

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

Name of Rover: _____ **Crew:** _____

Name of RSL: _____ **Name of Mentor:** _____

Instructions: Rover Squires & Scouts/Knights should work with their assigned (or chosen) mentors and/or RSL to present these requirements and obtain sign-offs. For those in remote locations, scan and email sign-offs back and forth. Once all requirements for an Award/Badge are accomplished, notify your RSL and request presentation of the award, either in person or online (with Award/Badge mailed to you).

Rover Squire Knot (1938 POR)



_____(init)_____(date) 1. Join a Rover Scout Crew at age 18 or older as a provisional Rover Squire and agree to the Crew Bylaws and to live by the Scout Promise & Law. Be provisionally accepted by the Crew and the RSL.

_____(init)_____(date) 2. If you have not been a Rover or Senior Scout (in WFIS or other traditional Scouting) and earned the Tenderfoot badge, take and pass the Tenderfoot (basic Scout knowledge) tests. Demonstrate to your RSL and Crew you are able to teach all requirements effectively. You can wear the Scout uniform once you pass these tests.

_____(init)_____(date) 3. Attend a Rover Squire Reception ceremony, commit to living by the Scout Promise & Law, and receive the Green-Yellow Rover Squire Knot, as you become formally accepted into the Crew as a Rover Squire.

Tenderfoot Badge (1938 POR)



Before being received into the Crew, the Rover Squire must satisfy the RSL that he knows:--

_____(init)_____(date) (1) The Scout Law and Promise (*added: & Motto & Slogan*), and that he understands their meaning. (See Camp Fire Yarn 3 & 4 of *Scouting for Boys*. See *Gilcraft's Tenderfoot Book*.)

_____(init)_____(date) (2) Salutes and their importance. (See Salutes, sign & handshake in Camp Fire Yarn 3 of *Scouting for Boys*. See *Gilcraft's Tenderfoot Book*.)

_____(init)_____(date) (3) The Signs. (See Woodcraft trail signs in Camp Fire Yarn 4 of *Scouting for Boys*. See *Gilcraft's Tenderfoot Book*.)

_____(init)_____(date) (4) The composition and history of, and how to fly, the flag of your nation or another flag that inspires you. (See *BSA Handbook*, how to hoist, lower, display, fold, and salute it, when to fly it).

_____(init)_____(date) (5) Certain uses of the Scout staff. (See Camp Fire Yarns 3 & 15 of *Scouting for Boys*. See *Gilcraft's Tenderfoot Book*.)

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_____(init)_____ (date) (6) The following knots: reef, sheet bend, clove hitch, bowline, round turn and two half hitches, sheepshank; and understands their respective uses. (See Camp Fire Yarn 11 of *Scouting for Boys*. See *Gilcraft's Tenderfoot Book*.)

_____(init)_____ (date) (7) How to whip the end of a rope. (See *Gilcraft's Tenderfoot Book*.)

Rover Scout/Knight Knot & Shoulder Straps/Epaulets (POR 1938)



_____(init)_____ (date) 1. Spend at least 3 months as a Rover Squire participating in and serving your Crew to their satisfaction. Receive a Rover Scout/Knight Sponsor from your Crew.

_____(init)_____ (date) 2. Read and study Baden-Powell's books, *Rovering to Success* and *Scouting for Boys* and be prepared to answer questions about them by your RSL, Sponsor, and Crew.

_____(init)_____ (date) 3. Consider how you might best live the Scout Promise & Law in your life during a short period of reflection called the "Vigil" (may involve overnight solo camping). See Quest #11 in *Crew Scouter's Handbook*.

_____(init)_____ (date) 4. Attend a Rover Knight Investiture ceremony, commit to living by the Knight Code and Scout Oath/Promise, and receive the Red-Green-Yellow Rover Knight Knot & Shoulder Straps/Epaulets.

Rover Scout/Knight Practical Training Strip (POR 1938)



Within a period of three years from his Investiture, the Rover is expected to aim at qualifying himself in the following to the satisfaction of the R.S.L. and Crew:--

_____(init)_____ (date) (1) Have a working knowledge of the matters dealt with in Chapter III of *Scouting for Boys* (Camp Life) with special reference to:

_____(init)_____ (date) a. The normal requirements in regard to personal and camping kit, both for a week-end and a week's hike or cruise. See Chapter 1, *Scouting Out-Of-Doors*; Quest 21 from *Crew Scouter's Handbook*.

_____(init)_____ (date) b. The general regulations affecting camping and hiking. See Chapters 1 & 11, *Scouting Out-Of-Doors*; Quests 20 & 21 from *Crew Scouter's Handbook*.

_____(init)_____ (date) c. The use and care of an axe, both hand-axe and felling axe if possible. See Camp Fire Yarn 11, *Scouting for Boys*; Chapter 14, *Scouting Out-Of-Doors*.

_____(init)_____ (date) d. The use of and ability to make, the following knots in addition to the Tenderfoot Knots: Bowline on a bight; fisherman's bend or hitch; man harness knot; marlinspike or lever hitch; rolling hitch; timber hitch. See *Knotting*.

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_____(init)_____ (date) e. The use and making of the following lashings: Square, diagonal, sheer or round, figure of eight. See *Knotting*.

_____(init)_____ (date) f. The use or making of the following splices: Back or end, eye, short. See *Knotting*.

_____(init)_____ (date) g. Hike and camp cookery, the storage of food in camp or on hike, the disposal of refuse in camp, and the supply of hike rations suitable for hikes of both a week-end and a week's duration. See Camp Fire Yarn 13, *Scouting for Boys*. Chapters 6-9.

