

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

(Updated June 2010)

The Scout Proficiency Badges (General Scheme and Sea Scout Scheme) introduced since the promulgation of the Association's first Policy Organisation and Rules (POR) in 1969 have largely adopted the syllabus of the Scout Association, UK. The syllabus has not undergone a major review since the subsequent POR editions of 1984, 1987 and 1988 although new proficiency badges relevant to the Singapore context, such as the National Campaign Badges have been introduced from time to time.



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

			
Abseiler	Angler	<b>Artist</b>	Astronomer
			
Athlete	Camp Cook	Camper	Collector
			
Computer	Cook	Craftsman	Cyclist
			
Explorer	Foot Drill	Librarian	Master-At-Arms

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### (GENERAL SCHEME AND SEA SCOUT SCHEME)

			
Mechanic	Meteorologist	Musician	Naturalist
			
Observer	Photographer	Pioneer	Rock Climber
			
Smallholder	Sportsman	Technician	World Friendship
			
Open Theme Collective			

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Camp Warden	Civics	Conservator	Fireman
			
First Aider	Guide	Interpreter	Job Man
			
Quartermaster	Secretary		

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Boat Puller Basic	Boat Puller Intermediate	Boat Puller Advanced	Canoeist Basic
			
Canoeist Intermediate	Canoeist Advanced	Dragon Boat Rower	Optimist Basic
			
Optimist Intermediate	Power Craft Driver Basic	Power Craft Driver Intermediate	Power Craft Driver Advanced
			
Sailor Basic	Sailor Intermediate	Sailor Advanced	Shore Assistant Course

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Skin Diver Basic	Skin Diver Intermediate	Skin Diver Advanced	Scuba Diver Basic
			
Scuba Diver Intermediate	Scuba Diver Advanced	Swimmer Basic	Swimmer Intermediate
			
Swimmer Advanced	Windsurfer Basic	Windsurfer Intermediate	Windsurfer Advanced
			
Life Saver Basic	Life Saver Intermediate	Life Saver Advanced	Race Management Assistant



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### (GENERAL SCHEME AND SEA SCOUT SCHEME)

#### Syllabus of the Scout Proficiency Badges (General Scheme)

Proficiency Badge	
<b>Abseiler</b> 	Attend successfully an Abseiling Course (Level 1) conducted by the Singapore Mountaineering Federation to qualify.
<b>Angler</b> 	<p>Know the water safety rules. Understand the dangers of wading and the precautions to be taken.</p> <p>Go fishing in fresh or salt water on at least 6 occasions in 3 months:</p> <ul style="list-style-type: none"><li>• Keep a log of these fishing trips showing numbers, species and sizes of fish caught;</li><li>• Where caught; methods, tackle and bait used;</li><li>• Weather and water conditions.</li></ul> <p>Know the dates of the closed seasons and the size limits of salt and/or fresh water fish in the area(s) in which you fish.</p> <p>Be able to draw and identify 10 local fish:</p> <ul style="list-style-type: none"><li>• Have knowledge of the habitat and feeding behaviour of one of the fish identified;</li><li>• Know suitable baits and hook sizes.</li></ul> <p>Do one of the following:</p> <ul style="list-style-type: none"><li>• Either cast with surf tackle a measured 50m;</li><li>• Or cast logger and float tackle into a 1m circle at least 3 out of 6 at 10m range;</li><li>• Or cast a trout size fly line 12m within a minimum of splashing.</li></ul>

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<p><b>Artist</b></p> 	<p>Paint or using aided design with a computer, or draw an illustration of a scene from a story selected by the Examiner.</p> <p>Paint or draw a person from life or an object set before you.</p> <p>Paint or draw a landscape set by or known to the Examiner.</p> <p>Keep a sketch book for a period of 6 months or portfolio.</p> <p>Portfolio should include 10 drawings and 2 to 3 different art works.</p> <p>2 to 3 project works to be included either in the Scout Unit, school or community.</p> <p>A Scout who has professional qualifications awarded by a recognized art institution, or have gained recognition at national or international level, or represented the school in art/design competitions at national or international level would automatically qualify for this badge.</p>
<p><b>Astronomer</b></p> 	<p>Demonstrate, with diagrams, drawings or models, a general knowledge of the nature of the stars and planets, and their apparent and actual movements. Understand the causes of the seasons, eclipses, and occultation.</p> <p>Know the meanings of elementary astronomical terms, e.g. sidereal period, axial rotation, synodic period, opposition, conjunction.</p> <p>Give a general account of the bodies in the Solar System: sun, moon (with an explanation of its phases) planets, satellites, comets, meteoroids and minor planets.</p> <p>Give a general account of the stellar system; the stars, double and binary stars, variables, spectra and some general ideas about stellar evolution and energy sources.</p> <p>Recognise the main constellations, i.e. Ursa Major, Bootes, Virgo, Leo, Orion, Canis Major, Canis Minor, Gemini, Taurus, Cygnus, Aquila, Scorpio, Sagittarius, Pegasus, Andromeda, Aries, Pisces, Austrinus, Perseus, and Cassiopeia.</p> <p>Discuss the outer galaxies, and explain why they are thought to be receding.</p>





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	<p>Understand the principles of telescopes and spectroscopes. Discuss the work carried on at a major observatory. Know something about the world's leading observatories.</p> <p>Keep an observer's diary for a period of not less than 2 months, with a planned programme included, such as estimating the magnitude of a variable star (e.g. Delta Cephei) or plotting the radiant of a meteor shower.</p>
<p><b>Athlete</b></p> 	<p>Understand the importance of physical endurance, circuit training, weight training and progressive training in athletics.</p> <p>Know the correct attire of an athlete in competition.</p> <p>Demonstrate one of the following:</p> <ul style="list-style-type: none"> <li>• a correct technique in starting a race;</li> <li>• a correct technique in baton-changing in a relay;</li> <li>• The basic steps of any field event.</li> </ul> <p>Pass in any 3 events to qualify:</p> <ul style="list-style-type: none"> <li>• 100 m - 13 seconds</li> <li>• 200 m - 26 seconds</li> <li>• 400 m - 60 seconds</li> <li>• 800 m - 2 minutes 30 seconds</li> <li>• 1500 m - 5 minutes 30 seconds</li> <li>• 3000 m - 10 minutes 30 seconds</li> <li>• High Jump - 1.42 m</li> <li>• Long Jump - 5.2 m</li> <li>• Triple Jump - 11 m</li> <li>• Pole Vault - 2.25 m</li> <li>• Discus - 29 m</li> <li>• Shot Put - 9.75 m</li> <li>• Javelin - 29 m</li> <li>• 100 m Hurdles - 17 seconds</li> <li>• 80 m Hurdles - 13.5 seconds</li> </ul>


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<b>Camp Cook</b> 	<p>Plan and cook the following for a Patrol of 6:</p> <ul style="list-style-type: none"><li>• Cook a pot of rice over open/natural fire.</li><li>• Cook without using foil, a chicken over open/natural fire.</li><li>• Cook and serve successfully a dessert of your own choice.</li><li>• Draw up 2 menus (including quantities) of 3 courses each (not all of which need require cooking) for a Patrol of 6.</li></ul> <p><i>Note:</i> All dishes to be cooked under camp conditions using only open/natural fire, with or without utensils.</p> <p>Show an understanding about fire safety and demonstrate proper food handling.</p>
<b>Camper</b> 	<p>Have camped under canvas with Scout Unit or Patrol Camps for a total of at least 10 nights.</p> <p>Pitch and strike a hike tent.</p> <p>Direct successfully the pitching and the striking and packing of a Patrol tent.</p> <p>Know what to look for when choosing a camp site.</p> <p>Show understanding of the principles of camp hygiene and the importance of order and cleanliness in camp generally.</p> <p>Demonstrate how to store food and equipment in an organised manner.</p> <p>Construct on your own, 3 different camp gadgets of your own choice.</p> <p>At a camp, cook for yourself and at least one other - but not more than a Patrol of 6 - either a hot breakfast meal, or one meal consisting of 1 main staple and 2 side dishes of your own choice.</p> <p>Have knowledge of Scout Camping Standards.</p>


