how you would carry out the project
16. Gantt chart
17. District Commissioner/his nominee approval

## GANTT CHART

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

The project proposal should be attached to the final report for the submission to NHQ. 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 you faced and how you overcame them, date plans, photographs, data, charts, extracts from news papers etc., as necessary.

- a) Necessary resources and how you managed to obtain them,
- b) Names of those who took part
- c) Time taken as man-hours, indicating the time given for intervals, lunch etc.(minimum 64 man hours by maximum of eight Scouts).
- d) How meals and refreshments were organized
- e) 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) Self-evaluation
- i) Recommendation of the Scout Master and his signature
- j) Recommendation of the District Commissioner or his nominee.

## **SOME PROFICIENCY BADGES INTRODUCED RECENTLY**

### **MESSENGER OF PEACE BADGE**

You could start the work for this, after completing the Good Habits 1, 2 and 3 in the Awards scheme. This badge is not compulsory, but those who would like to win an international badge or the Chief Commissioner's Challenge Award should work for this.

Please follow the 5 steps as given below. The examiner for this would be the ADC Programme of the District.

#### **Step 1. Locating the web site and entering data**

Go to [www.scout.org](http://www.scout.org) web site in the internet. For this you may ask for the help of your parents, Scout Master, the A.D.C.(Prog) of your District or any other person who knows about the internet. Now you must register here giving your e mail address.

#### **Step 2. Carry out a service project**

This should have a minimum of 5 man hours. Please seek the help and advice of your Scout Master about doing this project

#### **Step 3. Enter details about your project and photographs in the Internet**

Now enter (Upload) a brief description about your project, with a photograph or two in the scout.org web site under your name. Please remember to enter the number of Man hours that you worked in the correct place. Also enter in the world map shown there, where you did this project in Sri Lanka

#### **QUARTER MASTER (SB-6) (Senior Scouts)**

1. Should have served as a Quarter Master in a Scout Group/Troop/Patrol for a minimum period of 2 months or Should have been the Quarter Master for a Pack Holiday /Patrol camp or a Troop camp lasting at least 2 nights.
2. Be able to demonstrate how food and equipment be stored at a camp.

3. Explain how tents, cooking utensils, rope and other equipment should be stored and prove that he practically uses these methods.
4. Prepare a menu for a Group, Troop, Patrol or a Pack for a 48 hour camp. Discuss it with the examiner.
5. Demonstrate the ability to prepare a balanced meal at a camp, and prepare a list of prices of food items to be used therein.
6. Be able to do two of the following;
  - a) Repairing and storing a tent
  - b) Disposal and proper management of refuse at camp
  - c) Knowledge about maintaining a proper inventory
  - d) How to maintain kitchen equipments rust free
  - e) Show a list of tools that you would take to a camp to repair damaged equipment. Demonstrate your ability to use them and look after them
  - f) Cleanliness and proper order is a sign of a good Quarter Master. Explain to the examiner how you do that in the Troop or Patrol.

### **JUNIOR QUARTER MASTER (JB-6) (Junior Scouts)**

1. Show the knowledge and ability of proper storage of pans, rope, knives, axes etc. and show that you do practically.
2. Demonstrate your knowledge about the storage of different types of fuel safely.
3. Know how to effect minor repair equipment used for cooking, how to clean them, and store them safely.
4. Prepare a menu for a one day Patrol camp, and show a chart giving the prices of the food items that you would use there.

5. Be able to maintain a record of equipment issued and received from the Scout Room.
6. Cleanliness and proper order is a sign of a good Quarter Master. Explain to the examiner how you do that in the Troop or Patrol.

### **ORGANISER (SE-2 Senior Scouts)**

Plan and carry out two of the under mentioned events

- a) Organise a religious activity in a temple, kovil, church , or a mosque. The duration should be a minimum of half a day or night. Submit a brief report
- b) Organise a party for children. This could be for both boys and/or girls. It should include games, talk on a current topic, serving refreshments etc. submit a brief report.
- c) Carry out a Shramadana or any other community service project of at least 5 hours. This should be done with the Scouts of your Troop. Submit a brief report.
- d) Carry out an educational tour as the main organizer or an active member of the organizing team. At least 20 Scouts or other children should take part in this. Submit a brief report.
- e) Organise with the permission of the relevant Akela/Scout Master an one day trip and a programme for a Cub Pack /Scout Troop. Include games challenges , educational experiences to the programme. Submit a brief report.

## **JUNIOR ORGANISER (JE-2 Junior Scouts)**

Select and carry out one of the events given below

- a) Organise and carry out an exhibition of handy craft by the Scouts of your Troop (E.g.-Models of camp equipment, drawings, handy craft, etc.)
- b) Organise an inter Patrol Competition for the Patrols in your Troop (E.g. Singing competitions, Knotting competitions, Debates, Speech competitions, Explorations, General knowledge competitions etc.)
- c) Organise and carry out an inter Patrol sports competition for the Patrols in your Troop (E.g. Cricket, Football, Hand ball, Swimming etc.)