_____(init)_____ (date) (2) Participate in hiking, camping and pioneering practices, or in sailing expeditions and cruises, with the Crew.

_____(init)_____ (date) (3) Hike - on foot - over a distance of at least 16 miles, spending one night out under cover improvised by himself, or carried on his back, and submit a report of the hike, paying particular attention to a subject such as: Antiquities; Life and Labour; Nature Lore. The report should include sketch maps of any important parts of the route.

_____(init)_____ (date) (4) Swim a distance of 100 yards.

_____(init)_____ (date) (5) Practice the care of his own health in matters of cleanliness, fresh air, exercise, food and clothing; feel the importance of his own and other people's interest of keeping physically fit, and recognise the necessity of keeping morally, as well as physically clean. See Chapters 17-19, *Scouting for Boys*.

_____(init)_____ (date) (6) (*Not in POR: Complete or show evidence of a completed and still valid approved First Aid & CPR course.*)

_____(init)_____ (date) (7) Have a general knowledge of the rights and obligations of citizenship, and a working knowledge of the local government of the area in which he lives, with special regard to finance, education, health services, public assistance, roads, regional planning, police, local authorities undertakings; have some practical knowledge of his local Council (personnel, elections, what they do and how they work), so that he may understand and be capable of exercising his responsibilities as a citizen. See Camp Fire Yarn 27, *Scouting for Boys*.

_____(init)_____ (date) (8) Recruit a Rover Squire.

A Rover who has qualified in these aims may wear across the end of his shoulder straps a strip of red cloth not more than ¼ inch in width.

After “qualifying” by completing the Practical Training, the Rover Knight is expected to continue his training activities as he selects for himself, ultimately leading to the B-P Award, the highest award in traditional Scouting.

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Rambler's Badge (1938 POR)



Worn on the left epaulette under the Scoutcraft Star.

_____(init)_____(date) 01. Walk, or walk and make passages in a kayak or boat (sailing or rowing) an aggregate of 100 miles (or go an aggregate of 400 miles by pedal bicycle) outside towns, during week-end or holiday hikes.

_____(init)_____(date) 02. Keep a log of the journeys to be handed in on completing the total of 100 (or 400) miles. This log should give dates, places and distances, and should preferably give information that would be of use to other hikers, such as places of interest to be visited en route, good camping places, inns, hints for finding the way at difficult points, together with passage notes of the boat journeys with tidal or other useful information and plans of harbours, inland waterways, etc.; sketch maps and nature notes should be included.

Project Badge (1956 RSOT)



Worn on the right epaulette under the Service Training Star.

_____(init)_____(date) 01. The Rover must choose, plan, and devote at least 6 months to a Project and must keep a record of his activities. At least 3 times during the period he must report progress to the RSL and Crew, producing his record, supported by any models, charts, maps or other exhibits which may be needed to elucidate it. On these occasions, he may seek advice or assistance

from the Crew if he feels he needs it.

_____(init)_____(date) 02. A "Project" may be defined as a self-imposed task, demanding skill, application, and care. The Rover picks the subject of his Project for himself. There is no restriction on his choice of subject (beyond reason), but it should preferably be something that bears no direct resemblance to his means of livelihood, and with which he has formerly little to do, or alternatively a subject in which he is already well versed, with the intention of his reaching a considerably higher standard of achievement in it. The subject chosen for a Rover's Project should be formally approved by the RSL and the Crew as suitable and worthwhile.

_____(init)_____(date) 03. When the Rover is he himself satisfied that he has completed his selected Project, he must demonstrate the result of his work to the RSL and Crew. The RSL and Crew, after seeking any necessary expert advice, then decide if he has reached a satisfactory standard attainment.

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Scoutcraft Star (1956 RSOT)



Worn on the left epaulette above the Rambler's badge.

_____(init)_____(date) 01. A Rover who holds a Warrant as a Pack or Troop Scouter must qualify at the appropriate Preliminary Training Course and must give satisfactory service as a Scouter for a period of at least six months, to qualify for the Star.

_____(init)_____(date) 02. A Rover who does not hold a Warrant must fulfil the following requirements:-

_____(init)_____(date) (i) He must camp on at least 10 separate occasions aggregating not less than 20 nights on 3 or more different camp sites, and must comply strictly with "Camping Standards." **(Not in POR: following the guidelines of the Camper Badge).** He must keep a log of these camps and submit it to his R.S.L. and Crew.

_____(init)_____(date) (ii) He must be competent to instruct and examine a Senior Scout in any two of the under-mentioned badges:-

Camper, Cook, Forester, Naturalist, Pioneer, Starman, Tracker.

(He need not necessarily act as an instructor or examiner in the badges selected.)

Service Training Star (1956 RSOT)



Worn on the right epaulette above the project badge.

_____(init)_____(date) 01. To gain the Service Training Star a Rover must give six months' service with a Group in the capacity of a Scouter. The service carried out must be to the satisfaction of the D.C. and the G.S.M. of the Group concerned.

_____(init)_____(date) 02. A Rover Scout who holds a warrant or is on probation for a warrant may qualify by giving 6 months service with the group in which he holds, or is on probation for, a warrant. A Rover Scout need not apply for a warrant and there is no requirement that a Rover should actually become a warranted Scouter.

