

Rovering 4 Life Association Uniform Guidelines:

ARTICLE 1 – *Class A Uniform.*

(a) Class A uniforms should be worn to all formal Scouting events, Scouting award ceremonies, appropriate community events, etc. Rovers who are active Scouters in other organizations may wear those uniforms when attending functions with those organizations, though Rovers are encouraged to wear their traditional independent Rover Class A uniforms to Crew meetings and outings.

(b) Rover Class A uniform shirt is button-down with collar, rugged, with shoulder straps to accept Rover epaulets, and two chest pockets with buttoned or snapped flaps. Color is preferably a shade of forest or spruce green, with olive or moss as an acceptable backup color. Not khaki unless green khaki. Can be long or short sleeve, but there is a tradition among Rovers to “roll up your sleeves and get to work,” so most get long sleeves and do just that. Crew leadership can suggest places for members to purchase safari-type, military, or vintage Scouting shirts if needed.

(b) Pants should be gray preferably (though brown is acceptable), long or short depending on weather/climate. Side pockets preferred but not required.

(c) If wearing shorts, knee-high green (or other dark neutral color) socks are standard with (optional) red (Scouts/Knights) or green (Squires) tabbed garters.

(d) Hat is campaign hat (brown or green) or beret (green). Campaign hat includes gold fleur-de-lis pin (awarded to Squires) centered above hat band and silver R-K pin (awarded to Scouts/Knights) centered on hatband. Beret includes fleur-de-lis pin over R-K pin (when awarded). WFIS pin (awarded to Squires who are also members of a separate WFIS association) worn on right side of campaign hat on band or side of beret.

(e) The Crew may design its own necker(chief) or wear ISF necker; necker is awarded at Rover Squire Presentation.

(f) Thumbstick or walking stick standard for Rovers, 4-5' in length, marked for measurements.

ARTICLE 2 – *Class B Uniform.*

(a) Class B is acceptable for some informal meetings, certain outings especially in the outdoors, and some working situations like fund-raisers and service projects.

(b) Scouting t-shirt or polo is a Class B uniform; the Crew will determine its own shirt design.

(c) Pants, socks, hat/s same as above.

(d) No necker.

ARTICLE 3 – *Standard Insignia.*

(a) ISF (yellow) badge on left upper sleeve, 4-5” down from top seam

(b) WFIS badge (green) centered on right pocket (if member of separate WFIS association)

(c) R4LA Strip (green/yellow) directly over right pocket

(d) Crew Crest right sleeve, 4” down from top seam

ARTICLE 4 – *Earned Insignia.*

(a) Rover hat badges (see above) for Squire and Scout/Knight

(b) Rover Scout/Knight epaulets (two, green/yellow), worn on shoulder straps

(c) Epaulet badges/pins:

1. Rambler's Badge (left),
2. Scoutcraft Star Pin (left),
3. Project Badge (right),

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4. Service Training Star Pin (right)

- (d) B-P Award Badge, over left pocket, right of Chaplain Badge
- (e) Chaplain Badge, over left pocket, left of B-P Award
- (f) Tenderfoot Badge, centered on left pocket
- (g) Mate (2) or Second (1) stripes, red, mounted vertically on both sides of left pocket (Mate) or right side of left pocket only (Second)
- (h) Interpreter Strip, centered over right pocket, directly over Association Strip, or centered on right pocket flap
- (i) First Aid Badge, over right pocket, right of Instructor's Badge
- (j) Instructor's Badge, over right pocket, left of First Aid Badge
- (k) Rover Squire Knot (green/yellow) or Rover Scout/Knight Knot (red/green/yellow), mounted on end of left shoulder strap
- (l) Progress/Quest Thong (dark in color w/diamond knot/s), around left shoulder, under shoulder strap
- (m) RSL (green) or ASRL (red) Shoulder Knot, mounted on end of right shoulder strap
- (n) RSL (green) or ASRL (red) plumes, metal/nylon, worn on left side of campaign hat
- (o) Wood Beads: beads with lanyard may be worn around neck on Class A uniform, under collar, and around to front of necker if necker is worn; Wood Beads woggle may also be worn as necker slide. Necker remains ISF necker or Crew necker. If Rover switches to Class B uniform, beads can be worn under the shirt but not over.

ARTICLE 5 – *Additional Insignia.*

- (a) Rovers may not wear actual youth proficiency patches or medals.
- (b) Rovers who have achieved the BSA Eagle Scout Award, Venturing Ranger Award, or Sea Scout Quartermaster Award—which reflect mastery of traditional Scoutcraft—may wear the corresponding adult knot for that award (Eagle or QM) immediately above the left pocket, centered, or metal/cloth bar centered on the left pocket flap (Ranger).
- (c) Rovers from other WFIS or WOSM Scouting organizations, including from countries other than the USA, may be allowed to wear a single knot or pin or patch representing the highest youth award in their Scouting organization, such as the King's or Queen's or President's Award, St. George's Award, Chief Scout Award, etc., provided the award reflects mastery of traditional Scoutcraft, and the award is the adult uniform version.
- (d) Rovers who have achieved the WOSM Wood Badge Award, may wear beads & woggle per ARTICLE 4 (o) above (similar to WFIS Wood Beads). Rovers with WOSM Wood Badge are encouraged to take relevant WFIS Wood Beads training when it is available within a reasonable traveling distance.

ARTICLE 6 – *Kilts.* Rovers with significant Celtic (Scottish or Irish) heritage (25% minimum recommended per the 1938 POR) may wear the kilt in place of pants/shorts, reflecting the tartan of their clan or county affiliation or nationality. In addition, those who have completed Wood Beads/Badge may also wear the MacLaren tartan. Sporrans (pouch) with sporrans belt or hangers may be worn, as well as kilt belt with buckle and kilt pin. Socks should remain green with red (Scouts/Knights) or green (Squires) tabbed garters. Smean dhu (sock knife) may be worn, tucked in up to hilt to the outside of the sock of the strong hand.