## **WORLD ENVIRONMENT BADGE (JUNIOR)**

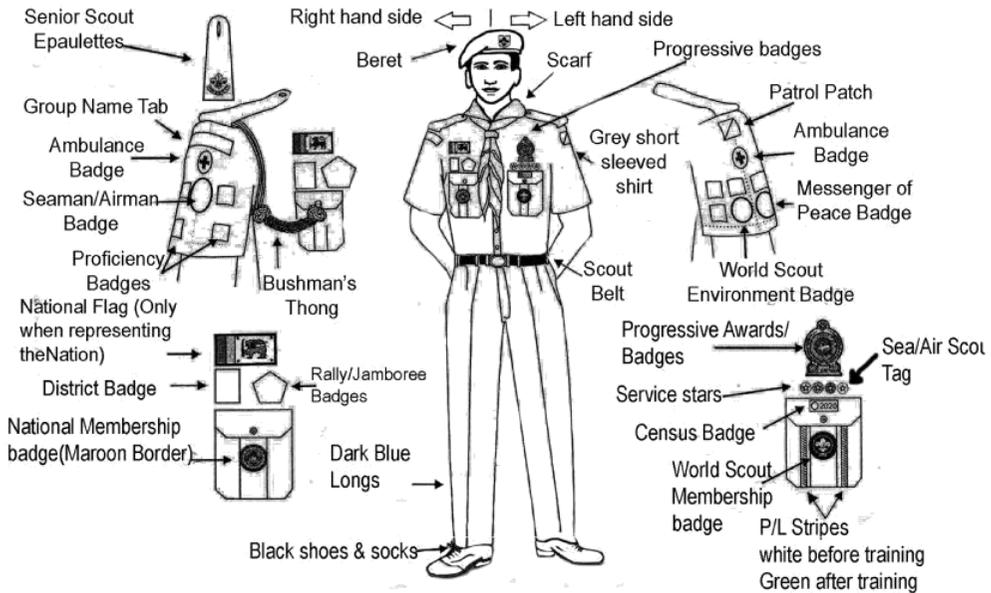
- 1) A) Explore an area of approximately  $\frac{1}{2}$  KM square and prepare a note on places where water is retained. Eg. Water inside buildings, water in toilet systems.  
B) Now have a brief discussion with the examiner about the places where you discovered water and expand the discussion as follows
  - a) How does the water that you discovered fit into the water cycle?
  - b) How is water useful to us?
  - c) How does water help plants and animals?
  - d) What happens to the water before it comes to our homes?  
What happens to water that is discarded from our homes?
- 2)
  - a) Select an item from nature and draw a picture of that item
  - b) Create a picture or other work of art using natural things. Please make sure that you do not harm any animals, insects or the environment when doing this.

- 3) Discuss with the examiner the harmful effects that would incur to us, to the environment and other animals due to use of agricultural chemicals.
- 4) Discuss with the examiner how you could practically use the 5R method. i.e. **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 the things that you could recycle, recycle whenever possible
- 5) a) Discuss with the examiner about the effect of natural disasters on humans
  - E.g. Storms or cyclones, droughts, landslides, tsunami, wild fires, insect plagues, Health epidemic etc.
- b) Discuss with the examiner how you can prepare for the safety of yourself, and the neighbors, from such possible disasters

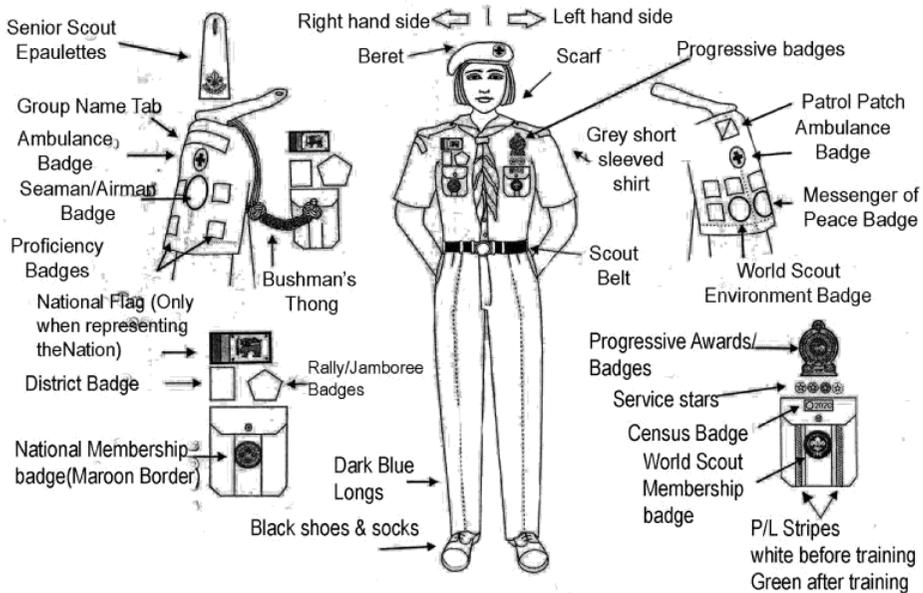
*N.B.- For any clarifications please contact the National Programme Commissioner*



### Senior Scout Uniform



### Senior 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