(not in the POR) If a Rover Scout does not serve a youth Scout Group as a Scouter, s/he may optionally:

_____(init)_____(date) 01. Serve in a leadership capacity in his/her own Crew, such as a Mate or Second, for at least 6 months.

OR

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_____(init)_____ (date) 02. Provide a minimum of volunteer service for 6 months to a community service agency such as a local food bank, clinic, shelter, community group, hospital, etc. Submit a report of his/her involvement to the RSL.

AND EITHER

_____(init)_____ (date) 03a. Participate in at least 3 service projects with his/her Crew. Submit a report of his/her involvement to the RSL.

OR

_____(init)_____ (date) 03b. Volunteer to assist in the implementation of a Scouting event offered by WFIS/ISF/R4LA or one of its subsidiaries, including Brownsea Trainings, Wood Beads Trainings, Moots or Jamborees, or other major meeting or event. Submit a report of his/her involvement to the RSL.

B-P Award (1956 RSOT)



Worn on the left epaulette replacing other epaulette badges. Also can be worn on the left chest above the pocket.

_____(init)_____ (date) 01. Hold the Rambler's Badge, the Progress Badge, the Scoutcraft Star, and the Service Training Star.

_____(init)_____ (date) 02. In the opinion of the RSL and Crew be setting a personal example of the Scout way of life and be carrying out the Rover motto "Service."

_____(init)_____ (date) 03. Have an interview with the relevant Commissioner (RSL) or someone appointed by him for the purpose.

Progress Thong for completing Quests (Rover Scouting, 1933; The Crew Scouter's Handbook, BSOC, 1963)



Worn around left shoulder under epaulet strap.

Individually or in a group, an invested Rover Knight may embark upon Quests for personal growth via training. Quests are chosen with a view towards the development of mental, spiritual, and physical powers, including vocational/avocational pursuits, cultural subjects, Scoutcraft, handicraft, sports, citizenship studies, service. The following are some recommended Quests, though the Rover may choose his/her own, upon approval by the RSL and Crew:

Quest of Personal Fitness, Quest for Truth, Quest of Exploration, Quest of Woodcraft or Scoutcraft, Quest of Service, Quest of Beauty, Quest of National Honor, Quest of World Scouting, Quest of Friendship to Animals, Quest of Happiness for Others, Quest of Personal Efficiency & Usefulness in the

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World, Quest of Exploration of Conscience, Quest of the Spiritual, Quest of International Peace & Goodwill, Quest of Getting Closer to Your Personal Creator, Quest of Carrying Rover Scouting Into Married Life, Quest of Helping God's Kingdom Prevail Upon Earth.

_____(init)_____(date) A plan for accomplishing the Quest, taking at least 6 months, must be submitted to, reviewed by, and approved by the RSL and Crew, who will support the Rover or Rovers during their Quest. During the training period, the Rover should keep charts, logs, pictures, drawings, samples, specimens, anything that will help give a talk and/or demonstration of 20 minutes to an hour to the RSL and Crew upon completion, demonstrating knowledge gained and life lessons learned.

_____(init)_____(date) When a Rover or Rovers together complete a Quest to the satisfaction of the RSL and Crew, the Rover/s shall create a Progress Thong with a diamond knot of a material chosen by the Rover/s to be worn around the left shoulder under the epaulet strap, present that to the RSL, who will then briefly outline the accomplishments achieved and return the thong/s to the owner/s, who will mount the thong on the uniform. Further knots can be made in the thong for further Quests achieved.

Chaplain Badge (1938 POR)



Non-executive rank. Worn traditionally on center of left pocket. Alternative wear is above left pocket.

_____(init)_____(date) The rank of Chaplain may be conferred as above on a minister of religion, including a lay reader, who acts as Chaplain of a Group [or Crew].

First Aid Badge



Worn above right pocket, above the Interpreter Strip if present, next to the Instructor Badge if present.

_____(init)_____(date) Gain a minimum of a 1 day (8 hour) first aid qualification from a first aid certification awarding body and maintain it every 2 years.

The course must include how to prevent, identify and deal with hypothermia and heat exhaustion.

The badge can only be worn if the qualification is in date [not expired].

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Rover Instructor Badge (1938 POR)



Worn on the right breast above the line of the pocket, above the Interpreter Strip if present, next to the First Aid Badge if present.

_____(init)_____ (date) 01. Show a knowledge of, and ability to instruct in, the subjects of the First Class badge, or one of the Scout proficiency badges qualifying for the King's Scout badge or the Bushman's Thong, or any two other proficiency badges, or of the First and Second Star badges for Cubs and two Cub special proficiency badges, and two Cub special proficiency badges, and must produce a certificate from a S.M. or C.M. (**Not in POR: or RSL**) that he has instructed Scouts or Cubs (**Not in POR: or Rovers**) satisfactorily for a period of three months.

_____(init)_____ (date) 02. A high standard of instructional ability is required in each case.

Interpreter Strip (POR 1938)



Rovers who are interpreters may wear an emblem (similar to those worn by Scouts) on the right breast pocket [flap], or in a similar position on a jersey, showing the language or languages spoken.

_____(init)_____ (date) Carry on a conversation, write a simple letter on a subject given by the Examiner, read and translate at sight a passage from a book or newspaper, in either Esperanto or any language that is not that of his own country.

Language/s: _____

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APPENDIX: Requirements for (Youth) Scout Rank/Proficiency Badges, the teaching of which is demonstrated for the Scoutcraft Star or Rover Instructor Badge (POR, 1938)

Second Class Badge

Before being awarded the Second Class Badge, the Scout must pass the following tests:--

(1) First Aid. Know the general rules of health as given in "Scouting for Boys." Campfire Yarn 18.

