

# **13 and Above: Senior Scout Handbook Volume 1**

This handbook should become a constant companion of all boys 13 years old and above. It provides information and advice to Senior Scouts and young men.

## **Senior Scouting is:**

- A dynamic program for teenagers done largely in the outdoors in small groups called crews and which supplements the learning experiences in the home, school, and church.
- Self-education aimed at the acquisition of knowledge and the development of right values, attitudes, skills, and habits through outdoor, social, service, and vocational activities.
- Development of good personal and public relations.
- Undertaking challenging activities and man-size responsibilities along pathways that make the long journey to responsible manhood full of fun and excitement.
- Working together with other teenagers under the guidance of an adult, called the Outfit Advisor, to plan and carry out many exciting activities, participating in the conduct of their own affairs, and taking an active role in whatever they agree to do.
- Supported by both government and non-government institutions and agencies that are keenly interested in helping the youth to develop their full personal potential and competencies in order to cope with present day life and to insure a happy tomorrow.
- Developing leadership skills by holding different leadership positions in the Outfit.
- A challenging high adventure in fun and fellowship, towards responsible citizenship.

Special thanks to **Bong Saculles for creating this digital copy**  
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# FOREWORD

This handbook is for all boys 13 years old and above, whether from rural or urban areas. As such, it has a broad coverage and the reader is asked to pick those sections which best apply to his particular environment.

This handbook should become a constant companion of boys. It provides information and advice to Senior Scouts and young men.

The present Senior Scouting Program of the BSP is itself relatively new. After its “glorious years” of fame and popularity prior to 1974, the Senior Scouting Program was discontinued until its revival in early 1992. There was, therefore, a wide time gap between the Senior Scouting environment then and the Senior Scouting environment now.

However, there is one reality that serves as a consolation to the writers of this Handbook. The socio-economic and cultural conditions in the Philippines during the last 18 years have not changed much. Although new urban areas have risen in several parts of the country, the Philippines is still relatively rural.

In preparing this Handbook, therefore, the actual Scouting experiences of former Senior Scouts (who are now Scouters), coupled with literature from other countries are the major source materials in writing its contents.

While a major part of this Handbook for Senior Scouts was researched and written by the undersigned, the other members of a Technical Writing Team for Senior Scouting also contributed information and materials. Particular mention is due to Mr. Rodrigo A. Duque who wrote the chapters on Nature Lore, Weatherlore, Leadership, and Citizenship Responsibilities. Mr. Rufo A. Bautista supplied written materials for the chapters on Advancement, Trail First Aid, and Aquatics. Mr. Manuel Salazar, Mr. Rogelio R. Vicencio, Mr. Samuel Cribbe, and Mr. Rolando Frejas also contributed ideas. Mr. Sam O. Salter on the chapter on High Adventure.

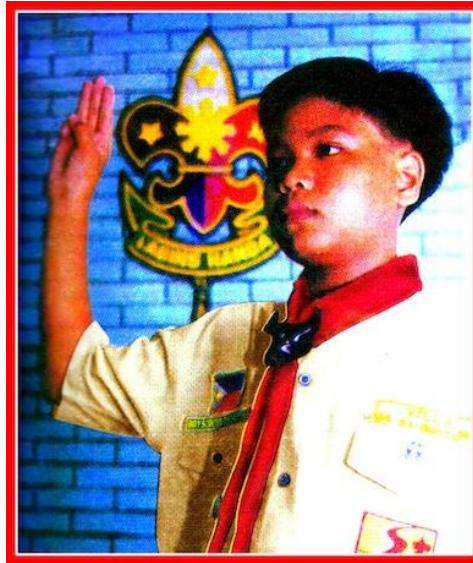
Illustrations were made by a team at Metro-Dagupan Colleges, in Mangaldan, Pangasinan and Mr. Frederick E. Bonifacio of the National Office, Manila. About half of the illustrations came from several Scouting and non-Scouting books.

The manuscript was typed and laid out by Ms. Romae de Asis, Ms. Louise Ian Timonera, Ms. Minerva Martinez, Ms. Miraflor Medios, Mr. Antonio P. Pascua, Jr. and Mr. Carmelo B. Francia.

**ROBERTO A. DE LOS REYES, Ed.D.**

April 24, 2000

# Introducing Senior Scouting



## ***WHAT IS SENIOR SCOUTING***

### **Senior Scouting is:**

- A dynamic program for teenagers done largely in the outdoors in small groups called crews and which supplements the learning experiences in the home, school, and church.
- Self-education aimed at the acquisition of knowledge and the development of right values, attitudes, skills, and habits through outdoor, social, service, and vocational activities.
- Development of good personal and public relations.
- Undertaking challenging activities and man-size responsibilities along pathways that make the long journey to responsible manhood full of fun and excitement.
- Working together with other teenagers under the guidance of an adult, called the Outfit Advisor, to plan and carry out many exciting activities, participating in the conduct of their own affairs, and taking an active role in whatever they agree to do.
- Supported by both government and non-government institutions and agencies that are keenly interested in helping the youth to develop their full personal potential and competencies in order to cope with present day life and to insure a happy tomorrow.
- Developing leadership skills by holding different leadership positions in the Outfit.
- A challenging high adventure in fun and fellowship, towards responsible citizenship.

### **Who Can Join?**

Any young man between the ages of thirteen and seventeen years who is willing and able to subscribe to and live the Scout Oath and Law, the Scout Motto, and the Senior Scout Code, whether they be in school or out-of-school and are physically and mentally fit to undertake the required activities.

## **How Many in an Outfit?**

A Senior Scout Outfit may range from twelve to thirty-six members. Each Outfit is sponsored by an Institution such as a school, an association, a business establishment – public or private. Each Outfit also has an adult adviser. In large or full Outfits, one or more Assistant Advisors are also desirable.

Each Outfit is free to decide, in consultation with its advisor, how many members will be admitted. Some Outfits start with a small number and additional members are recruited any time during each year. Other Outfits start as a full unit membership and additional applicants are assisted to form their own Crew and eventually a new Outfit.

## **What Outfit Activities Can Be Done?**

Your Outfit will be the one to decide what program of activities your members will carry out, how many times a month you will meet, and where. Your Outfit's or Crew's program of activities may vary among five areas of concern: outdoor activities, vocational activities, service activities, social activities, and personal development activities.

On top of these, your Outfit plans a **Super event** each year as your culminating activity. It may be from any of the five areas of concern. This Super event is carefully planned and carried out by everybody and may bring all the members of your Crew or Outfit to different interesting places and to adventurous spots.

All these activities need your full support to be successful.

## **Kinds of Senior Scout Outfits**

The Senior Scout Outfit is classified according to the kind of program mixture the members adapt. An Outfit is either an all-around Wide-Action Outfit or a Special Interest Outfit.

A Special Interest Outfit is involved in one particular field of endeavor, whether it be an air-based program, a sea-based program, or a land-based program.

If the Outfit chooses an air-based program, then all its members undertake activities centered around airmanship.

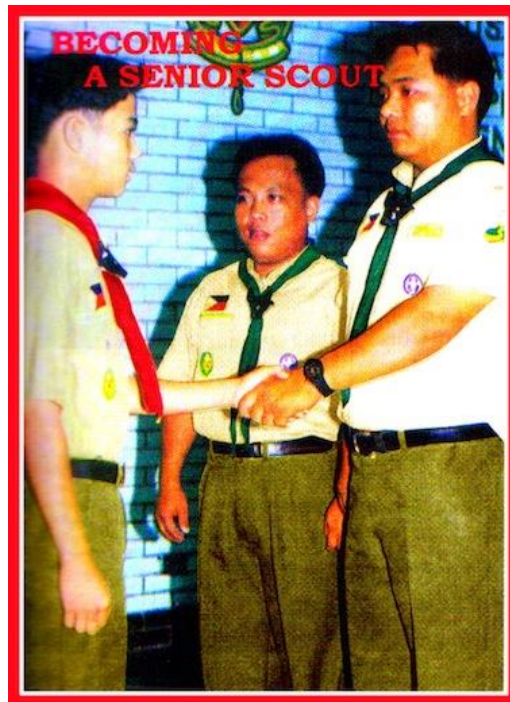
Sea-based Outfits may want to concentrate on Super events that emphasize knowledge and skills in seamanship.