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<p><b>Camp Warden</b></p> 	<p>Have camped on 10 separate occasions on at least 4 different sites.</p> <p>Have worked for at least 7 days at a camp site, helping the Warden or Camp Chief to his satisfaction.</p> <p>Demonstrate 3 of the following:</p> <ul style="list-style-type: none"><li>• Use of charcoal for cooking;</li><li>• Building a camp fire;</li><li>• Pitch a Patrol tent;</li><li>• Drying wet clothes and bedding in camp conditions;</li><li>• Fire precaution in camp.</li></ul> <p>Explain, and where possible demonstrate, methods used in camp for 4 of the following:</p> <ul style="list-style-type: none"><li>• The care of food; the care of drinking water;</li><li>• The care of cooking stoves and of equipment other personal gear;</li><li>• The disposal of waste;</li><li>• The construction and care of latrines.</li></ul> <p>Have knowledge of Camping Standards.</p> <p>Equip a camp first-aid box suitable for a camp of 7 days duration.</p> <p>Demonstrate the ability to use 3 of the following:</p> <ul style="list-style-type: none"><li>• Felling axe;</li><li>• Bush saw;</li><li>• Maul;</li><li>• Adze;</li><li>• Pruning tool;</li><li>• Any mechanical equipment, e.g. grass cutting machine, power-saw, or drill.</li></ul> <p>Discuss with the Examiner developments and improvements you would like to see on any camp site with which you are familiar.</p>
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<p><b>Civics</b></p> 	<p>Study the Singapore system of government and make a brief presentation to your Patrol.</p> <p>Name and briefly describe the roles of the following appointments:</p> <ul style="list-style-type: none"><li>a) President of Singapore</li><li>b) Prime Minister of Singapore</li><li>c) Speaker of Parliament</li><li>d) Chief Justice of Singapore</li><li>e) Member of Parliament of your place of residence</li></ul> <p>Visit two of the following places (one each from Category A and B and share with your patrol on what you have learnt about the two places.</p> <p>Category A:</p> <ul style="list-style-type: none"><li>a) Supreme Court</li><li>b) Parliament House</li><li>c) Istana</li><li>d) Family Court</li></ul> <p>Category B:</p> <ul style="list-style-type: none"><li>a) Community Development Councils</li><li>b) Self-Help Groups</li><li>c) Family Service Centres</li><li>d) Voluntary Welfare Organisations such as Bizlink Centre Ltd, Down Syndrome Association, etc</li></ul> <p>Participate in at least two community activities such as block parties.</p> <p>Describe some of the significant events in the history of Singapore from 1945 to the present. For example, separation from Malaysia, the SARS epidemic, introduction of National Service, etc.</p>
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<p><b>Collector</b></p> 	<p>Make a collection of one type of object, neatly and systematically arranged, for a period of at least 6 months.</p> <p><i>Note:</i> The Scout will choose the object for collection. These objects may include stamps, match-box tops, coins, shells, badges and labels.</p> <p>The collection must be of a reasonable size, bearing in mind the nature of the collection. The quality of the collection is an important factor to be taken into account.</p> <p>Prepare a presentation to your Patrol, to the satisfaction of your examiner, covering the following points:</p> <ol style="list-style-type: none"> <li>Reasons for your choice;</li> <li>Lessons learnt from the process of collecting the object;</li> <li>How do you maintain your collection;</li> <li>Your future plan with regards to the collection.</li> </ol>
<p><b>Computer</b></p> 	<p>Able to discuss with the Examiner the development of the computer since its inception, the present trends and future outlook.</p> <p>Draw a block diagram of a typical microcomputer. Describe the various component parts and briefly explain their functions in the workings of a microcomputer.</p> <p>Describe 4 types of Data Storage Devices.</p> <p>Know the differences between different computer systems. (e.g. Micro, Mini, Medium and Super Computer System)</p> <p>Do one of the following:</p> <ul style="list-style-type: none"> <li>Either Write a programme design (or flow chart) of a routine which you perform daily and produce a programme design (or flow chart) for a programme that you have written.</li> <li>Or Show a working knowledge of a common computer language, and demonstrate its use by writing a programme using Branching, Loops and Subroutines on a subject agreed with the Examiner. Run this Programme using a suitable computer system and show the necessity for good presentation and documentation.</li> </ul> <p>Able to illustrate 6 applications of modern computer in</p>

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	<p>business, education, health and science.</p> <p>Able to illustrate 6 applications of modern applications and functions of a personal computer that you are familiar with. Example: Word Processing, Personal Financing, Home Security and etc.</p> <p>Able to assemble or to replace parts of a personal computer by yourself as requested by the Examiner.</p>
<p><b>Conservator</b></p> 	<p>Know the aims of conservation.</p> <p>Know about the work of the Government Department concerned with conservation.</p> <p>Know what is meant by igneous, metamorphic and sedimentary rocks. Give 1 example of each and its uses.</p> <p>Know 5 soil types and major causes of soil erosion.</p> <p>With reference to the water cycle, compare the effects of excessive rainfall with those of drought conditions.</p> <p>Know the main causes and effects of air and water pollution and explain how they can be controlled.</p> <p>Know how plants, animals and man are interdependent.</p> <p>Give 4 examples, 2 of which should be in your locality, of how our natural environment is being injured and destroyed, and describe how conservation methods can prevent such injury and destruction.</p> <p>Make a survey of 2 different areas, one of which should be extensively used by the public. A minimum period of 2 days should be spent out-of-doors in each area. 1 day's visit should be either on a Saturday or Sunday. By means of sketch maps, describe and discuss your results of the survey with the Examiner under the following main topics:</p> <ul style="list-style-type: none"> <li>• Past and present land utilization;</li> <li>• Amenity and recreational value;</li> <li>• Wildlife conservation;</li> <li>• Conflicts between different users.</li> </ul>




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	<p>(Note: This survey may be carried out in company with other Scouts taking the test, but reporting separately.)</p> <p>Take part in a conservation project for a period of at least 1 day. The project should be under the control of a conservationist.</p> <p>Show a general understanding about the species of local trees.</p> <p>Know some of the dangers to which woods may be exposed, i.e. fire and animals.</p> <p><i>* To be listed as an environment badge for First Class Scout Badge.</i></p>
<p><b>Cook</b></p> 	<p>Know what is meant by normal culinary terms e.g. to sweat, fold, render.</p> <p>Prepare by yourself and cook 1 of the following:</p> <ul style="list-style-type: none"> <li>• The choice being your own:</li> <li>• Banana cake, birthday cake, pudding (bread or rice), or bake a 2 kg cake of your own choice.</li> </ul> <p>Cook and serve with rice for 2 to 4 people 2 dishes from the list below:</p> <ul style="list-style-type: none"> <li>• Meat curry</li> <li>• Sweet sour fish</li> <li>• Stew</li> <li>• Roast chicken</li> </ul> <p>Cook and serve for 2 to 4 people these 2 dishes:</p> <ul style="list-style-type: none"> <li>• A vegetable dish cooked so as to conserve their food value,</li> <li>• A purely wheat meal.</li> </ul> <p>Know the principal joints etc of meat and how to carve a chicken.</p>