Be able to deal with the following:--

Cuts and Scratches.

Sprains.

Burns and Scalds.

Bleeding from the nose.

Stings and bites.

Sunburning, avoidance and treatment.

Know how to clean a wound and apply a clean dressing.

Have a knowledge of the triangular bandage as a large and small sling and as applied to knee, head, and foot; and understand the importance of summoning adult help and treating for shock (not electric).

(2) Signaling. Know the Semaphore or Morse sign for every letter in the alphabet and for the numerals, and be able to send and receive a simple message. He must also understand the use of the calling up sign and its answer, the general answer, the end of message sign and its answer, and the cease signal.

(3) Observation. Follow a trail half a mile in 15 minutes; or if this be impossible, describe satisfactorily the contents of one shop window out of four, observed for one minute each, or Kim's Game, to remember 16 out of 24 well-assorted small articles after one minute's observation. Go a mile at Scout's Pace.

Note.-It is wise that boys should be trained in both following a trail and Kim's Game

(4) Pioneering. Demonstrate correctly the following:--

i. Square and diagonal lashings.

ii. Timber hitch, rolling hitch and fisherman's knot.

(5) Firelighting. Lay and light a wood fire in the open, using not more than two matches, natural timber to be used wherever possible.

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(6) Cooking. Cook a quarter of a pound of meat and two potatoes, without cooking utensils other than a billy can, over a wood fire in the open.

(7) Axemanship. Know the safety rules and care of a hand axe and knife. Demonstrate the correct ways of chopping firewood.

(8) Compass. Demonstrate the practical use of a compass and know the 16 principle points.

(9) Service. Have at least one month's satisfactory service as a Tenderfoot and satisfy the S.M. that he can re-pass his Tenderfoot tests.

First Class Badge

Before being awarded the First Class Badge, a Second Class Scout must have attained the age of 14 years, and satisfy his S.M. that he can pass his Tenderfoot and Second Class tests: and pass the following tests:--

(1) Swimming. Swim 50 yards. If a doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass one of the following badges:--

Camper, Handyman, Healthyman, Naturalist, Pioneer, Stalker, Starman, or Tracker.

(2) Pioneering. Demonstrate correctly the following:--

i. Shear lashing.

ii. Back and eye splices.

iii. Fireman's chair knot and man harness knot.

(3) Signalling. Send and receive a message either in semaphore, at rate four (twenty letters a minute), or in Morse, at rate three (fifteen letters a minute). He must also understand the alphabetical check for numerals.

(4) Estimation. Estimate without apparatus, distance, numbers and height within 25 percent, error each side.

(5) First Aid. Know the position of the main arteries (names unnecessary) and be able to stop bleeding; how to recognise and apply First Aid to fractured arm, fore-arm, and collar bone, and the importance of not moving other suspected fractures; and the proper method of dealing with any of the following emergencies:--

Fire, drowning, fainting, ice breaking, electric shock, grit in the eye, fits.

Be able to throw a lifeline with reasonable accuracy.

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(6) Cooking. Cook satisfactorily (over a wood fire in the open) two of the following dishes: Porridge, bacon, hunter's stew-as may be directed; or skin and cook a rabbit; or pluck and cook a bird; also make a "damper" or a "twist" baked on a thick stick.

(7) Mapping. Read and be able to use a one-inch Ordnance Survey map (or its local equivalent) and draw an intelligible rough sketch map. Use a compass and point out a compass direction by day or night without the help of a compass.

(8) Axemanship. Use a felling axe for felling or trimming light timber, or, if this be impracticable, be able to log up a piece of timber and demonstrate the theory of felling a tree.

(The term "felling axe" includes both three-quarter and half size.)

(9) Journey. Go on foot or row a boat, alone or with another Scout, for a total distance of fourteen miles, or ride an animal or bicycle (not motor) a distance of thirty miles; he must write a short report of the journey with special attention to any points to which he may be directed by the Examiner or his Scoutmaster (a route map of the journey is not required). The journey should occupy about twenty-four hours and camping kit for the night must be taken and used. Whenever practicable, the camp site must be of the Scout's own choosing, and not where other Scouts are camping. His S.M. or Examiner may indicate the route and suggest the approximate area but not the actual position where he will make his camp. In abnormal circumstances the L.A. may give permission for the paragraph to be made easier to exceptional cases. This test should normally be the final one taken for the First -Class badge.

Airman

(1) Know the proper conduct to adopt, and the ordinary safety precautions to follow, when on an aerodrome or near flying machines. Indicate wind direction for landing both by day and night, and assist in taxiing and tethering an aeroplane. Use chocks and improvise them. Understand the importance of keeping people away from an aeroplane when stationary or moving and the necessity of leaving a wrecked machine and/or parts thereof undisturbed until Police or officials arrive. Show what constitutes a reasonable landing ground, and name three possible landing-grounds in the neighborhood; also know the compass direction of principal aerodromes within 50 miles of Troop Headquarters.

(2) Know the national markings, both service and civil, of the aeroplanes of at least six foreign countries, preferably those countries nearest his own, or whose machines make regular visits to his country. From observation have recorded the passing of a number of aeroplanes, stating where possible date, time and place seen, direction which flying, whether service or civil - number of engines, monoplane or biplane, approximate height, state of weather, country of origin and, in the case of civil machines, rough lettering.