Land-based Outfits may choose activities that focus on programs as automobiling, conservation, magazine production, out-of-doors adventuring, and the like.

On the other hand, an Outfit that decides to involve the members in a number of different activities by Crews or do activities that can be changed from time to time is a wide-action Outfit. It may be basically land-based but a Crew or two may vote to concentrate on sea-based activities or air-based adventures. In fact, this kind of Outfit may allow its members to wear distinctive Sea Scouting or Air Scouting badges and advance along air-based or sea-based requirements towards the highest rank of Eagle.

The following chapters will give you more details about Senior Scouting. So, read on!

# Chapter 1: BECOMING A SENIOR SCOUT



So you want to be a senior scout?!

## **Welcome!**

In the old days, our forefathers traveled and came to the islands in family groups or tribes. They knew the strength of numbers in exploring uncharted islands and the value of doing things together in solidarity and with one purpose.

This same spirit underlies the Senior Scouting Program of the Boy Scouts of the Philippines, your program set up and run the way you and your fellow teenagers would like it to be. Whether you are in school or out of school, you can be a Senior Scout.

As you go along the various adventure trails of Senior Scouting, you are a brother to everyone of the millions of Scouts all over the world. The KID Scout, the KAB Scout, the Boy Scout, and the Rover Scout – each one is a member of the entire Filipino Scouting Family. While each has adopted a special code of conduct, all of you live by the same Scout Oath, Scout Law, and Scout Motto.

## ***How to join***

To join the Senior Scouting program, you must pass requirements for a Senior Scout Membership Badge. These requirements are listed on the next pages.

Of course, you must be 13 years or above, but you can start preparing for entrance to the Senior Scout program even while you are at least 12-1/2 years old. If you have been a Boy Scout before reaching this minimum age range, you should have very little difficulty in passing the other requirements for Membership Badge, since most of these requirements have been taken up by you during your Boy Scouting years. But if you have never been a Scout before, do not worry! The Membership Badge requirements have been so designed that they can easily be passed by a 13-year old Filipino who is really interested in joining the Scouting movement.

If you have not been a Boy Scout before, you will want to familiarize yourself with some of the Scout Ideals. If you have been a Boy Scout, you are already familiar with them. Now, however, you will have to look on these more deeply.

These Scout Ideals are as follows:

1. The Scout Oath
2. The Scout Law
3. The Scout Motto
4. The Scout Handshake, Salute, and Sign
5. The Scout Badge
6. The Senior Scout Emblem
7. The Senior Scout Slogan
8. The Senior Scout Code
9. The Senior Scout Uniform and Insignia

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## **MEMBERSHIP REQUIREMENTS**

To be eligible for membership in a SENIOR SCOUT OUTFIT, you must:

- a) Recite the Scout Oath and Law, Motto, Slogan and the Senior Scout Code. Explain the meaning of each in your own words as they relate to your daily life.
- b) Demonstrate the use and explain the meaning of the Scout Sign, Scout Salute, and Handshake. Explain the symbolism of the Scout Badge and the Senior Scout Emblem. Tell when to wear the Senior Scout uniform and how to care for it.
- c) In conference with your Outfit Advisor and Senior Crew Leader explain why you want to become a Senior Scout.
- d) Earn or save enough money and pay your membership fee with the Boy Scouts of the Philippines.
- e) In a formal investiture ceremony, commit yourself to the Scout Oath and Law and the Senior Scout Code.

*(Note: The above are required for all boys entering Senior Scouting, whether or not they have been Boy Scouts.)*

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### ***The Scout Oath and Law***

Without the Scout Oath and Law, Senior Scouting would not have much meaning to life. Your life would be like a mountain without a peak, or a vast ocean without any land in sight.

In your everyday activities, the Scout Oath and Law are simple guidelines for measuring your own conduct. They are helpful to you during those times of decision when you face critical questions

like “What harm will there be to cheat once in a while during examinations” or ‘Why do I have to work hard when others around me are taking it easy?’”

When you recite the Scout Oath with the Scout Sign, you are really making three promises to yourself:

1. To do my duty to God and my country, the Republic of the Philippines, and to obey the Scout Law;
2. To help other people at all times;
3. To keep myself physically strong, mentally awake, and morally straight.

Each of these promises must be interpreted in the light of their application to your everyday activities which you will explain to your Senior Crew Leader or Outfit Advisor.

On top of these three promises, is the phrase “I will do my best.” When you, therefore, recite the Scout Oath the three promises become a self-imposed obligation and commitment on your part to do your best and nothing less.

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### THE SCOUT OATH

On my honor, I will do my best;

To do my duty to God and my country, the Republic of the Philippines, and to obey the Scout Law;

To help other people at all times;

To keep myself physically strong, mentally awake, and morally straight.

### THE SCOUT LAW

A Scout is –

Trustworthy,

Loyal,

Helpful,

Friendly,

Courteous,

Kind,

Obedient,

Cheerful,

Thrifty,

Brave,

Clean,

Reverent.

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Finally, the starting phrase of the Scout Oath is “ON MY HONOR.” Your honor as a person, your honor as a Filipino, and your honor as a Senior Scout. In the olden days, honor (*dangal*) is something that men cherished as they cherished fame and fortune. Today, it must be revived in its modern application although the meaning of honor remains the same.

On the other hand, there is only one Scout Law but there are twelve points in the Law. Each point serves as a guide for the appropriate behavior of every Scout in corresponding situations in life.

### ***The Scout Motto***

The motto of the Scouting family – from KAB to ROVER – is “***LAGING HANDA.***” Applied to Senior Scouting, this means that, as a Senior Scout, you must always be ready to respond to all kinds of life situations. You must always be prepared to act properly under various circumstances the way Scouts are expected to be – with or without the presence of other people around.

### ***The Scout Sign, Salute, and Handshake***

Three of the very visible identifying marks of a Senior Scout are the Scout Sign, Scout Salute, and the Scout Handshake. Only young men who are proud to be identified as Scouts execute these identifying marks.

**The Scout Sign.** The Scout Sign is made using the right hand. The three middle fingers are held upright and joined together to symbolize the three promises in the Scout Oath. The hollow circle formed by the position of the thumb and little finger symbolizes the World Brotherhood of Scouts.

The Scout Sign is flashed whenever a Senior Scout meets another Scout or to identify himself to other persons that he is a Senior Scout. It is also used when reciting the Scout Oath and Law. When the Scout sign is flashed high above the head, it calls all Scouts present in a gathering to pay attention. The Scout sign held high above the head is also a signal for silence.

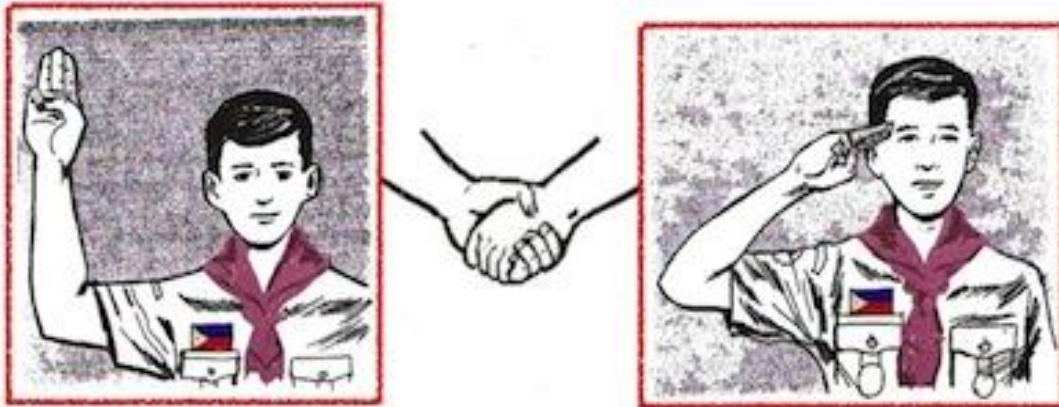
**The Scout Salute.** The Scout Salute is made with the tip of the pointer finger of the right hand in a Scout Sign touching, the tip of the right eyebrow in the manner of a salute. It is made as a sign of respect and recognition to both boy Scouts and adult Scout leaders and when saluting the flag.