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<p><b>Craftsman</b></p> 	<p>The completion of one section will qualify:</p> <p>A. Basket Making</p> <ul style="list-style-type: none"><li>• Produce an article of practical use in basket, cane rush or straw work, made entirely by yourself.</li><li>• Show a general knowledge of the raw material used, where it is obtained and how it is prepared for working.</li></ul> <p>B. Bookbinding</p> <ul style="list-style-type: none"><li>• Prepare the parts or sections for sewing and sew sections on tapes.</li><li>• Fold and paste on end-papers, glue up and line with mull, round the back and add second lining.</li><li>• Cut boards and cover with cloth or paper, and put book into cover.</li></ul> <p>C. Joining</p> <ul style="list-style-type: none"><li>• Drive a screw up to one-and-a-half inches without damage to wood or screws.</li><li>• Nail on a packing case lid correctly, using half-inch wood and one-and-a-half inch nails.</li><li>• Divide lengthwise with an ordinary saw, a 1-inch board 2 feet long, the cut should not deviate from the line more than 1/16 of an inch.</li><li>• Sharpen a chisel and plane iron, make a housing tenon and mortise, and halved joint.</li><li>• Either dovetail 2 pieces of wood together with not less than 5 dovetails, or make a properly framed stool chair or other piece of furniture.</li><li>• Distinguish woods in local use and know the nature and common uses of each.</li></ul> <p>D. Leather Work</p> <ul style="list-style-type: none"><li>• Either soled and heeled a pair of boots or shoes, sewn or nailed.</li><li>• Or produce an article made by yourself, such as a handbag, wallet or purse, on which a design must be modelled and stained. Know how to mix and use the various stains.</li><li>• Show a knowledge of the tools required. Know the different kinds of leather used and how to select them.</li></ul>
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	<p>E. Metal Work</p> <ul style="list-style-type: none"> <li>• Execute some work in beaten brass, copper or sheet-iron.</li> <li>• Exhibit tools used and demonstrate use of each.</li> <li>• Explain the composition and properties of solders and fluxes.</li> <li>• Make and solder a tin to measure, with lid to fit.</li> </ul> <p>F. Printing</p> <ul style="list-style-type: none"> <li>• Set up a handbill or page of type and produce machined prints.</li> <li>• Understand the point system of types and know the names of 6 common type faces.</li> <li>• Understand the printer's correction signs and know the names of different paper size and their measurements.</li> </ul> <p>G. Pottery</p> <ul style="list-style-type: none"> <li>• Execute some work in different clay techniques.</li> <li>• Exhibit tools used and demonstrate use of each.</li> <li>• Explain the composition and properties and process of techniques.</li> <li>• Make a project with the use of different techniques.</li> </ul> <p>H. Stitch work –</p> <ul style="list-style-type: none"> <li>• Execute some work in different stitching techniques.</li> <li>• Exhibit tools used and demonstrate use of each.</li> <li>• Explain the techniques and process of project.</li> <li>• Produce a course work demonstrating different stitching techniques.</li> </ul>
<p><b>Cyclist</b></p> 	<p>Own, or have used satisfactorily for at least 6 months, a cycle, properly equipped and in good working order.</p> <p>Be able to make simple adjustments and repairs at the discretion of the Examiner, e.g. change tyre and tube, mend a puncture, replace a brake shoe and block, adjust the height of saddle and handlebar to enable a younger boy to ride the cycle.</p> <p>Demonstrate that you know and observe the Highway Code, traffic signals, road signs, and that you can read a road map.</p> <p>Take part in a Scout activity which includes the use of cycles.</p>



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<p><b>Explorer</b></p> 	<p>Arrange and carry out an expedition for yourself and at least 2 other Scouts, preferably members of your Patrol, of not less than 2 days and 1 night's duration, in country not previously visited.</p> <p>(Note: The expedition may be carried out on foot, by cycle, by canoe or by boat. All equipment and food for the expedition to be carried by those taking part.)</p> <p>Plan a project, and submit to the Examiner for approval; carry it out alone or with a companion, to the Examiner's satisfaction. The type of project should be a simple exploration, such as identifying and mapping all footpaths or waterways within a 1-km radius of a given point.</p> <p>Complete a journey, with a companion, of 3 km by compass bearings only. 6 different bearings by degrees to be used. A map may be used.</p>
<p><b>Fireman</b></p> 	<p>Either:</p> <p>Understand how the Singapore Civil Defence Force works in the event of a fire.</p> <p>Know the dangers and understand the fire precautions necessary in the home relating to the following:</p> <ul style="list-style-type: none"><li>• Smoking materials, particularly matches;</li><li>• Electric wiring, fuses and appliances;</li><li>• Use of household gas;</li><li>• Petrol;</li><li>• Fireworks;</li><li>• Candles;</li><li>• Bonfires;</li><li>• Storage of materials;</li><li>• Party decorations;</li><li>• Doors and windows.</li></ul> <p>Plan the fire precautions for a Scout or similar entertainment, including seating, and know why precautions are necessary.</p> <p>Know the dangers of fire at camp and what precautions should be taken. Know the causes of grass fires and how to deal with an outbreak.</p> <p>Explain what action should be taken, and why, on an outbreak</p>



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	<p>of fire indoors and outdoors. Know the various methods of calling the Singapore Civil Defence Force and the correct procedure to be taken, have knowledge of what happens from time of the call to its acceptance by the Singapore Civil Defence Force and the reasons for such action.</p> <p>Understand how a bucket chain works. Know how to use the various types of fire extinguishers, and on what type of fire they should be used. Know how to deal with a person whose clothes are on fire.</p> <p>Be proficient in making a chair knot and bowline on the bight. Explain the methods of rescue employed; explain and demonstrate crawling with an insensible person.</p> <p>Give a simple explanation of the process of combustion; know the effects of smoke and heat, and how to act in smoke.</p> <p>Or:</p> <p>Have attended an approved fire-fighting course or equivalent organised by a recognised institution, such as the Singapore Civil Defence Force.</p>
<p><b>First Aider</b></p> 	<p>Qualify for the Adult First Aid Certificate of the St. John Ambulance Association or the Standard First Aid Certificate of the Singapore Red Cross Society.</p> <p>Perform First Aid services for at least 2 separate school or Scout events.</p>
<p><b>Foot Drill</b></p> 	<p>Attend successfully a Foot Drill Course conducted by your District or Area or at National Level.</p>

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<b>Guide</b> 	<p>The completion of one section will qualify.</p> <p>Section A</p> <ul style="list-style-type: none"><li>• Have a good knowledge of a locality of your choice for example a museum, conservation area or neighbourhood.</li><li>• Conduct a guided tour for a patrol of the selected locality.</li></ul> <p>Section B</p> <ul style="list-style-type: none"><li>• Have a good knowledge of places surrounding a particular theme. For example, war memorial sites in Singapore, best eating places in Singapore, religious and/or national monuments.</li><li>• Conduct a guided tour for a patrol of the selected theme.</li></ul> <p>Section C</p> <ul style="list-style-type: none"><li>• A certified guide with any established organisation and having conducted a tour will automatically qualify for the badge.</li></ul>
<b>Interpreter</b> 	<p>Pass the following test in any two languages of your choice.</p> <p>Carry on a simple conversation on a topic of your choice for at least 10 minutes.</p> <p>Write a letter of about 200 words on a topic chosen by the examiner.</p> <p>After a few minutes of study, give a translation of a given passage.</p> <p>Be able to read an article from a newspaper and make a summary of it.</p>




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<p><b>Job Man</b></p> 	<p>Demonstrate 6 of the following, the choice to be made by you:</p> <ul style="list-style-type: none"> <li>• Renew a sash cord, or replace a casement window frame and hang.</li> <li>• Glaze a window, both in wood and iron frames.</li> <li>• Whitewash or paint a ceiling; paper or distemper a room.</li> <li>• Repair defective plastering.</li> <li>• Re-hang a door and repair door furniture, including handles, locks etc.</li> <li>• Effect minor repair to furniture, such as broken castors and minor upholstery repairs.</li> <li>• Lay and adjust gas fire or gas cooker.</li> <li>• Put a neat patch on a garment.</li> <li>• Clean and polish a car.</li> <li>• Repair a gate or fence.</li> <li>• Mix concrete and effect simple repairs with it.</li> <li>• Repair children's toys.</li> <li>• Replace a tap washer.</li> <li>• Lay linoleum.</li> <li>• Oil and adjust a lawn-mover.</li> <li>• The immediate steps to be taken in the case of a burst water pipe.</li> </ul>
<p><b>Master-At-Arms</b></p> 	<p>The completion of one section will qualify.</p> <p>Section A</p> <ol style="list-style-type: none"> <li>1. Demonstrate proficiency in one of the following: <ul style="list-style-type: none"> <li>• Singlestick</li> <li>• Quarter-staff</li> <li>• Fencing</li> <li>• Boxing</li> <li>• Wrestling</li> <li>• Archery</li> <li>• Or any art of self-defence approved by your Scout Leader</li> </ul> </li> <li>2. Have attended regular training sessions in the selected activity for a period of not less than 3 months.</li> <li>3. Take part, in the selected activity, in a properly supervised contest and be able to demonstrate the correct methods of attack and defence.</li> </ol> <p>Section B</p> <ol style="list-style-type: none"> <li>1. Know the usual safety-first rules for rifle shooting and have</li> </ol>