(3) Have a knowledge of the theory of flight and aero engines.

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(4) Make a model of - Either an aeroplane which will fly at least 25 yards; Or a glider weighing not less than 1 lb., which will glide at least 100 yards. Or a well finished scale model of an aeroplane.

Ambulance Man

(1) First Aid. Know the general rules of health as given in "Scouting for Boys." Campfire Yarn 18.

Be able to deal with the following:--

Cuts and Scratches.

Sprains.

Burns and Scalds.

Bleeding from the nose.

Stings and bites.

Sunburning, avoidance and treatment.

Know how to clean a wound and apply a clean dressing.

Have a knowledge of the triangular bandage as a large and small sling and as applied to knee, head, and foot; and understand the importance of summoning adult help and treating for shock (not electric).

(2) First Aid. Know the position of the main arteries (names unnecessary) and be able to stop bleeding; how to recognise and apply First Aid to fractured arm, fore-arm, and collar bone, and the importance of not moving other suspected fractures; and the proper method of dealing with any of the following emergencies:--

Fire, drowning, fainting, ice breaking, electric shock, grit in the eye, fits.

Be able to throw a lifeline with reasonable accuracy.

(3) Know the position of the main arteries, and know how to stop bleeding from veins and arteries, internal or external.

(4) Improvise splints and diagnose a broken limb.

(5) Must know how to deal with choking.

(6) Must know how to distinguish between fainting, apoplexy and drunkenness, fits and concussion, and the appropriate treatment for each.

(7) Demonstrate CPR.

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(8) Demonstrate how to improvise a stretcher, and apply a roller bandage.

(9) Demonstrate how to send a correct message, verbal, written or by telephone.

Backwoodsman

(1) Make a satisfactory shelter for two people out of natural materials and sleep in it, preferably alone or with another Scout, other than a First-Class Scout.

(2) Skin and cook a rabbit and cure the pelt; or cook a fowl (***Not in POR: or a vegetable dish***) in clay.

(3) Camp for not less than two nights, preferably alone or with another Scout, other than a First-Class Scout, and with other Scouts for not less than four week-ends during the twelve months preceding his examination; and outside the immediate surroundings of his home. Note. - Troop camps not to count.

(4) Prove his skill in finding his way alone across unknown country without using maps or roads or making enquiries, to a point invisible from his start.

i. by compass and by day a distance of not less than three miles.

ii. Without compass and by stars a distance of not less than one mile.

(5) Know the local varieties of timber and their respective values for burning.

(6) Have attained First-Class standard in axemanship and pioneering.

(7) Know how to use a First-Aid box and the dangers of, and methods of purifying, contaminated drinking water.

Camper

(1) Know what are the normal requirements in regard to:--

Personal kit for a week's camp.

Personal kit for a week-end hike or cruise.

The equipment and rations for a week-end Patrol Camp or cruise (7 boys).

(2) Either know the principle points to look for in the selection of a Patrol or Troop camp site, and describe with rough plan how he would lay out a Patrol camp with reference to tent, kitchen, sanitation, etc.,

or know how to select an anchorage, mooring, or berth for:--

A rowing boat or sailing vessel.

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A sea-going vessel.

(3) Demonstrate that he:--

Understands the use and care of an axe.

Understands the uses of, and can tie, the following knots in addition to the Tenderfoot and Second Class knots: slip reef, double sheet bend, figure of eight, bowline on a bight, and man-harness hitch.

(4) Demonstrate how to pitch, strike, pack, and execute petty repairs to a Patrol tent.

(5) Show that he has a satisfactory knowledge of camp cookery, and understands the proper methods of storing food and how to dispose of refuse.

(6) Have camped under canvas or on board ship or boat with his Troop or Patrol for not less than eighteen nights, and have camped out alone, or with one other Scout, for at least three nights, not necessarily consecutive in either case.

Climber

(1) Have a knowledge of a mountain area covering at least 25 square miles, and show that he is personally acquainted with the principle routes to the summit of peaks and to points of interest, the nearest telephone and doctor to any point in the area, inns and places of refreshment. Draw an intelligible sketch map showing such information, and identify peaks from a distance by their appearance.

(2) Find his way to a given point in a mountainous area, using a one-inch Ordnance Survey map or its local equivalent, and compass, and display mountaineering ability.

(3) Know the local weather conditions, and what to do in emergencies, such as being overtaken by darkness or mist.

(4) Have a knowledge of the First Aid treatment of fractures, bruises, concussion and shock.

Coast Watchman

Have a thorough knowledge of:--

(1) The general distress signals for surface vessels and aircraft.

(2) The letter or numeral represented by each flag in the International Code. Read and distinguish "V" in Morse (sound or flash)-"I want assistance." Be able to make "U" (sound or flash)-"You are standing in to danger."

(3) The best landing places for boats, and where they can find shelter in bad weather, and how to indicate to a boat the best place to land or that landing is dangerous.

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(4) Where bathing places are safe, and where dangers exist, such as quicksands and places where visitors are likely to be cut off by the tide, and what to do if they get into difficulties. Dangerous cliffs and where lifelines, etc., can be obtained.

(5) The beacons, storm signals, coast guard stations, lifeboats and rocket apparatus, the nearest telegraph offices, telephones, hospitals, and addresses of doctors available at each point. Have a general knowledge of:

(6) The tides and tidal streams, and outlying dangers within visual distance of a selected position on the coast near his Headquarters.