**The Scout Handshake.** The Scout handshake is made with the left hand. The history of the left handshake goes back to South Africa during the Ashanti Campaign when King Prempeh surrendered to the British.

As B.P. entered the village, he passed through a path lined with warriors. As he passed by their respective positions, they opened the hand holding their shields, the left hand, exposing their bodies, as a sign of peace and an offer of friendship. And when B.P. reached Prempeh, he offered to shake his hand with his right hand. Prempeh said, "No, here in my country the bravest of the brave shake hands with the left. He then offered his left hand to B.P. who took it also with the left.



From this incident the left handshake was introduced in Scouting as a sign of friendship. Lady B.P. added to this by saying, “The left hand is used because it is the hand of friendship, the hand nearest the heart.”



### ***The Scout Badge***

The official badge of the Boy Scouts of the Philippines consists of a trefoil and a scroll. The trefoil is inspired by the *fleur de lis* based on the design used to indicate North on the map or compass. This was first used by the 5th Dragon Guards who passed the Scouting skills given by B.P. The trefoil leaves are colored blue, white, and red – the colors of the Philippine flag- and has a gold star in each leaf. At the center is an 8-rayed sun representing Liberty and the first eight provinces that revolted against Spanish domination.



The scroll symbolizes the smiling mouth of a Scout. It has the embossed words LAGING HANDA on it and below the scroll is an overhand knot which reminds the Scout to “do a good turn daily.” The Scout Badge is worn on the uniform as a Membership Badge and is displayed in all official Scout functions.

### ***The Senior Scout Emblem***

The Senior Scout Medallion represents all that Senior Scouting stands for. The red double letter S embossed in a field of gold and represented as a winding road leading to the distant horizon

symbolizes the exciting outdoor trails of life which a Senior Scout must take in an adventure-filled journey to good citizenship. The golden field upon which the double letter S is laid symbolizes those golden values that every Senior Scout must strive to possess as he goes through life. The trefoil on the emblem reminds him that, as a Senior Scout, he belongs to a worldwide brotherhood of young people committed to a life of selfless service to God, Country, and Fellowmen.

The double S also represents the three sections of the Senior Scout program. It symbolizes the pathways travelled by Land Scouts as they wind their way through the woods. It also symbolizes the red sails of sailboats that flap in the wind as Sea Scouts go into an adventurous voyage along the coast. So, too, does it symbolize the flight curvature of spaceships hurling into infinity as Air Scouts set their sights on a highly challenging odyssey into the future. The double S is represented in red for the courageous spirit that Senior Scouts must exemplify on their joyful journey to a better life.



The Senior Scout Emblem is worn on the right sleeve of the Senior Scout Type A uniform.

### ***The Senior Scout Slogan***

**“ONCE A SCOUT, ALWAYS A SCOUT.”**

The slogan suggests that the moment you enter Senior Scouting and people begin to know and identify you as a Senior Scout, you are expected to act like one. In uniform or out of it, you are a Senior Scout at heart, in your thoughts and deeds.

### ***The Senior Scout Code***

Senior Scouts also subscribe to a Senior Scout Code of Conduct. The Senior Scout Code emphasizes the specific norms of conduct expected to be done by each Senior Scout in his daily life.

#### **SENIOR SCOUT CODE**

As a Senior Scout:

- I will live the Scout Oath and Law and the Senior Scout Motto and Slogan;
- I will be familiar with the Constitution of the Philippines, especially my rights and obligations as a Filipino citizen;
- I will share in the responsibilities of my home, school, church, neighborhood, community,

and country;

- I will deal fairly and kindly with my fellowmen in the spirit of the Scout Law;
- I will work to preserve our Filipino heritage, aware that -the privileges I enjoy were won by hard work, sacrifice, clear thinking, and the faith of our forefathers;
- I will do everything in my power to pass on a better Philippines to the next generation.

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## ***Senior Scout Uniform and Insignia***

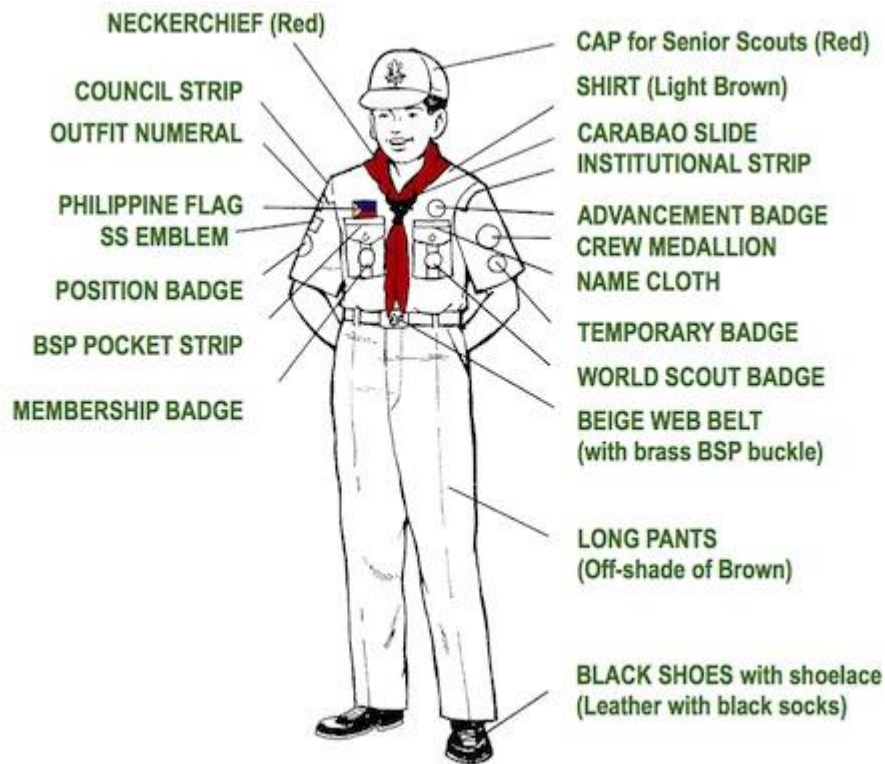
The official Senior Scout Uniform (Type A) consists of a light olive-green short-sleeved shirt (symbolizing the environment) and olive-green long trousers without cuffs (symbolizing mother earth). The Senior Scout neckerchief is red symbolizing courage and readiness to serve at all times. Official badges of membership, office, and ranks are worn as illustrated. These badges tell everyone that here is a teenager who is ready to help others, especially in times of crisis or need.

The Field Uniform (Type B) consists of a white T- shirt with red piping on the neckline and sleeves. The long trousers is olive green. A red neckerchief is worn over the T-shirt.

The optional Official Senior Scout headgear is a cap similar to that of the Boy Scouts but colored red.

It is important that when an Outfit chooses to wear the official headgear, all the members of that Outfit (including the leaders) must wear it; otherwise it is not Uniform.