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	<p>knowledge of the parts of the rifle you use and of its care and cleaning.</p> <p>2. Produce 2 targets fired by yourself, preferably on different dates, within the previous 4 weeks for any 1 of the 4 alternative tests, showing that on both occasions you have obtained no less than the minimum score indicated.</p> <p>3. The targets must be certified by your Instructors.</p> <p>4. The edge of the shot-hole nearest to centre of the target is to decide the value of the hit.</p> <p><u>Small Bore Rifle (.22 inch)</u> Any single loading type; any sights except telescopic; position prone; sling may be used. 10 shots at any of the following ranges:</p> <table><tr><th>Distance in Yards</th><th>Minimum Score</th><th>Targets</th></tr><tr><td>25</td><td>80</td><td>N.S.R.A 1967 Tin Hat</td></tr><tr><td>20</td><td>80</td><td>ditto.</td></tr><tr><td>15</td><td>80</td><td>ditto.</td></tr></table> <p><u>Air Rifle (.177 inch)</u> Any single loading type; position standing or prone, a sling may be used. 10 shots at the following range:</p> <table><tr><th>Distance in Yards</th><th>Minimum Score</th><th>Targets</th></tr><tr><td>6</td><td>75</td><td>N.S.R.A 5 Bull Air Rifle</td></tr></table> <p>Note: When using air rifle, care must be taken to fix the targets so that pellets do not rebound to the danger of the firer's eyes.</p>	Distance in Yards	Minimum Score	Targets	25	80	N.S.R.A 1967 Tin Hat	20	80	ditto.	15	80	ditto.	Distance in Yards	Minimum Score	Targets	6	75	N.S.R.A 5 Bull Air Rifle
Distance in Yards	Minimum Score	Targets																	
25	80	N.S.R.A 1967 Tin Hat																	
20	80	ditto.																	
15	80	ditto.																	
Distance in Yards	Minimum Score	Targets																	
6	75	N.S.R.A 5 Bull Air Rifle																	
<p><b>Mechanic</b></p> 	<p><b>Alternative A – Motor Car</b></p> <ul style="list-style-type: none"><li>• Know the principles of operation of an internal combustion engine and understand the function of the clutch, gearbox and rear axle differential of a motor car.</li><li>• Show how to check and refill the windscreen wash bottle of a car.</li><li>• Show how to check and top up the level of the engine oil.</li><li>• Show how to change a bulb at the front and in the rear light cluster of a car.</li><li>• Show how to check the level of water in the radiator, 'top up'</li></ul>																		

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>the radiator.</p> <ul style="list-style-type: none"><li>• Show how to check tyre pressures and inflate a tyre correctly.</li><li>• Remove and replace a road wheel.</li><li>• Explain what to look for when checking that a tyre conforms to the legal requirement. Understand the reason why cross and radial ply tyres should not be mixed on the same axle.</li><li>• Show how to change a wiper blade and replenish screen wash.</li><li>• Know the outline requirements for an LTA road test.</li></ul> <p><b>Alternative B – Power Boat</b></p> <p>Complete one from the following two activities:</p> <p>a) Be able to discuss the principles and performance of several types of motorboat engines, other than two-stroke. Show knowledge of the maintenance needed by a familiar type of marine internal combustion engine, other than two-stroke.</p> <p>b) Assist with the maintenance, dismantle, service and re-assemble an outboard engine. Demonstrate proper fitting to the transom of a boat. Be able to explain how to detect minor faults in starting and running whilst afloat.</p> <p>Complete one of the following two activities:</p> <p>a) As driver or mechanic member of a power boat's crew:</p> <ul style="list-style-type: none"><li>- Assist in the preparation of the boat for a voyage by checking the engine for possible minor faults, checking the fuel supply and pump, and mustering the fire-fighting equipment.</li><li>- In response to orders, operate the engine whilst getting underway from the quay.</li><li>- Operate the engine to bring the craft alongside the quay and shut-down</li><li>- Lay out a kedge</li><li>- Re-man the boat in response to a 'distress call' and under orders, start and operate the engine whilst proceeding to and manoeuvring alongside a 'stranded craft'.</li><li>- Operate all the boat's gears in a confined area of water and a return journey to base, coming alongside with the tide (or current).</li><li>- Know how to leave the engine in a proper manner and how to drain the engine in an emergency</li></ul>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>b) Act as mechanic on at least one short cruise or expedition</p> <ul style="list-style-type: none"><li>- Be responsible for the running of the engine throughout the cruise.</li><li>- Check the engine of a motorboat in preparation for a cruise or expedition to include the provision of fuel and its safe storage, an adequate tool kit and effective fire-fighting apparatus.</li><li>- Accompany the expedition either as the mechanic or assistant and be fully or jointly responsible for the operation, care and maintenance of the engine throughout.</li></ul> <p>Complete one from the following two activities:</p> <p>a) Be able to discuss the principles and performance of several types of motorboat engines, other than two-stroke. Show knowledge of the maintenance needed by a familiar type of marine internal combustion engine, other than two-stroke</p> <p>b) Assist with the maintenance, dismantle, service and re-assemble an outboard engine. Demonstrate proper fitting to the transom of a boat. Be able to explain how to detect minor faults in starting and running whilst afloat</p> <p>Complete one of the following two activities:</p> <p>a) As driver or mechanic member of a power boat's crew:</p> <ul style="list-style-type: none"><li>• Assist in the preparation of the boat for a voyage by checking the engine for possible minor faults, checking the fuel supply and pump, and mustering the fire-fighting equipment.</li><li>• In response to orders, operate the engine whilst getting underway from the quay.</li><li>• Operate the engine to bring the craft alongside the quay and shut-down</li><li>• Lay out a kedge</li><li>• Re-man the boat in response to a 'distress call' and under orders, start and operate the engine whilst proceeding to and manoeuvring alongside a 'stranded craft'.</li><li>• Operate all the boat's gears in a confined area of water and a return journey to base, coming alongside with the tide (or current).</li><li>• Know how to leave the engine in a proper manner and how to drain the engine in an emergency</li></ul> <p>b) Act as mechanic on at least one short cruise or expedition</p> <ul style="list-style-type: none"><li>• Be responsible for the running of the engine throughout</li></ul>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>the cruise.</p> <ul style="list-style-type: none"><li>• Check the engine of a motorboat in preparation for a cruise or expedition to include the provision of fuel and its safe storage, an adequate tool kit and effective fire-fighting apparatus.</li><li>• Accompany the expedition either as the mechanic or assistant and be fully or jointly responsible for the operation, care and maintenance of the engine throughout.</li></ul> <p><b>Alternative C - aircraft</b></p> <ul style="list-style-type: none"><li>• Understand the basic principles of, and be able to point out the component parts of either:<ul style="list-style-type: none"><li>• A aircraft piston engine;</li><li>• An aircraft gas turbine engine.</li></ul></li><li>• Understand the basic principles of flight and airframe construction of a fixed wing aircraft.</li><li>• Know and be able to demonstrate Aircraft Marshalling signals used by day and night.</li><li>• Demonstrate your ability to carry out four of the following:<ul style="list-style-type: none"><li>• Replenish a light aircraft fuel and oil system.</li><li>• Rig and de-rig a glider.</li><li>• Picket a light aircraft.</li><li>• Change a set of plugs on a light aircraft engine.</li><li>• Inspect aircraft main and tail or nose wheel tyres or serviceability.</li><li>• Repair a small tear in the fabric surface of a light aircraft or glider.</li></ul></li><li>• The pre-use inspection of a parachute and how to put it on and take it off.</li><li>• Check the control system of a light aircraft or glider for correct sense of movement.</li></ul> <p><b>Alternative D - motorcycle or scooter</b></p> <ul style="list-style-type: none"><li>• Know the principles of operation of a two-stroke or four-stroke internal combustion engine and understand the function of the clutch, gearbox, carburettor and transmission of a motorcycle.</li><li>• Remove, clean and check the gap of a sparking plug.</li><li>• Check and top up the level of the engine oil.</li><li>• Explain how to adjust the tension of the final drive chain.</li><li>• Show how to change a bulb at the front and in the rear light cluster.</li><li>• Show how to check tyre pressures and inflate a tyre</li></ul>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES


### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>correctly.</p> <ul style="list-style-type: none"> <li>• Remove and replace a road wheel.</li> <li>• Explain what to look for when checking that a tyre conforms to the legal requirement.</li> <li>• Know the outline requirements for an MOT road test.</li> </ul> <p><i>Notes: If you need help designing alternatives to these requirements for those with special needs please contact the Scout Roundtable.</i></p>
<p><b>Meteorologist</b></p> 	<p>Make a simple rain gauge.</p> <p>Make a wind vane and estimate wind speed.</p> <p>Make a thermometer shelter and set up the thermometers for measuring air temperature and humidity.</p> <p>Construct a Nephoscope for measuring cloud movement.</p> <p>Make and keep a weather log for a period of one month.</p> <p>Demonstrate your ability in weather forecasting using any one of the following methods:</p> <p>Forecasting temperature, precipitation and general weather from wind strength and direction;</p> <p>Forecasting by using an aneroid barometer; Forecasting by noting cloud movement and cloud type;</p> <p>Short-range forecasting by using weather lore;</p> <p>Extended range forecasting by using weather lore.</p> <p>Show a general understanding about the various types of cloud formations.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Musician</b></p> 	<p>The completion of one section will qualify.</p> <p>Section A</p> <ul style="list-style-type: none"><li>• Sing a solo with chorus or take part as treble, or alto, in a part song.</li><li>• Read at sight 3 tunes.</li><li>• Know what is meant by a Sonata, Concerto and Oratorio, and give 3 examples of each.</li><li>• Discuss with the Examiner recent performances you have heard at concerts or on radio or television.</li></ul> <p>Section B</p> <ul style="list-style-type: none"><li>• Play 2 solos, one of your own choice and the other at sight, on any recognised musical instrument other than a percussion instrument.</li><li>• Either produce a concerted item with others, in which you must play the instrument used in (1) above, or play another solo of different type and speed than those played in (1) above.</li></ul> <p>Note: A certificate that you are a regular member of an orchestra may be accepted.</p> <p>Know what is meant by a Sonata, Concerto and Oratorio, and give 3 examples of each.</p> <p>Discuss with the Examiner recent performances you have heard at concerts or on radio or television.</p> <p>Section C</p> <ul style="list-style-type: none"><li>• Either sings unaccompanied 2 different types of Folk Song – e.g. Spiritual and Sea Shanty, Mountain Song and Lullaby. Note: You may add your own rhythm, such as handclapping or tambourine.</li><li>• Or sing, with your own accompaniment (banjo, guitar, mandolin etc) 2 different types of Folk Song.</li><li>• Or play 2 different types of Folk Song as music on a banjo, guitar, mandolin, concertina, harmonica or other folk song instrument.</li></ul> <p>Know some basic principles and fundamentals of music, such as tuning your own instrument, keys, chords and bass notes.</p> <p>Note: Folk music is at its best when simple and uncomplicated.</p>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>The Scout should be encouraged to put over his own way.</p> <p>Discuss with the Examiner some of the types of Folk Music and performers or artists which you enjoy. You must be prepared to give reasons for your choice.</p> <p>Section D</p> <p>Show that you can tune your pipes properly.</p> <p>Play:</p> <p>a) 2 bagpipe marches in 2/4 time; b) 2 bagpipe marches in 6/8 time; c) a slow march or slow air; d) a march, strathspey and reel. (The march may be one of those played in a) to c) as above.)</p> <p>Note: All tunes to be of your own choice. When Northumbrian or Irish pipes are used, alternatives may be used at the Examiner's discretion.</p> <p>Section E</p> <p>Be a member of a band, either at school, in your Scout Group or Unit or other organisation, e.g. People's Association.</p> <p>Demonstrate your proficiency in one of the following band instruments:</p> <p>a) Side drums</p> <ul style="list-style-type: none"><li>• Perform routine maintenance of your instrument.</li><li>• March well (not playing) with drum sling and sticks carried correctly.</li><li>• Beat in 2/4 and 6/8 time. Play "off" beats in 2/4, 6/8 and 3/4 time.</li><li>• Play a good class roll in the following form: 3 pace roll, 5 pace roll, 7 pace roll.</li><li>• Take part satisfactorily in 6 different marches.</li></ul> <p>b) Tenor drum</p> <ul style="list-style-type: none"><li>• Perform routine maintenance of your instrument.</li><li>• March well (not playing) with drum sling and sticks carried correctly.</li><li>• Beat in 2/4 and 6/8 time.</li></ul>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

- Play "off" beats in 2/4, 6/8 and 3/4 time.
- Play a good class roll in the following form: 3 pace roll, 5 pace roll, 7 pace roll.
- Show good stick drill when beating at the halt and on the march.
- March over a distance, not less than 50 yards, beating a strict 116 paces to the minute.
- March over a distance, not less than 50 yards, beating in Slow Time - 65 paces to the minute.

#### (c) Bass drum

- Perform routine maintenance of this instrument. March well (not playing) with drum sling and sticks carried correctly.
- Show good stick drill when beating at the halt and on the march with simple flourishing.
- March over a distance, not less than 50 yards, beating a strict 166 paces to the minute.
- March over a distance, not less than 50 yards, beating in Slow Time - 65 paces to the minute.

#### (d) Bugle or Trumpet


- Perform routine maintenance of this instrument.
- March well (not playing) carrying Bugle, or Trumpet in the right hand with the bell on front hip, swinging left arm.
- Play "Fall in", "Cookhouse", "Lights out", "Reveille", "General Salute" and "Sunset" or "Retreat".

A Scout who has professional qualifications awarded by a recognized music institution, or have gained recognition at national or international level, or represented the school in music competitions at national or international level would automatically qualify for this badge.

In addition to the above qualifying sections, the Scout shall take part in a public performance in the Scout Unit, school or at a community event to demonstrate his proficiency.