(7) The rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water from local tide tables.

(8) The lighthouses and light-vessels which can be seen from his strip of coast, and the lights they exhibit.

(9) The proper treatment for oiled sea-birds.

Cook

(1) make a camp kitchen with open fire and other necessities, and prepare therein the following dishes: Stew, roast meat, vegetables, scrambled eggs, milk pudding, stewed fruit, or any dishes which the Examiner may consider equivalent. Make tea, coffee, cocoa, and a "damper" or "twist."

(2) Know how to store provisions in a hygienic manner and bring proof that he has cooked satisfactorily for a Patrol or Troop in camp for not less than one complete day.

Cyclist

(1) Sign a certificate that he owns, or has the use of, and has had the use of for at least six months, a bicycle or motor cycle, in good working order, correctly equipped with lamp, bell or horn, rear reflector or rear lamp, and pump, and that he is able and willing to use it in the King's service if called upon at any time in case of emergency.

(2) Ride his machine satisfactorily and keep it in repair and good running order and, in the case of a pedal cycle, show that he can mount and dismount neatly by either pedal.

(3) Mend a puncture, remove and replace a brake and wheel and adjust any part of his machine to the Examiner's satisfaction.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

(4) Know the Highway Code, traffic signals, correct time for lighting up-i.e., time after sunset-the signs of the C.T.C. and N.C.U. or A.A. and R.A.C., understand the system of road numbering, and be able to read a road map.

(5) Repeat correctly a verbal message after a ride of at least one hour's duration.

(6) Inform the Examiner that he has made use of his machine in the last six months. (On ceasing to own, or have the use of, a bicycle or motor bicycle he must hand in his badge.)

Explorer

(1) Either have thoroughly explored within a period of 12 months an area of at least three miles radius (preferably round his own home or Headquarters) for one of the following objects: Tracing out all footpaths, bridle paths and waterways shown on past and present maps, and reporting on their present existence and condition. Preparing a full report on the industries of the locality, the nature of the agriculture, making an approximate estimate of the amount of arable land and land under pasture, and the use to which it is put. Making a full report on the history of the area, giving particulars and history of any antiquities or places of special interest and the extent to which it is disfigured by advertising, etc. Preparing a report on the trees, flowers, birds and animals common to the area.

(2) Or have a sound knowledge of not less than five miles of a navigable river or canal, including knowledge of tides, channels, shoals or mudbanks, where tides are strongest, mooring places, local rules and customs, including local "rule of the road" and Conservancy regulations affecting use of the waterway by Scouts (e.g., restrictions of bathing, prevention of river pollution), and know where special dangers (if any) exist. Know of two camping sites adjacent to mooring places within the area, with names and addresses of owners and where drinking water and supplies are obtainable. Note.-In all cases a log of his expeditions must be submitted, giving mileage, and accompanied, as far as possible, by explanatory sketches, photographs, maps, etc.

Fireman

Know.-

(1) The danger of inflammable household articles, such as oil lamps, spirit stoves, flannelette, Christmas decorations, cotton wool, celluloid, and of the focusing of the sun's rays.

(2) How to trace an escape of gas and know the danger of faulty electric insulation.

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(3) The first steps to take on an outbreak of fire, methods of calling the Fire Brigade and Ambulance, position of nearest alarms to home and Headquarters, and what to do pending arrival.

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Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

- (4) How to use at least two common types of extinguishers, buckets, and bucket-chains.
- (5) How to deal with the following types of fire: Clothes, petrol, and spirit, chimney, motor-car, curtain, electric, heath, grass and rick fires.
- (6) Use of scrum to keep back crowd, carrying of injured, improvising ropes, chair knot, lowering by lines, jumping sheet, crawling through smoke. How to drag insensible persons, prevent panic, and rescue horses.
- (7) If possible, use of hose, hydrants, and chutes wherever instruction can be obtained.

Forester

- (1) Know from practical observation how to rear young trees, including preparation of soil, how and when to transplant, and the right reason for thinning and felling.
- (2) Know generally how a tree lives and produces its species, how to deal with wounds and have a knowledge of the agencies which cause them. Understand the danger of fire in forests.
- (3) Have a knowledge of the growth and development of 12 different species of trees in the locality, and be able to recognise them at a distance, at any season of the year, as well as by the bark, leaf, and fruit; and know their chief respective uses when converted into timber.
- (4) Know the normal types of axes in general use and name their parts. Know how to select an axe, how to take care of it, and the safety rules of axemanship.
- (5) Use a felling axe to fell a tree of at least 36-inch girth and understand the use of cross-cut saw and wedges.
- (6) Know the general principles of felling, trimming, logging-up, moving and stacking timber.
- (7) Calculate the amount of useful timber in a given tree.

Handyman

Be able to do 10 out of the following, at least three of which (selected by the Examiner) must be demonstrated:--

- (1) Paint a door or similar object.
- (2) Whitewash or distemper a wall or ceiling.
- (3) Clean and adjust gas fittings and replace mantles.
- (4) Replace electric light bulbs, lamp-shades and fuses.
- (5) Replace a tap-washer and adjust a ball-cock.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

- (6) Hang pictures and fix curtain rods.
- (7) Fix, repair and adjust blinds.
- (8) Take up, beat and relay a carpet.
- (9) Repair furniture, upholstery or china.
- (10) Sharpen knives.
- (11) Glaze a window.
- (12) Top up and care for an accumulator.
- (13) Replace a sash cord.
- (14) Replace a spring in a door lock.
- (15) Know what immediate steps to take in the case of a burst water-pipe or gas leak.
- (16) Hang wall-paper.
- (17) Attend to stopped gutters, waste pipes and frozen pipes.