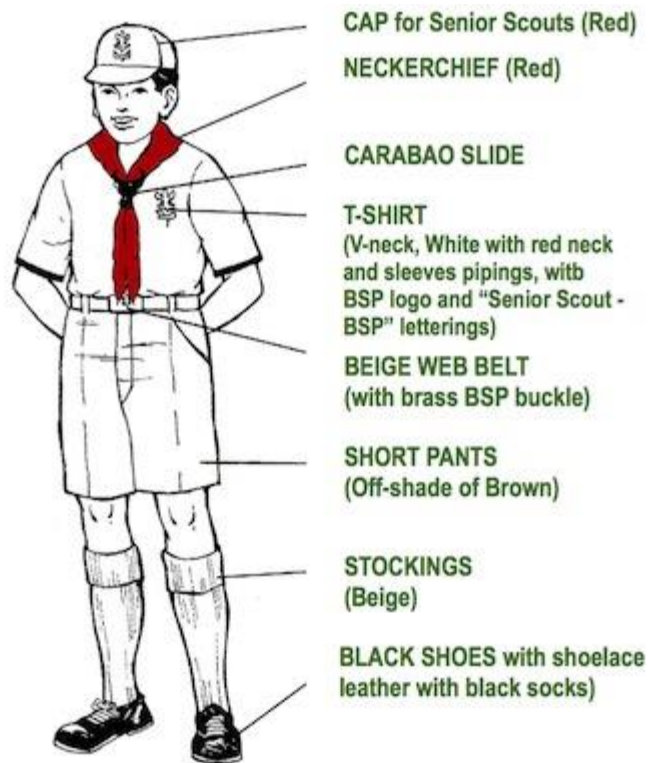
During camping or hiking, some Senior Scouts may want to use an outdoor uniform for easy travelling cross- country. The outdoor uniform is the same as that of Type B, except that instead of the long trousers, the Khaki Scout shorts is worn with white socks and rubber shoes.



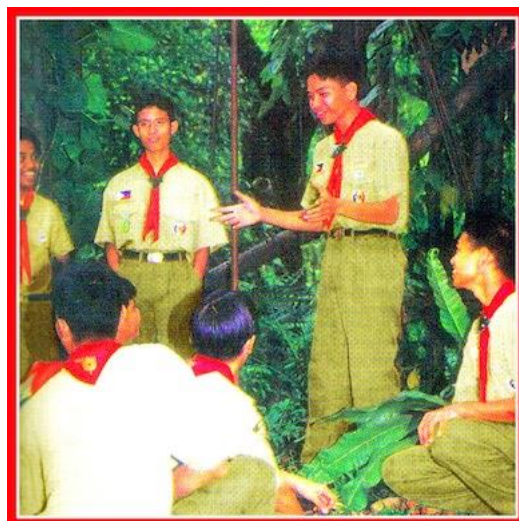
**The SENIOR SCOUT UNIFORM  
Type "A"**



**The SENIOR SCOUT UNIFORM  
Type "B"**



**SENIOR SCOUT ACTIVITY UNIFORM**



**Chapter 2: Outfit Organization**

Like a basketball team, or an orchestra with its various instrument sections, your Senior Scout Outfit, as your whole group is called, should be organized for better coordination and teamwork. Each member has his own duties and responsibilities, but you all play in the same team – in



harmony – for the good of the whole Outfit.

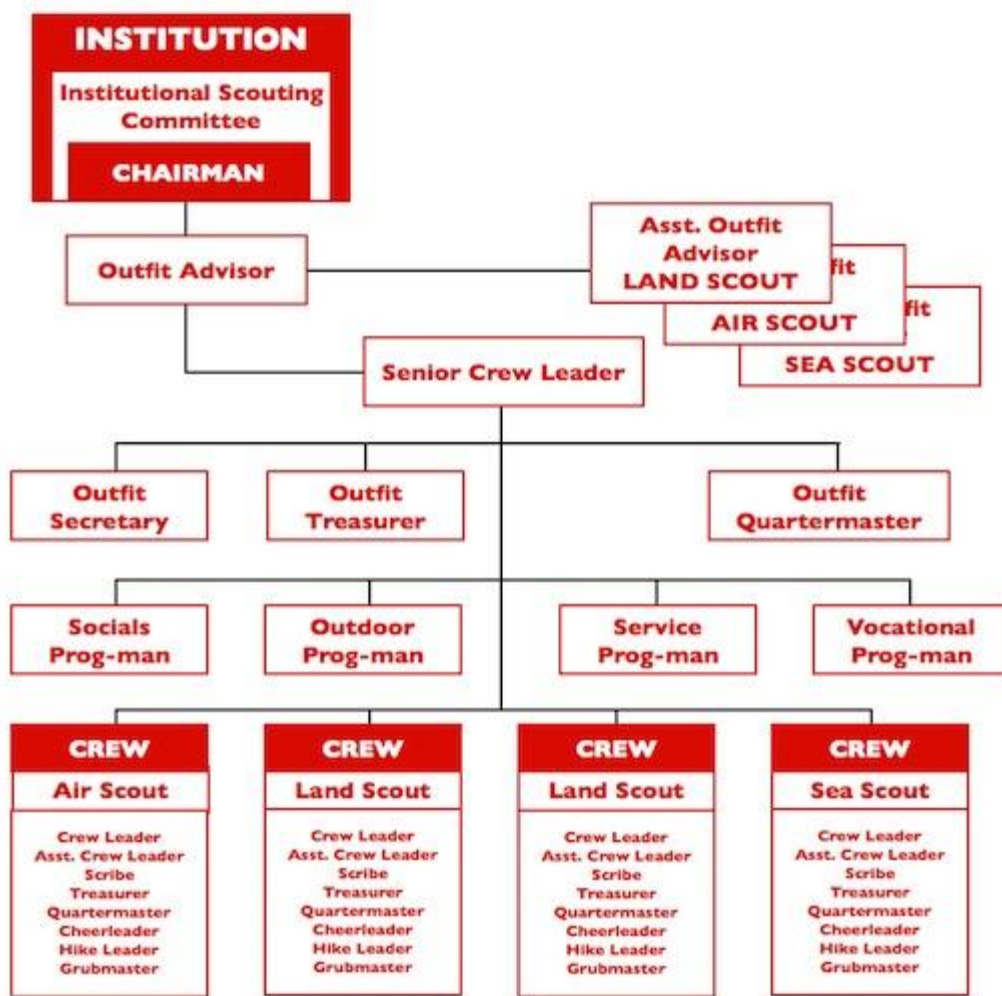
Whenever two or more people get together to do things, a certain amount of organization is necessary. In small groups of not more than six persons, this may be informal but some system is necessary. For larger groups (not more than 36), the Outfit organization chart illustrated on the next page is ideal.

### ***Boy Outfit Leaders***

The Senior Scout Outfit is headed by the Senior Crew Leader who is elected by the whole Outfit. He presides over the monthly Outfit meetings, the weekly Outfit Council meeting, the Annual Outfit Program Planning Conference, and such other special Outfit meetings



**Special-Interest Senior Scout Outfit  
(Air Scout, Sea Scout, Land Scout)**



### Wide-Interest Senior Scout Outfit

As may be deemed necessary. He supervises the execution of all plans. He works closely with the Outfit Advisor than does any other Boy Leader.

The **Outfit Secretary** is a trusted Senior Scout who performs secretarial work. He keeps accurate minutes of Outfit meetings and an Activity Logbook which records all activities done by the whole Outfit. He acts as secretary of the Outfit Court of Awards, the Outfit Council, and the Outfit Board of Review. In full Outfits, he also acts as the Deputy Senior Crew Leader.

The **Outfit Treasurer** is the custodian of all Outfit funds. He keeps a record of all funds of the Outfit, especially cash receipts and disbursements. He makes a monthly report of all incomes and expenses of the Outfit.

The **Outfit Quartermaster** is the custodian of the supplies, tools, and equipment of the whole Outfit and insures their proper upkeep and maintenance. He also leads in the cleanliness, safety, and security of the Outfit Headquarters or Base.

### Adult Outfit Leaders

The **Outfit Advisor** is a mature man appointed by the Institutional Scouting Committee on behalf of the sponsoring institution [which may be a school, church, *barangay* group) or any other institution, organization, and/or agency, both public or private. He is an adult who is interested in working with young men – and you can bet that he will be willing to learn along with you and your

fellow Senior Scouts whatever he has not experienced. He does not really run the Outfit because this is the job of the Senior Crew Leader, but he makes sure that the Outfit members are properly motivated to work together.

The **Assistant Outfit Advisor** carries on when the Outfit Advisor cannot be present. Besides being an alternate advisor, the Assistant Outfit Advisor usually handles a special assignment such as supervising recruitment of new members, or advancement, or special activities.

## ***THE 3 C's IN SENIOR SCOUTING***

The Outfit Crews, Council, and Program Committees are the 3 C's in Senior Scouting.

### **The Crew**

The whole Outfit is divided into Crews of not more than eight Senior Scouts. The Crew is more than just a good-time gang. It is a play-and-work team that is held together by some interest common to all the young men in it (such as sports, or a hobby, or even attendance in the same high school class). Some Crews are formed simply on the basis of friendship. In each Crew are fellows who just naturally get along together in school and after school. They double date. They travel and cook together on expeditions. Friendship makes a strong Crew – one which can help make a strong Outfit.

Crews promote the democratic running of the Outfit. Everyone has a voice in the Crew program. A Crew specializing in activities like forestry or electronics often seek technical advice outside the Outfit.

In programs of general interest to all the Crew members, the whole Crew can make arrangements for all to participate. It can also help other Senior Scouts in the whole Outfit if the Crew has a special field of knowledge it can share with others. It can contact experts who can give demonstrations or lead discussions, at either Crew or Outfit meetings. It can arrange trips for the Crews or Outfit to an airport or a radio station.

Within an Outfit, it is possible to have a Crew of eight young men specializing in Air Scouting, another specializing in Sea Scouting, and the other two Crews specializing in Land-based Explorations. The Scout Uniform does not vary, (except for some special identification badges) and the advancement work requirements are generally of the same pattern except in the Specialist Ratings. What is important is that each Crew is composed of Senior Scouts having the same interest area.

The Crew organization usually consists of the following:

The **Crew Leader** – the head and spokesman of the Crew. He leads the Crew not only in following its own interests but also in contributing to the success of the entire Outfit. He represents the Crew in the Outfit Council.

The **Assistant Crew Leader** – acts as head and spokesman of the Crew in the absence of the Crew Leader. He assist the Crew Leader in the performance of his responsibilities and performs such other functions as may be assigned to him by the Crew Leader from time to time.

The **Crew Scribe** – records and keeps the minutes of Crew meetings and the Crew logbook. He handles all the paper works of the Crew to include the advancement, attendance, and participation records of all the Crew members.

The **Crew Treasurer** – and handling of all Crew finances such as dues and other funds. As such, he keeps a record of all monetary transactions of the Crew.



The **Crew Quartermaster** – responsible for the storage and maintenance of all Crew equipment, materials, and supplies. He inspects these regularly and make sure everything is accounted for and in good condition. He takes charge of releasing them to Crew members and makes sure all are returned immediately, clean and in order after used.

The **Crew Cheerleader** – the spirit builder of the Crew. He leads the Crew in cheering, in singing, acts as master of ceremonies during socials and in boosting the morale and enthusiasm of the members. He creates Crew yells, stunts, tricks, songs and teaches them to the whole Crew.

The **Crew Hike Leader** – the outdoor specialist of the Crew. He leads in the planning and the implementation of all Crew outdoor activities and projects to be under- taken and/or participated in by the Crew such as adventure hikes, expeditions, camps, rallies, tournaments, picnics, river explorations, air shows, etc.

The **Crew Grubmaster** – in charge of food preparation and other dietary requirement of the Crew. He plans the menu, does the marketing, cooks the food, and supervises the mess.

### ***Features that Develop the Crew Spirit***

Pride in the Crew and its achievement is what makes the Crew Spirit. It is what propels the Crew onwards to more and much greater achievement. It is what motivates all the Crew members to keep on advancing, achieving, and serving God, Country, and people with excellence.

There are certain features which help develop pride in their Crew. These are:

**Crew Name** – this represents the characteristics, the values, and the standards of the Crew. Names should be related to the area of interest or specialization such as Forest Rangers, Trailblazers, Protectors, or Lion Kings for the Land Scouts; Screaming Eagles, Sky Guards, Air Explorers, or Stilt Bombers for Air Scouts; Sea Tigers, Flying Fish, Mermen, Roaring Sea for Sea Scouts.

**Crew Flag** – this should be symbolic of everything that the Crew stands for. The style and color of the flag is dependent on the desire and creativity of the Crew.

**Crew Totem** – this is representative of the Crew Name and is placed on top of the pole of the Crew Flag.

**Crew Song** – this is the anthem of the Crew. It may be a hymn or a march. What is important is, it represent the Crew and everything that the Crew stands for... its tradition... its culture.

**Crew Yell** – a shout that identifies the Crew and ignites the excitement of all its members. A morale booster of the group.

**Crew Call** – an oral coded call to identify its members. When sounded all members can easily regroup.

**Crew Signature** – a secret signature known only to the members. Used for identification of members in their communication.

**Crew Medallion** – a medallion used by the Crew members and is representative of the Crew and what it stands. The shape of the medallion is particular to the Crew.

**Crew Comer** – a place where the Crew places and puts on display their projects and their achievement awards and other recognition. This is also where the Crew gathers and conducts their meetings. It is their Sanctuary.

**Crew Code** – a statement of beliefs and values which sets the standard of behavior of all Crew members. It is where the Crew Tradition and culture is based. It is their Vision and Mission statement which though anchored on the Senior Scout Ideals is unique to the Crew.

These features should be developed by the Crew members and must be used whenever the opportunity arises. Encourage them to sing their Crew song when moving as a group. Let them shout their Crew Yell when they arrive during assembly or after they have accomplished an activity or project. Encourage them to make their own unique way of reporting. *Avoid the military way.*

Many ways by which these features may be used to develop the Crew Spirit. Everything, however, depends on the Outfit Advisors creativity and innovativeness.

### ***The Outfit Council***

The Outfit Council is composed of all the elected Crew Leaders, the Senior Crew Leader, Outfit Secretary, Outfit Treasurer, and the Outfit Quartermaster. Under the supervision of the Outfit Advisor/Assistant. The Outfit Council is chaired by the Senior Crew Leader. As a representative group, the Council acts as an “Executive Board” which takes up emergency decisions and action between Outfit meetings and may handle routine business delegated to it by the Outfit.

The Outfit Council has two additional functions. It serves as an Outfit Board of Review and as an Outfit Court of Honor.

As a ***Board of Review***, the Outfit Council meets as often as necessary to review the performance of all Senior Scouts in the Outfit who desire to advance from one rank to the other up to the Outdoorsman Rank. (The Board of Review for the Venturer Rank is done at the Local Council and the Eagle Scout Rank while done at the Local Council, shall be conducted by the National Office or can be delegated in the Regional Office.)

The Board of Review is not a re-examination but is a means to ascertain that what ought to have been done, have been done. It should foster self-reliance and a happy experience for both the candidate and the reviewers. Also, the Board of Review emphasizes Scout Advancement as a preparation for service.

The Purpose of the Board of Review is to get the boy talking about his experiences in qualifying for the Explorer, Pathfinder, Outdoorsman, Venturer, etc. Also, the purpose of the “review” is to fix the experiences in the memory of the Scout and to summarize the facts and information gathered. The Board shall in no way give the impression that a re-examination is taking place – no technical question should be asked to strip him up. **THE BOARD DOES NOT EXAMINE THE SCOUT.**

They may ask such questions as to get the Scout to tell all his experiences. In other words, the Scout **REVIEWS** his personal experiences in attaining the rank badges.

Scout candidates appearing before the Board of Review shall be in proper uniform.

The ***Outfit Court of Honor*** is conducted formally by the Outfit Council sitting in court session. In a Court of Honor, the Indoor, Service, or Social Committees may help in the preliminary arrangements. Inviting Scouters and other community citizens to make the presentation more impressive and incidentally introduce them to the Outfit's accomplishments. The parents of the candidates must be present in the Court and are given a special place of honor and recognition.

## ***The Outfit Committees***

Democratic processes and procedures require that planning and execution of activities must be done through Program Committees. In Senior Scouting, four committees are organized to recommend and conduct the events scheduled on the Outfit Calendar.

The program committees and their “areas of responsibility” are as follows:

- a) Outdoor Committee – all outdoor events such as expeditions, field trips, camping, etc.
- b) Vocational Committee – all vocational exploration activities whether indoor or outdoor.
- c) Social Committee – all social gatherings and cultural activities designed to develop the personal, social or cultural traits of the Scouts.
- d) Service Committee – all activities and projects which are helpful to others and the community.