Healthyman

- (1) Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach, and the organs of special senses (eyes, ears and nose) in good working order, and the principle dangers to be guarded against.
- (2) Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercising; give evidence of observance of these rules for at least 12 months.
- (3) Know the dangers incurred in the use of tobacco and alcohol, and the breaking of the 10th Scout Law; the danger of over-training the body, and of the continual use of one form of exercise.
- (4) Train a Patrol in simple exercises suitable for strengthening all parts of the body, and give reasons for each exercise.

Horseman

- (1) Either in case of light horses, ride at all paces and jump an ordinary fence on horseback; saddle and bridle a horse correctly and show a horse "in hand," or, in the case of heavy draught horses or vanners, know how to harness them in single and double harness for cart, van or wagon, and in chains.
- (2) Water, feed and groom a horse correctly.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

(3) Strip, clean and assemble either a saddle and bridle, or harness and bridle.

(4) Know the points of a horse, and be able to detect common ailments and lameness. Note.-If taken as a qualifying badge for King's Scout, the Scout must have a horse at his disposal.

Interpreter

Carry on a conversation, write a simple letter on a subject given by the Examiner, read and translate at sight a passage from a book or newspaper, in either Esperanto or any language that is not that of his own country. Note. -An additional badge is worn by an Interpreter on the right breast pocket or in a similar position on jersey, showing the language or languages spoken.

Naturalist

(1) Explain in his own words and from his own observations: The fertilisation and development of a wild flower and one of the following: the development of the frog, toad or newt; the life history of an insect, spider or fish; the development, habits, songs or call-notes of six birds; the habits of four wild mammals; the habits of some of the creatures of the pond.

(2) Either keep a nature diary of two of the seasons-spring, summer, autumn and winter-giving records with dates and places of not less than 10 birds, 10 plants, 10 trees, and 10 butterflies or moths and of a short account of other animals which have been seen; and illustrate the records with pencil sketches, carbon impressions of leaves, or pressed specimens.

Or, in towns one of the alternatives may be selected in place of the nature diary. The D.C. shall decide whether the area may be considered a town for the purpose of this badge. Make a collection of 30 different species of wild flowers, ferns and grasses, dried and mounted, giving names, places and dates, and recognise them as well as give a short description of 10 of the specimens. Make a collection of photographic or carbon impressions or sketches of 20 trees, giving names, places and dates, and recognise them and give a description of the appearance of 10 of the trees from which they came. Make 10 sketches of animals or birds from life, and give the life history of five of them. Name 60 different kinds of mammals, birds, reptiles, fishes, or insects in a Museum or Zoological Gardens, or from unnamed coloured plates, and give particulars of the lives, habits, appearance and markings of 20 of them.

Oarsman

(1) Manage a boat single-handed, row and scull, and punt (in rivers) or scull over the stern or paddle a canoe.

(2) Steer a boat under oars and bring her alongside a vessel and landing- stage.

(3) Tow and be towed, and secure a boat to a buoy or alongside a wharf.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

(4) Anchor a boat and make the simple bends and hitches, knots and splices (not wire) required for boat work, and be able to throw a line.

Pathfinder

(1) Have an intimate personal knowledge, as a result of his own exploring and investigation, of the locality round his Headquarters or his home, especially in regard to public buildings, the provision of public services, in regard to fire, transport, communications, etc., and the residences of doctors, responsible public officials and (in country only) well known people, rights of way, footpaths, playing fields and other public property.

Note. -The area over which the above intimate knowledge will be required is a two-mile radius from the Group Headquarters or home in country or towns up to 20,000 inhabitants; one mile in towns between 20,000 and 100,000; half a mile in towns over 100,000. The D.C. may at his discretion vary the area to exclude undesirable neighborhoods, parks or other open spaces, and include an equivalent area.

(2) Have a general knowledge of the district so as to be able to guide strangers by day or night within a five-mile radius, and give them general directions how to get to the principle suburbs, districts or towns within a 25 mile radius.

(3) Have some knowledge of the history of the place and any buildings of historical interest.

Pilot

(1) Possess the Boatman's Badge.

(2) Be able to read a chart, particularly that one if available which covers the area round his own Group Headquarters. Have an elementary knowledge of the boating waters including rivers and canals which lie within a radius of 20miles from his Headquarters, and a detailed knowledge of the waters within a radius of 10miles from it.

(3) Know the different types of buoys, beacons, landmarks, lighthouses and light vessels used round the coast of the state/country of residence.

(4) Know how to heave the lead.

(5) Know the danger and storm signals, and the lights carried by all classes of vessels.

(6) Be able to box the compass.

Pioneer

(1) Show extra efficiency in the following: fell a nine-inch tree, or scaffolding pole of not less than 5-inch diameter, neatly and quickly.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

(2) Tie the following knots and understand their uses thoroughly, in addition to the Tenderfoot and Second Class knots: bowline on a bight, catspaw, double sheet bend, man-harness knot, marline or lever hitch, draw or highwayman's hitch, fisherman's bend or hitch.

(3) Use the following lashings in the proper way: shear or round, figure of eight; and be able to lash a block to a spar.

(4) Build a model bridge or derrick.

(5) Make a camp kitchen, or a raft that will carry himself.