There are three reasons for organizing and operating these committees:

- 1) to give the Senior Scouting program in the Outfit some balance and variety;
- 2) to encourage every Senior Scout to contribute his share to the plans; and
- 3) to develop the creativity of every Scout.

Because every Crew is represented in each Program Committee and every Senior Scout is a member in at least one Committee, everyone can have his share, views, and opinions about the program. The Committees can be formed in many ways, and membership in these committees need not be the same number. One way is for each Senior Scout to express his preference for a committee he is interested in joining. Then the group elects its Committee Chairman and Committee Recorder. Another way is for the Outfit to elect the Chairman of each Committee while the remaining members choose their Committees. Alternatively, the elected chairmen choose their Committee members.

## ***Electing Leaders***

Leaders in either Crews or the Outfit are elected by the members. Elections must be held in a democratic way, either by secret ballot or by raising of hands (*viva voce*).

Leaders have a tenure of one year and may not be replaced unless resigned or incapacitated.

## ***HINTS IN CONDUCTING A BOARD OF REVIEW***

1. Wear the type A Senior Scout Uniform to add dignity to the occasion.
2. Review one candidate at a time. If there are many candidates, the Scouts are called one at a time to answer questions asked by the Board members related to the experiences acquired by Scouts in meeting the requirements.
3. Make courtesy the keynote of the Review, NO foul language; no bad manners.
4. Avoid giving the impression that the Outfit Council members are “judges” but leaders whose concern is in the progress of the Outfit members.

5. The Crew Leader of a candidate must act as his “sponsor” by presenting him formally to the Board of Review (BOR). The candidates’ Crew Leader, however, does not participate in the review, nor cast his vote.
6. If a candidate does not pass the review, tell him the reasons in a diplomatic way, and what he can do to qualify for the rank later. Inspire the Scout more to work harder and meet the requirements on his own pace.
7. Thank the candidate for appearing before the BOP? And praise him for his burning desire to advance in rank.
8. At the next Outfit meeting, announce the names of those who were certified for higher rank and set the date for the Court of Honor. Submit the advancement papers to your Local Council for records purposes and for the issuance of the rank certificate. Challenge Scouts who lack requirement to prepare for the next review.

### **The Outfit Committee**



They plan and implement the exciting activities and adventures of the Outfit based on the Five Program Thrust, i.e.: Ideals, Outdoor, Social, Vocational, and Service.

### ***Outfit Base***

Every Senior Scout Outfit must have a headquarters – no matter how small it may be. It serves as the meeting area of the whole Outfit. It serves as the mailing address of the Outfit.

The Outfit Base is not necessarily a “colorful” place but one you can use as club room, workshop, or meeting headquarters. It may be a school room, a church room, a community hall, or a space behind a store or warehouse, a barn; or even a small room of a member’s home. But with a little imagination and some “perspiration”, it can be transformed into a deck of a ship, an airplane hangar, a firehouse, a forest ranger’s lookout tower, or Andres Bonifacio's camp quarters.

### ***Base Furnishings***

A good Outfit Base can use most of the following furniture:

**Tables** – A long Outfit Council table around which a dozen Senior Scouts may gather; or collapsible wall tables.

**Chairs** – Enough for all members and some visitors. Benches are excellent space-saving

chairs.

**Small Cabinets** – For adequate storage space for keeping tools, exhibits, books and records under lock and key. Built-in cabinets or overhead shelves make magnificent cabinets.

**Small Bookcases** – for a library corner, for current magazines.

**Chests** – For outdoor equipment, athletic gear and other equipment too large to be placed in cabinets.



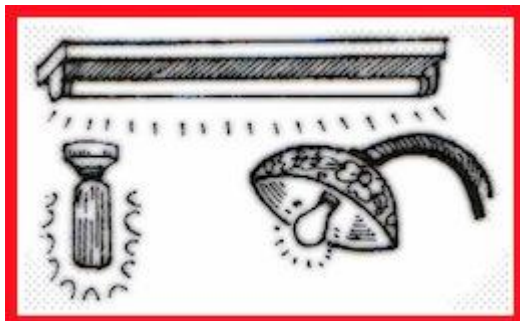
**Workbench** – For simple carpentry work, model-making equipment repairing, sewing canvas, or painting. It is usually fitted with clamps or vises.



**Wall Decoration** – Interesting objects that can also be informative to members and are tastefully arranged. Charts, maps, mounted birds, animals and fish; ropeboards; stamp or butterfly collection; advancement wall chart; photo exhibit of Outfit activities; a bulletin board.



**Lighting Fixtures** – A general illumination lamp at the ceiling; low, shaded lights or table lamps can also give a club-like atmosphere.



**Safety Devices** – A first aid kit, fire extinguishers emergency rope firmly fastened to the wall near a window to serve as fire escape if none is available.



**Toilet and Washing Facilities** – Made available and kept clean and spic-and-span. Toilet paper, stick brooms, etc. are handy accessories.



## ***Outfit Equipment***

Select from the following list the equipment your Outfit wants to make or buy:

### Outdoor Program

First Aid kit  
Stop watch  
Cooking and eating gear  
Life-saving equipment's  
Thermometer  
Movie and still cameras  
Stretcher  
Signaling gear  
Charts and maps  
Shovels, picks  
Athletic equipment  
Barometer  
Fishing tackle

### Social Program

Cassettes/Disks  
Books on social customs  
Special decorations  
Table games  
Piano or organ  
Costumes  
Speaker's lectern  
China and silverware  
Blackboard/Whiteboard  
Sound System

### Service Program

Emergency service gear  
Firefighting tools  
Public address system



Megaphones  
Poster materials  
Advanced first aid  
Signal flares

#### Indoor Program

Movie and slide projector  
Musical instruments  
Training films and slides  
Office equipment  
Ceremonial properties  
Record and logbooks  
Sound system or Karaoke  
Lighting equipment  
Indoor games equipment  
Typewriter  
Philippine flag  
Outfit flags  
Television set

### **Chapter 3: Meetings and Recordkeeping**





When a Senior Scout Outfit or Crew plans for their activities, they sit down and talk among themselves in a meeting.

### ***The Crew Meeting***

A Crew Meeting is a full meeting. It is in this meeting where the Crew Leader gets his chance to exercise his leadership ability and the training he has received. Usually, the Crew meets independently once a week and once every month as a part of the Outfit meeting. Regular Crew meeting procedures produce the best results.

To make it suitable, it would be good to hold Crew meetings at the home of one of the Crew members, usually at a different home each week. Parents may participate in this meeting by acting as counsellors and serving refreshments. As the Crew develops, however, it should aim to have its own regular meeting place either in school or in any place agreeable to members.

A successful Crew Meeting has the following ingredients.

#### **The Three C's:**

- Ceremonies should be short and impressive
- Checking of attendance, dues and Scout advancement
- Coaching the Scouts on the skills requirements

### **The Three P's:**

- Plan future activities
- Projects - work on service or income-generating projects
- Play - be sure that your fellow Scouts will enjoy the meeting

### ***The Outfit Meetings***

An Outfit meeting, if it is well-planned, can help the group achieve its purpose. It can help develop the Crew to be a stronger team, because members will always prepare together what they are going to present during the Outfit meeting. This is where all of you will learn something new from a demonstration or dramatization of a new skill. An Outfit meeting can also help unify everybody for a common experience in the Crews. It can make them feel that they belong to the World Scouting Brotherhood.

The time for the Outfit Meeting depends on the decision of the Outfit Council. It must be held once a month with the specific meeting day decided by the Outfit. This definite day should be permanently designated and announced so that boys will give it first priority to other activities.

<b>Suggested Guide For A Crew Meeting</b>			
<b>Period</b>	<b>time</b>	<b>Activity</b>	<b>In-Charge</b>
Opening period	5	Opening Prayer; Flag Ceremony	
Business Period		Crew Scribe checks the attendance. Conduct uniform inspection. Crew Treasurer collects dues.	

(Checking)	48	Crew Scribe reads minutes & page of log book dealing with last week's activity for correction or acceptance by the whole Crew	
(Planning)		Check each Scout's records, advancement records. Plans next Crew meeting	
Instruction Period (Coaching)	25	Learning-by-doing Demonstration and Practice Scoutcraft or Handicraft Project	
Recreation Period	10	Put pep and fun in the meeting using games, songs, stunts, story-telling, etc.	
Closing Period	5	Closing Prayer; Taps; Scout Oath and Law	

**Sample: Outfit Meeting Plan**

\_\_\_ Week \_\_\_ Month  
Year \_\_\_\_\_

INSTITUTION: \_\_\_\_\_

OUTFIT: \_\_\_\_\_

THEME: *"The Wonders of Nature."*

<b>PERIOD</b>	<b>TIME</b>	<b>ACTIVITY</b>	<b>IN-CHARGE</b>
PRE-OPENING		Exhibits	Service Crew
OPENING	5 mins	Four Freedom Ceremony	Program Crew

BUSINESS	15 mins	Roll Call Inspection Advancement Report Planning Future Activities Unit Formation & Signals	Outfit Scribe SCL SCL SCL SCL
SCOUTCRAFT	10 mins	How to make a one-man latrine	Guest Instructor or Resource Person
CREW CORNERS	10 mins	Nature Expedition Poisonous Plants Trail	Outfit Council SCL
GAME	10 mins	<u>Knot-Tying Relay:</u> Timber Hitch Man-Harness Draw Hitch	SCL
SM's	3 mins	How to purify water for drinking	Outfit Advisor
CLOSING	8 mins	Announcements/Awards Pilipinas Kong Mahal Scout Oath & Law Benediction	Program Crew
AFTER	OUTFIT COUNCIL MEETING		

In making a Meeting program, these points should be remembered:

- Begin and close on time;
- Keep everybody always busy;
- As a general rule, shift to a different activity before the members tire of 'what they are doing;
- Encourage members of the Outfit Committee to visit/attend;
- Allow no more than twenty (20) minutes for any one activity;
- Always include something new, something old; something surprising; something true;
- Keep visitors on the sidelines; do not let them interrupt the meeting.

## **MEETING PROCEDURES**

Meetings of your Crew and the Outfit are part of your learning in democratic processes. For you to run your own programs and meetings needs smart planning and stick-to-itiveness. But **democratic action** means that the **majority rules**, the **minority opinion is expressed and listened to**, and **everybody cooperates**. The more experiences you have with democratic procedures the better, since many Philippine civic organizations like labor unions and clubs, and the government in all levels operate that way. Therefore, learn to use democratic methods during your meetings.

In Outfit or Crew meetings, use democratic methods when you come to the business session. Here the members express their thoughts and reach decisions by vote. The officers and Committees carry out the projects authorized by the Outfit with your full cooperation – even though you voted with the minority.

Senior Scouts conduct their meetings using the simple rules of parliamentary procedure. The

business section of the meeting should take up as little time as possible. Do not “eat the time” from building a final equipment or mapping out a community service project just to hold a business meeting, unless it bolsters the other activities.

Here is an example of a business meeting which will show how a motion and the corresponding vote is handled.

### **1. Call to Order**

**Senior Crew Leader (SCL):** The business meeting of Senior Scout Outfit No. 2 will please come to order. The Outfit Secretary will read the minutes of our last meeting.

### **2. Reading of the Minutes**

(The **Secretary** reads the summary of the business done during the last meeting, such as reports made and motions passed or rejected. Time can be saved if the minutes are posted on the Bulletin Board **before** the meeting for the members to read).

**SCL:** You have heard {or read} the minutes of the last meeting. Are there any additions or corrections? (Pauses). There being none, will somebody please move for the adoption of the minutes.

Any member duly recognized by the SCL will say: “I move that the minutes of the last meeting be adopted as read.”

The motion must be seconded by any member simply by saying, “I second the motion.”

**SCL:** It has been moved and seconded that the minutes of the last meeting be adopted as read. Are there any objection? Comments?

If none:

**SCL:** There being none, the minutes of the last meeting is hereby adopted as read.

### **3. Matters arising from the Minutes**

**SCL:** Are there any matters arising from the minutes of the previous meeting which the members wish to take up? (Here, members may bring up unfinished business or follow up action on the decisions made during the last meeting.)

### **4. New Business**

**SCL:** May we hear the Treasurer's Report on our finances? (The Treasurer either reads a short financial report on income and expenses, or distributes copies of it )

**SCL:** You have heard (or read) the Treasurer’s Report. Any remarks or comments? (The members who wish to say something about the Report or ask questions will do so at their time.)

**SCL:** If there is no other remark or comment, may I hear a motion for acceptance of the Treasurer’s Report?

**1st Member:** Mr. Chairman, I move that the Treasurer’s Report as read (or corrected) be accepted.

**2nd Member:** I second the motion.

**SCL:** Is there any objection? Hearing none, the motion is carried.

**SCL:** Is there any other business on the agenda?

(For example, the Social Committee Chairman reports that a roller skating party be proposed to be held on the 3rd Sunday of the month and outlines the plan.)

**SCL:** Will someone make a motion on this plan? **3rd Member:** Mr. Chairman, I move that the Outfit hold the roller skating party as recommended by the Social Committee and that the Treasurer be authorized to advance the needed funds for the preparations.

**4th Member:** I second the motion.

**SCL:** is there any discussion on this matter? (Any member wishing to speak will address the chairman saying “Mr. Chairman” and wait until the SCL recognizes him. This gives each speaker a fair hearing and saves time for all. If there are amendments, they are discussed and voted upon.)

**SCL:** Let us now vote on the motion as presented (or amended). The motion is that the Outfit hold a roller skating party as recommended by the Social Committee and that the Treasurer be authorized to advance the needed funds for the preparations from our Outfit Treasury. All those in favor, say “aye”.

**Members:** Aye.

**SCL:** All those opposed, say “nay.”

**Members:** Nay.

**SCL:** The “ayes” have it. The motion is carried. The Social Committee will take charge of the activity.

(If there is a question on the division of opinion by voice vote, the SCL calls for a raising of hands, and the Secretary counts the members).

The above example is only a glimpse of the workings of parliamentary procedure. The main purpose is to maintain order and encourage clear thinking and direct action.

After the business meeting, forget parliamentary procedure. All other parts of the Outfit meeting, except ceremonies, are run informally.

## ***Records***

Your Outfit or Crew must have records, but try to keep everything simple. Many Outfits and Crews have reduced their records to the following:

- a) Minutes of Business Meetings
- b) Attendance
- c) Financial Records
- d) Advancement Records
- e) Outfit Scrapbook
- f) Outfit Properties/Inventory

### **Attendance Record and Finance**

Your Outfit should work out a simple method for recording attendance, dues and other financial items. Your Outfit should adopt a budget for every three, six, or twelve-month period based on estimated income from dues and other sources. Make sure that your Outfit never spend more than the amount allotted in the budget or you may get into trouble. Any un-budgeted expense should be met by a new source of income.

### **Advancement Records**

The advancement record can be placed on a wall chart. In a rustic frame, it adds color to the meeting room and is a public reminder of advancement progress. These advancement records should be brought up to date.

### **Outfit Scrapbook**

The Outfit scrapbook, or history book, or souvenir log, or whatever you wish to call it is a pictorial record of Outfit activities. You can add glitter and sparkle to your record book when it is maintained by an imaginative Senior Scout with a talent for editing and arranging materials. An occasional sense of humor will add to the sparkle.

### **Special Records**

Many Outfits keep expeditions or trail logs, indicating on a map such things as campsites, water supply sources, streams, and swamps.

### **Guest Record Book**

When guests and visitors to Outfit meetings are asked to sign an attractive Guest Log perhaps they can be requested to add a remark or two about their visit. The longer the guest list grows, the greater interest it has for members. It is a measure of how successful the Outfit is in dealing with community resources.