(6) Build a camp shelter or hut of one kind or another suitable for three occupants.

Public Health Man

(1) Know the modes of transmission of the following diseases: Scarlett fever, diphtheria, tuberculosis, measles, mumps, whooping cough, chicken-pox, typhoid fever, dysentery, summer diarrhoea, smallpox, malaria, ringworm, scabies; the measures adopted by sanitary authorities to prevent their spread, and the steps which should be taken by private individuals in cases of infection. Note.-Bacteriological and medical details are not required.

(2) Know how the importation of diseases from abroad is guarded against, with special reference to immigrants and animals such as rats and dogs.

(3) Describe one or more methods of disinfecting a house and a room and its contents, including bedding, after infectious diseases, and also of eradicating the commoner insect pests, such as bugs and flies, from infested houses and camps.

(4) Describe the necessity, and the mode employed in his own locality, of collecting, removing and destroying house refuse and rubbish; also the main principles of camp sanitation and cleanliness, pointing out those things which make for unhealthy camping.

(5) Have an elementary knowledge of the laws (general and local) governing dairies, dairy farms, slaughter houses and butcher's shops; the adulteration of the more common foods, and the use of preservatives in them.

(6) A knowledge of the dangers of the two venereal diseases.

Rescuer

(1) Perform in the water four methods of rescue, and three of release from the clutch, of a drowning person. The drowning subject, about the size of the rescuer, in each of the rescue methods to be carried at least 10 yards.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

- (2) Dive from the surface to the depth of at least five feet and bring up a stone, brick or iron weighted object of not less than five pounds.
- (3) Demonstrate the Schäfer method of resuscitation, and the promotion of warmth and circulation.
- (4) Swim 50 yards attired in shirt and trousers, and undress before touching ground.
- (5) Throw a life-line to within one yard of a small object 15 yards away three times out of four. (A would-be rescuer should undress as far as possible before going into the water.)

Signaller

- (1) Send and receive by flag in Semaphore at rate 7 (35 letters a minute) and in Morse at rate 5 (25 letters a minute).
- (2) Send and receive at rate 6 (30 letters a minute) by lamp, heliograph or disc.
- (3) Send and receive at rate 5 (25 letters a minute) by lamp, heliograph or disc. Note.-90 percent accuracy must be obtained in all the above tests (1), (2), and (3).
- (4) Have a good knowledge of the simple procedure outlined in the official Scout Manual of Signalling.
- (5) Have a good knowledge of the various signs and signals given in "Scouting for Boys."

Stalker

- (1) Demonstrate his ability to stalk. Making use of all available cover, quietly and inconspicuously, and understand the value and use of cover, camouflage, wind, shadows and background by day and night.
- (2) Give proof of having stalked and studied at least six wild birds or animals in their natural state in the open, by producing photographs or sketches which he himself has taken, and by describing the results of his observations.

Starman

- (1) Have a general knowledge of the apparent movements of the stars and point out and name eight principle constellations, of which six are other than circum-polar.
- (2) Find the north by means of stars other than the Pole Star, in case of that star being obscured, and have a fair knowledge of how to tell the time and points of the compass by the sun and stars.
- (3) Have a general knowledge of the relative positions and movements of the earth and moon, and of planets and eclipses.

Tracker

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

- (1) In Kim's Game remember 25 out of 30 well-assorted articles after one minute's observation, three times running; each article being correctly described.
- (2) By smell alone recognise 8 out of 10 assorted liquids or solids in common use.
- (3) By hearing alone recognise 8 out of 10 different sounds.
- (4) By touch alone recognise 12 out of 15 assorted articles (including such things as dry tea-leaves, flour, sugar.)
- (5) Recognise and explain 2 different characteristics in each of 5 different types of animal tracks.
- (6) Solve, within 25 per cent error, 3 simple tracking stories set in sand, snow or other suitable natural media.
- (7) Produce 6 casts of animal or bird tracks, all casts being taken unaided by himself, 2 at least of the casts to be those of wild animals.
- (8) Follow a simple nature trail of at least 1 mile in length, containing at least 40 signs, of which at least 35 must be noted and described verbally or in writing when the trail is completed.

Weatherman

- (1) Keep from his own personal observations a daily record of the weather for two months, using the Beaufort letters and symbols.
- (2) Read a barometer and thermometers, and record rainfall.
- (3) Know the different variety of cloud formations and what they portend and make a reasonably accurate forecast both from the daily weather report and from personal observations.
- (4) Understand Buys-Ballot's Law, and read the maps in the daily weather report of the Meteorological Office.
- (5) Know the meaning of gale warnings, and (if living on the coast) where and during what hours they are displayed.
- (6) Know for his own district the wettest month and the wettest day on record, the extremes of temperature, and the prevailing winds.

World Friendship

- (1) Have an elementary general knowledge of the geography and history of at least three foreign countries and of the British Empire as a whole.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

(2) During the previous 12 months have either corresponded regularly with an overseas or foreign Scouts either in Great Britain or overseas, and in either case have a general knowledge of the geography, customs and characteristics of the country concerned, and the communications with it.

(3) Have some knowledge of the Boy Scout International Organisation, the World Girl Guide and Girl Scout Organisation.

(4) Have some knowledge of the League of Nations and the way it works.

Rovering for Life Association & Deep River Rover Crew

Individual Rover Scouting Progression, Badges/Awards Requirements, Sign-Offs:

Pre-APR Traditional Scouting References Used for the R4LA Progression

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