### **Stock/Inventory Record**

Stock books or inventory books keep track of numerous valuable properties of the Outfit. This is kept by the Outfit Quartermaster. The books show the cost, condition, and maintenance of each Outfit property.

Finally, records are very good things to keep. They show not only the results of Senior Scouting but also point to the causes of failure. These records should be checked occasionally so you will see whether your Outfit is moving forward or backward. If it is moving forward keep it going, if it is going backward seek to change direction immediately.

Records are nothing if not used.

## Chapter 4: Senior Scout Advancement



### **THE TRAIL TO EAGLE RANK**

Senior Scout Advancement plays a very important role in the life of a teen-ager. When B.P. founded the Scout Movement in England, he felt that any boy who took the time and trouble to master certain Scoutcraft skills should be recognized for his achievement. Each Scout who passes certain test is given a badge to wear. A system of learning which is very much different from all other learning systems. This is how Merit Badges got into his uniform.

The system involves a series of recognitions for achievement within the framework of the Scouting program (molding you along the objectives of the Scout Ideals). Further, the advancement ranks through which you will move and the badges you will earn serves as a highly visible way of measuring and recognizing your achievements. It also measures the success of the Senior Scout Outfit in stimulating interest of its members and in encouraging progressive participation in the Scouting program.



As a Senior Scout, you go through the trail to Eagle rank, the highest rank in Senior Scouting by going through four other intermediate ranks. Each rank has Five (5) Program Thrust, namely: Senior Scout Ideals, Social Activities, Vocational Activities, Service Activities, and Outdoor Activities. The four intermediate ranks are as follows:

- 1) **Explorer Rank** – the first Senior Scout rank that prepares you to look wide in search of new skills, new values, and new opportunities. In preparing for this rank, you have a chance to explore new fields of endeavor. If you had been a Boy Scout before you joined Senior Scouting, and have earned at least the Second Class rank, you immediately qualify for the Explorer rank after passing the Social and Vocational Activities requirements.



2) **Pathfinder Rank** – Here you develop additional skills and attitudes that you will later on utilize in search of a “path” – a career path, or a Scouting path, or a life path. Your career path will be identified in this rank through the Vocational Activities Requirement. Your life path may be found through your exposure to the Five Program Thrust of the rank requirements in preparation for a Specialist’s Rating badge. At the same time, you will be asked to choose your specialization in Senior Scouting, whether you are interested in the science of the air, or the sea, or the land. Again if you have earned the First Class rank while you were a Boy Scout, you need only to pass the Social and Vocational Activities requirements in order to earn the rank.

3) **Outdoorsman (or Seaman, or Airman) Rank** – Once you have selected your area of specialization while a Pathfinder, you now go through the advancement requirements of that particular specialized field. Here the difference lies in the Outdoor activities. While the Program Thrust are the same for all the three specialization areas, the advancement requirements for Outdoorsman are land-based while those of the Seaman Rank are sea-based and those of the Airman Rank are air-based.

4) **Venturer Rank** – In this rank you, as a Senior Scout, are now expected to have learned much in terms of knowledge, attitudes, and skills and are ready to “venture” out and help other people by undertaking meaningful service projects and /or membership in an Emergency Service Corps. The title and requirements of this rank are the same for all the three branches of specialization. However, the air-based Senior Scout must earn the Airman Specialist’s Rating while the sea-based Senior Scout must earn the Seaman Specialist’s Rating.

### **The Eagle Rank**

The term Eagle connotes a Senior Scout who has attained a skill of leadership and has “soared high” like the Philippine Eagle, a rare-breed of the eagle family and world-famous for its agility and swiftness. Like the Philippine Eagle, an Eagle Scout is a rare-breed of person with a remarkable moral character, one who is acutely aware of his responsibilities and duties as a Filipino citizen, and one who has a high sense of nationalism, leadership and the brotherhood of all men.

You, as a Senior Scout, should strive to earn this highest rank in Senior Scouting and show your parents and friends that you can be a rare-breed of Filipino, too.

On the following pages are the requirements for each rank, together with an illustration of the corresponding badge of rank.

## **EXPLORER RANK REQUIREMENTS**



For a period of at least 4 months as a SENIOR SCOUT, do the following:

### **Senior Scout Ideals**

1. Satisfy your parents and Scout Leaders, that you are doing your best to live by the Scout Oath and Law and the Senior Scout Code.
2. Give evidence that you are attending religious instructions and services.
3. Demonstrate the proper handling and display of the Philippine flag and respects due it.

### **Social Activities**

4. Explain and demonstrate the proper method of introducing 2 or more persons and of sending and answering formal and informal invitations. Attend a social activity with a girl and demonstrate proper etiquette.

### **Vocational Activities**

5. Undertake an activity that will enable you to earn and keep in a savings account the equivalent of a minimum daily wage of a worker.

### **Service Activities**

6. Participate in a Crew, Outfit, school, or community activity on the "Prevention of Drug Abuse," Explain to a group of teen-agers or to your classmates the dangers posed by drug abuse and the harmful effects of alcohol and tobacco to the body.

### **Outdoor I Indoor Activities**

7. Demonstrate trail first aid for the following: fever, bleeding, sunstroke and heatstroke, animal bites, snake bite, fainting, foreign object in the eye, asphyxiation, and emergency transport of the injured.
8. Demonstrate the proper use of the following knots and hitches: Rolling hitch, Timber hitch, Rover Noose, French and Spanish bowlines, Manharness knot; Highwayman's hitch, Scaffold hitch, Fisherman's knot; Marlinspike hitch, Sheepshank and Dogshank. Splice two ropes of the same and of different diameters.
9. Send and receive accurately by International Morse Code (using light, or flag) a message of at least 30 words to and from another person stationed over a distance of 100 meters or more.
10. On a cross-country hike, find and identify five (5) different trees or shrubs. Tell their medicinal or other uses. If poisonous, explain the treatment needed when exposed to them.
11. Identify the 16 principal points of a compass. Using a topographic or sketch map, follow a course of at least 2 kilometers cross-country or in unfamiliar urban areas using a compass and, where available, reading conventional map symbols and contour lines.
12. Follow the tracks of a person or animal on soft ground for half a kilometer reading the meaning of the tracks; OR, follow the trail of another person made with the person or animal without being seen for 30 minutes and record his/its activities.
13. Demonstrate proper sharpening, use, and care of knife, bolo, saw, and axe. Using a knife, bolo, or axe and without matches or lighter prepare and build a fire for cooking.
14. Plan and go on a 14-kilometer hike and cook-out with at least one companion observing proper road and property courtesies. Present a sketch map of your hike route using compass bearings and map symbols.

15. Earn the **CITIZENSHIP IN THE HOME** and **SAFETY Merit Badges**.

## **PATHFINDER RANK REQUIREMENTS**



For a period of at least 5 months as a holder of the Explorer Rank, do the following:

### **Senior Scout Ideals**

1. Satisfy your parents and Scout Leaders that you are doing your best to live by the Scout Oath and Law and the Senior Scout Code.
2. Produce satisfactory evidence from your Spiritual Adviser that you have been continually faithful to your religious obligations.

### **Social Activities**

3. Demonstrate the general rules of conduct in using the telephone and/or calling at another's home, respect due to elders and women; and proper behavior during meals, dances, and other social occasions.

### **Vocational Activities**

4. (a) Earn, through your own livelihood project, and keep in a savings account the equivalent of at least three day's minimum daily wage of a worker. (b) Discuss with your Outfit Advisor your 3-year plan for a vocational career path (in the Air, Sea or Land area of specialization) you will pursue after earning the Pathfinder rank.

### **Service Activities**

5. Plan and conduct a safety and accident prevention inspection in your school or community. Identify safety hazards and remove them in coordination with your school or community officials.

### **Outdoor/Indoor Activities**

6. Demonstrate first aid for poisoning, fractures (simple and compound) and heart attack. Demonstrate the procedures for Cardio-Pulmonary Resuscitation (CPR) and standard procedure for the transportation of the injured.
7. In camp make camp equipment, gadgets and other pioneering projects needed using various kinds of lashing.