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Naturalist</b></p> 	<p>Either:</p> <p>Study the natural history (i.e. plant and animals) for at least 3 months, of either a piece of seashore, sand dune, rocks or garden/vegetation; or a length of roadside verge; or a length of stream, river or canal or a small pond, not less than 100 m.</p> <p>Explain the results of the study to the Examiner, using field notes, simple sketches or photographs and sketch maps.</p> <p>Discuss with the Examiner how the natural history of the site studied could be affected by man's activities or management: e.g. waste oil discharged by oil tankers at sea; cutting hedges and roadside verges by machine instead of manually.</p> <p>Or:</p> <p>Make a detailed study of any one plant or animal (i.e. ferns, grasses, wild flowers, trees and shrubs; butterflies, moths or other insects, amphibians, wild animals, birds, fish etc). Discuss with the Examiner the results of observations and sources of any information used, i.e. museums, books etc.</p> <p>Make a visit to any natural conservation area in Singapore and display an understanding of how man's activities or management could affect the site.</p> <p>Show a general understanding of the efforts by the government or any non-governmental organisation involved in the protection of natural environment.</p> <p><i>*To be listed as an environment badge for First Class Scout Badge.</i></p>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Observer</b></p> 	<p>In Kim's Game, remember 24 out of 30 well-assorted articles after one minute of observation. Test to be performed twice with different articles and each article to be adequately described.</p> <p>Recognise 8 out of 10 simple sounds. These may include animal sounds, sounds of different musical instrument, different vehicles sound, etc.</p> <p>Give an accurate report of an incident lasting not less than one minute and involving at least three people. This report must include a full description of one of the persons involved.</p> <p>Travel on a public transport for about 20 minutes or walk along a street for 10 minutes. Describe, to the satisfaction of the examiner, of the places, people and dynamics that have taken place.</p> <p>Demonstrate alertness to potential sources of dangers in an urban setting. This could be done in the context of a risk assessment or potential terrorist plots in public places.</p>
<p><b>Photographer</b></p> 	<p>Produce 12 photographs taken by you, using either a conventional camera or digital camera. The 12 photographs must cover at least 4 different types of subject (e.g. landscapes, animals, portraits, action shots).</p> <p>Be able to tell the Examiner how prints from conventional or digital cameras are being processed and developed. Diagnose faults in exposure and/or processing in examples supplied by the Examiner.</p> <p>Demonstrate knowledge of photographs by artificial light (flash or photoflood) by arranging equipment provided by yourself or the Examiner for a portrait, still life or similar object.</p> <p>Discuss with the Examiner: The main features of a conventional or digital camera (i.e. shutter speeds, apertures and lens focusing) and how they are used to ensure technically good results; the various types of cameras currently available; the use of accessories such as tripods, exposure meters, filters and close-up lenses.</p>


## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Pioneer</b></p> 	<p>Understand the main characteristics of various types and sizes of man-made and natural fibre rope useful in pioneering. Show how to coil and care for them and how to assess strength and condition.</p> <p>Be able to ensure safety. Understand the possible dangers from negligent leadership, from indiscipline, from misuse or overloading of gear, and from incorrect rope work, including knots and lashings. Understand the special danger from the recoil or fracture of man-made fibre rope.</p> <p>Understand and demonstrate in use, pioneering anchors suited to a variety of project, location and soil; to include loose or marshy ground.</p> <p>Demonstrate mastery of all the knots, lashings, splices, whippings and machines described in the Badge Book - or their orthodox equivalents - by completing a journey, short in length but searching in technique, round a circuit of situations devised by the Examiner. At least 3/4 of these situations are to be completed successively with correct technique and without undue hesitation.</p> <p>Note: A range of possible gear should be on hand from which the Scout may freely select what he needs, and though the response must be his along, other people may act as dumb robots to hold or pull things at this specific direction.</p> <p>Play an efficient part, other than that of leader, in the construction by a Patrol of one project selected from a small batch of drawings or models presented by the Examiner.</p> <p>Efficiently lead a Patrol to construct successively one further project chosen by him from the Examiner's batch, taking all prudent safety measures.</p> <p>Efficiently lead a Patrol to construct a successful pioneering project of his own unaided design. The design, shown by drawings and a scale model, and the scheme of work, to include detail of all necessary gear and an estimate of the time involved, are to be discussed with and agreed by the Examiner beforehand.</p> <p>Notes: The Scout has a free choice as to the type of project or problem but the Examiner will suggest possibilities on request.</p>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Though it may have many aspects in common with previous or published projects, the Scout must demonstrate sufficient originality to prove competent pursuit of the activity as opposed to mere repetition of another's work. The projects constructed for Part 5, 6 and 7 must be of different type, i.e. rafts, towers, masts, bridges, cranes etc - and on a sufficient scale to make the skilled application of pioneering techniques essential. As a normal rule, bridge spans should exceed 8 m, high projects should exceed 7 m, and cranes should lift at least 1/4-ton load through a height of at least 2 m.</p>
<p><b>Quartermaster</b></p> 	<p>The completion of one section will qualify.</p> <p>A. Have assisted the Scout Unit Quartermaster effectively for a period of 3 months.</p> <p>Understand and be prepared to demonstrate:-</p> <ul style="list-style-type: none"> <li>• Care of ropes, i.e. whipping, splicing, banking, coiling, inspection and storing;</li> <li>• Care of tentage, i.e. guy line repairing, simple tear repairing, reproofing, inspection and storing;</li> <li>• Care of tools, i.e. sharpening, re-setting, rehafting, cleaning, inspection and storing.</li> </ul> <p>Understand and demonstrate how to keep simple and efficient records, including issue and returns of Group or Unit equipment.</p> <p>Understand and be prepared: to demonstrate storage of equipment; to demonstrate storage of handicraft material; to illustrate a simple colour, number or other code system for the replenishing of handicraft material.</p> <p>Understand how to care for storage for Group visual aid equipment, e.g. projector, wall charts, drawing paper and special visual aids.</p> <p>Understand how to deal practically with depreciation of all equipment.</p> <p>Understand that general tidiness is the secret of good Quarter mastering. Explain how this is achieved in the Scout Unit.</p>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES



### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>B. Have assisted the Camp Quartermaster at a Scout Unit Camp of at least 5 days duration in total.</p> <p>Understand and be prepared to demonstrate the care of all equipment in camp:-</p> <ul style="list-style-type: none"><li>• ropes, i.e. coiling and hanging, inspection and storing;</li><li>• tentage, i.e. emergency guy line repairing, emergency tear repairing, inspection;</li><li>• tools, sharpening and cleaning, inspection and storing;</li><li>• cooking equipment, i.e. cleaning, inspection and storing.</li></ul> <p>Understand and demonstrate how to keep simple, efficient records in camp, including issue and return of all equipment.</p> <p>Understand and be prepared to demonstrate how to care for all other special equipment in camp, e.g. uniforms, hiking kit, climbing kit and canoes.</p> <p>Produce a set of menus covering 48 hours in camp. Be prepared to discuss them with the Examiner.</p> <p>Describe how you would deal with storage of food in the camp. Submit to the Examiner a list of tools you would take to camp, to effect emergency repairs of all equipment. Justify your inclusion of each item in the list.</p> <p>Understand that general tidiness is the secret of good Quarter mastering. Explain how this was achieved in the camp at which you helped the Quartermaster.</p> <p>C. Either carry out the duties of a Quartermaster to your Scout Unit for a minimum period of 3 months or as the Quartermaster to a Scout Camp of at least 5 days duration in total to the satisfaction of the Scout Leader and Patrol Leaders' Council.</p> <p>The Scout should display a satisfactory competency of the relevant requirements as laid down in either Section A or B.</p>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Rock Climber (Basic and Intermediate)</b></p> 	<p>Attend successfully a Sport Climbing Course conducted by the Singapore Mountaineering Federation for Singapore National Climbing Standards (SNCS) Level 1 and 2 to gain Basic and Intermediate of the badge respectively.</p>
<p><b>Secretary</b></p> 	<p>Show a general knowledge of administration of the Association at Unit and District levels; know the terms of reference of the Patrol Leaders' Council, Group Council and District Council.</p> <p>In the presence of the Examiner, Either writes with a good, legible hand, 250 words of prose; Or type 100 words, with not more than 5 mistakes, and show how to clean the machine and replace the ribbon. If a computer with word processing software and a printer are used, demonstrate the cleaning of the printer and replacement of the ink or toner cartridge or ribbon (for dot-matrix printers).</p> <p>Show an understanding of committee procedure including ability to prepare an agenda and take minutes.</p> <p>Have a general knowledge of the financial structure of the Scout Unit; prepare a simple receipts and payments account for a Unit or Patrol; know how a personal bank account operates.</p> <p>Write a letter on a subject chosen by the Examiner, draft a wording for an invitation card addressed to members of the public in connection with a Group, Unit or Patrol event.</p> <p>Show a general knowledge of postal rates and know where to find information on parcel post, registered post, recorded delivery services and foreign letters.</p> <p>Prepare a press release on the subject of a Unit event or write an article for a Scout magazine reporting a Unit or District event.</p>


## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	Carry out the duties as Secretary to your Patrol Leaders' Council or some other committee not necessarily concerned with Scouting for a period of 3 months to the satisfaction of the Scout Leader and Patrol Leaders' Council or the chairman of the committee concerned.
<b>Smallholder</b> 	<p>The completion of one section will qualify.</p> <p>Section A</p> <ul style="list-style-type: none"> <li>• Keep a pet for a year.</li> <li>• Demonstrate knowledge on your pet's habitat, dietary requirements, physical well-being and handling as well as common diseases related to your pet.</li> <li>• Keep a record of your pet's development as well as interesting occurrences.</li> </ul> <p>Section B</p> <ul style="list-style-type: none"> <li>• Cultivate 3 different species of plants over a period of 6 months.</li> <li>• Demonstrate knowledge on appropriate care of the plants of your choice.</li> <li>• Keep a record of your plant's development.</li> </ul>
<b>Sportsman</b> 	<p>Have a good knowledge of the rules or laws of 2 outdoor games such as football, cricket, hockey, tennis.</p> <p>Be capable of acting as an official such as referee, linesman or umpire in a game organised for young people (School, Youth Club or Unit).</p> <p>Take an active part in one seasonal game and show reasonable proficiency and evidence of a sportsman - like approach to the games.</p> <p>Be able to discuss with the Examiner the advantages which can be gained from participation in sport and show that you have a good knowledge of the history of 2 games chosen by you.</p>


## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Know the names and performances of 2 international, national or local sportsmen. Be able to discuss these personalities with the Examiner and show that you have made a study, or have carried out some research, concerning the sportsman of your choice.</p>								
<p><b>Technician</b></p> 	<p>The completion of one section will qualify.</p> <p>A. Construct a model aero plane (use of kit permitted) which, when flown, meets one of the following minimum flight performance:</p> <table> <tr> <td>Glider (hand launched)</td><td>25 sec</td></tr> <tr> <td>Glider (tow launched with 50m maximum motor run)</td><td>45 sec</td></tr> <tr> <td>Rubber-powered</td><td>30 sec</td></tr> <tr> <td>Engine-powered</td><td>45 sec</td></tr> </table> <p>Control line: demonstrate your model by making a smooth take-off, 3 laps level flight at approximately 1.8m and climb and dive with a smooth landing.</p> <p>Have knowledge of basic principles of flight, including the 3 axes and their effect on stability and control.</p> <p>B. Build an electric or engine-powered model boat or yacht, not less than 46 cm in length (kits permitted) and show it to be capable of maintaining a straight course of not less than 23 m.</p> <p>Give a clear explanation of Archimedes' Principle.</p> <p>C. Either build an electronic slot car racer (not from a kit, though commercial body and other parts may be used) and drive it to a minimum distance of 120 m on any track without stopping or leaving the slot more than 4 times.</p> <p>Or build a free running car of any type (kit permitted) and demonstrate that it will run for at least 18 m. Airscrew drive allowed.</p> <p>Know how track and wheelbase are measured and sketch and explain Ackerman steering.</p> <p>Build a coach or wagon and demonstrate that it runs satisfactorily behind a locomotive.</p> <p>Build a scenic model such as a station, farmhouse etc (kit</p>	Glider (hand launched)	25 sec	Glider (tow launched with 50m maximum motor run)	45 sec	Rubber-powered	30 sec	Engine-powered	45 sec
Glider (hand launched)	25 sec								
Glider (tow launched with 50m maximum motor run)	45 sec								
Rubber-powered	30 sec								
Engine-powered	45 sec								

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>allowed) to scale for a layout.</p> <p>Know what the coding on the front of electric locomotive signifies.</p> <p><i>Note: HQ will provide, on request, conditions for this badge for a Scout whose needs are not dealt with in the above requirements.</i></p>
<p><b>World Friendship</b></p> 	<p>Either:</p> <p>Have corresponded regularly for not less than six months with a friend of another nationality and not residing in Singapore.</p> <p>Carry out a study of your friend's country and present to your patrol the difference in the way of life between that country and your own.</p> <p>Or</p> <p>Complete any two of the following:</p> <p>A. Participate in an activity involving scout or scouts of another country (either in your own or their country) and record in a log book or blog covering this event to include your impression and knowledge gained of the visiting scouts and their country or countries.</p> <p>B. Entertain in your home or school for not less than three days a scout or scouts from overseas.</p> <p>C. Share with the examiner ways in which you have welcomed immigrant young people or visitors from another country met at school, sport or in your community and what you have done to make them feel at home.</p> <p>D. Devise and run a unit or patrol activity based on the information gained from an overseas scout with whom you are in touch or from your own knowledge of another country or countries.</p>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

#### Introduction of “Open Theme Collective (OTC)” Proficiency Badge



The paper would also like to seek the endorsement from the Commissioners' Council on the proposal to establish an open-themed proficiency badge that is decided entirely by the Scout on the particular area of interest/pursuit/skill that he/she is interested in. This consideration arises from the recognition that the needs of today's youth are dynamic and the syllabus of the Scout Proficiency Badges may not be revised in time to reflect such developments. However, it would be undesirable for the Scout Programme to undergo revisions at such a pace that it is unsettling for the general well-being and stability needed for strategic planning.



The proposed open-ended theme proficiency badge, hereafter named as the “Open Theme Collective (OTC)” Proficiency Badge is designed to address this issue. Essential points are laid out as follows:-

Name of Proficiency Badge	Open Theme Collective (OTC)
Particular pursuit/ interest/ skill covered	As decided by the Scout. It would broadly cover the following themes or categories such as sports, open air, scientist, performing arts etc.
Who are the Examiners	The National Scout Roundtable, with designated members as either the panel of testers or as decided by the Scout Programme Commissioner
What would the Scout need to do	The Scout would identify the area that is not covered by the existing syllabus of the Scout Proficiency Badges and submit a write-up or proposal of the project he would like to do to the National Scout Roundtable, with support from the Scout Leader. After the suitability is evaluated and approval given, the Scout would carry out the project within the stipulated time as agreed by the Roundtable.
Prospects of turning the OTC Proficiency Badge into a standalone proficiency badge	Depends on the demand and popularity of the particular area displayed by the Scouts.

# THE SYLLABUS OF SCOUT PROFICIENCY BADGES



## (GENERAL SCHEME AND SEA SCOUT SCHEME)

### PROFICIENCY BADGES (SEA SCHEME)

<p>Boat Puller Basic</p> 	<p><i>Note: To be a Qualified Boatman</i></p> <p><u>Pre-requisite:</u></p> <p>Able to swim 50 metres with the aid of life-vest.</p> <p><u>Requirement:-</u></p> <p>Able to identify the difference type of pulling boat.</p> <p>Able to name parts of the pulling boat and its equipment.</p> <p>Able to execute the commands of pulling rowing proficiency.</p> <p>Able to apply knowledge in personal safety.</p> <p>Able to anchor the pulling boat.</p> <p>Participate in the Boatman expedition as a crew and a bowman of at least 2 nautical miles in a day.</p>
<p>Boat Puller Intermediate</p> 	<p><i>Note: To be a Qualified Coxswain Mate</i></p> <p><u>Requirement:-</u></p> <p>Able to give commands of pulling rowing.</p> <p>Able to maintain discipline of the crews.</p> <p>Able to conduct land drill of pulling rowing for the crews.</p> <p>Able to organise the crews smoothly in launching and recovery of the pulling boat.</p> <p>Able to prepare the pulling boat before setting off.</p> <p>Able to show basic maintenance.</p> <p>Able to carry out basic maneuvers including anchoring &amp; along side of a jetty or boat.</p>





## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Able to handle emergencies :-</p> <ul style="list-style-type: none"> <li>- Fire</li> <li>- Collision</li> <li>- Grounding</li> <li>- Abandonment</li> </ul> <p>Participate in the Boatman expedition as a Coxswain Mate of at least 4 nautical miles in a day.</p>
<p><b>Boat Puller Advanced</b></p> 	<p><i>Note: To be a Qualified Coxswain</i></p> <p><u>Requirement:-</u></p> <p>Able to apply knowledge of ROR.</p> <p>Able to apply knowledge of costal Navigation.</p> <p>Able to understand the characteristics of the cloud formations.</p> <p>Able to apply knowledge of tidal condition.</p> <p>Able to execute man overboard drill.</p> <p>Able to apply knowledge of safety for the boat and crews at all time.</p> <p>Able to operate basic safety equipment.</p> <p>Able to carry simple fiberglass repair.</p> <p>Assist in planning and conducting of a boatman course.</p> <p>Participate in the Boatman expedition as a Coxswain of at least 4 nautical miles as a Coxswain.</p>
<p><b>Canoeist Basic</b></p> 	<p>Attend successfully a Canoeing Course (SCF 1 Star) conducted / recognised by the Singapore Canoeing Federation to qualify.</p>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES





### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Canoeist Intermediate</b></p> 	<p>Attend successfully a Canoeing Course (SCF 2 Star) conducted / recognised by the Singapore Canoeing Federation to qualify.</p>
<p><b>Canoeist Advanced</b></p> 	<p>Attend successfully a Canoeing Course (SCF 3 Star) conducted / recognised by the Singapore Canoeing Federation to qualify.</p>
<p><b>Dragon Boat Rower</b></p> 	<p>Attend successfully a Dragon Boat Course conducted / recognised / by the Singapore Dragon Boat Association to qualify.</p>
<p><b>Life Saver Basic</b></p> 	<p>Attend successfully the Lifesaving 1 Course conducted / recognised by the Singapore Life Saving Society to qualify.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Life Saver Intermediate</b></p> 	<p>Attend successfully the Lifesaving 2 Course conducted / recognised by the Singapore Life Saving Society to qualify.</p>
<p><b>Life Saver Advanced</b></p> 	<p>Attend successfully the Lifesaving 3 Course conducted / recognised by the Singapore Life Saving Society to qualify.</p>
<p><b>Optimist Basic</b></p> 	<p>Attend successfully the Opti-Sailor Course conducted / recognised by the Singapore Sailing Federation to qualify.</p>
<p><b>Optimist Intermediate</b></p> 	<p>Attend successfully the Opti-Racer Course conducted / recognised by the Singapore Sailing Federation to qualify.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<b>Optimist Advanced</b> 	Attend successfully the Opti-Star Course conducted / recognised by the Singapore Sailing Federation to qualify.
<b>Power Craft Driver Basic</b> 	Attend successfully the Power Pleasure Craft Course conducted / recognised by the Singapore Maritime Authority to qualify.
<b>Power Craft Driver Intermediate</b> 	Attend successfully the Power Pleasure Craft Theory Test conducted by the Singapore Maritime Authority to qualify.  <i>Note: The candidate must be of 16 years old to take the test.</i>
<b>Power Craft Driver Advanced</b> 	Attend successfully the Power Pleasure Craft Practical Test conducted by the Singapore Maritime Authority to qualify.  <i>Note: The candidate must be of 16 years old to take the test.</i>


# THE SYLLABUS OF SCOUT PROFICIENCY BADGES

## (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Race Management Assistant</b></p> 	<p><i>Note: This course and test is only conducted at Sea Training Centre at National Sailing Centre (STC@NSC) by the approval of National Sea Scout Commissioner.</i></p> <p><u>Pre-requisite:-</u></p> <p>Able to swim 50 metres with the aid of life-vest.</p> <p><u>Requirements:-</u></p> <p>Understand the Prime Objectives of the Race Management.</p> <p>Familiarise &amp; assist in the duties of the following roles;</p> <ul style="list-style-type: none"> <li>- Race Officials</li> <li>- Race Secretariat</li> </ul> <p>Understand the Secretariat duties on a typical Racing day.</p> <p>Perform On-Water Duties.</p> <p>Assist in Race documentation.</p> <p>Know the Result Abbreviations.</p> <p>Know the Scoring Software (Powerscore).</p> <p>Attend a 2 hours theory lecture.</p> <p>Attend a 1 hour practical lesson – sea sickness test &amp; swim 50 metres with aid of live-vest.</p> <p>Complete On the Job Training for 2 Regattas.</p>
<p><b>Sailor Basic</b></p> 	<p><u>Pre-requisite:-</u></p> <p>Able to swim 50 metres with the aid of life-vest.</p> <p><u>Requirements:-</u></p> <p>Able to identify the parts of the Dinghy.</p> <p>Understand the Basic International Regulations for the prevention of collision at sea.</p> <p>Understand the Basic principles of Tides, Tide tables.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Rig / De-rig dinghy.</p> <p>Perform fundamental Launching / Recovery.</p> <p>Understand the Points of Sail.</p> <p>Perform a Capsized Drill.</p> <p>Know the Importance of Personal &amp; Boat Safety.</p> <p>Tie the 6 basic nautical knots.</p> <p>Perform the Man Overboard Maneuver successfully.</p> <p>Be able to Heave-to precisely.</p>
<p><b>Sailor Intermediate</b></p> 	<p><u>Pre-requisite:-</u></p> <p>Hold the Sailor Basic Badge.</p> <p><u>Requirements:-</u></p> <p>Rig / De-rig a dinghy within 10 minutes each.</p> <p>Understand the applications of the 6 basic nautical knots in Sailing.</p> <p>Perform Tacking &amp; Gybing in moderate winds.</p> <p>Be able to act in cases of emergencies out at sea.</p> <p>Read the wind without a burgee.</p> <p>Perform Basic Sail Trimming.</p> <p>Perform Launching/Recovery in pairs.</p> <p>Understand Tides and its effects of current and the difference of Spring &amp; Neap tides.</p> <p>Able to complete Short races (Triangle &amp; Sausage course).</p>


## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Sailor Advanced</b></p> 	<p>Singapore Sailing Federation Level 1 Dinghy Proficiency Certification.</p> <p><u>Pre-requisite:-</u></p> <p>Hold the Sailor Intermediate Badge.</p> <p><u>Requirements:-</u></p> <p>Must be able to Pass Sailing Theory Test.</p> <p>Perform Boat handling precisely.</p> <p>Understand and apply Boat Tuning.</p> <p>Be familiar with the Racing rules.</p> <p>Understand and apply Racing Tactics &amp; Rights of Way.</p> <p>Perform Man Overboard Maneuver successfully for 3 consecutive attempts</p> <p>Sail the triangle course flawlessly.</p> <p>Participants must be aware of the Tides and Weather on Sailing days.</p>
<p><b>Shore Assistant Course</b></p> 	<p><i>Note: This course and test is only conducted at Sea Training Centre at National Sailing Centre (STC@NSC) by the approval of National Sea Scout Commissioner.</i></p> <p><u>Pre-requisite:-</u></p> <p>Able to swim 50 metres with the aid of life-vest.</p> <p><u>Requirements:-</u></p> <p>Understand the Prime Objectives of the Shore Assistant.</p> <p>Understand the importance of Personal Safety &amp; Precaution.</p> <p>Know the nautical terms for parts of a sailing boat.</p> <p>Be able to tell wind directions.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Be able to safely handle sailing boats.</p> <p>Aid in the Launching &amp; Recovering of sailing boats.</p> <p>Undergo Trolley Management</p> <p>Attend a 2 hours theory lecture.</p> <p>Attend a 1 hour practical lesson</p> <p>Complete On the Job Training for 2 Regattas.</p>
<p><b>Skin Diver Basic</b></p> 	<p><i>Notes: The 3 Parts of the tests must be taken in sequence, and the tests in each Stage taken at one time in the sequence specified.</i></p> <p>Diving suits may be worn if buoyancy correction is made before commencing the tests. Test in Intermediate &amp; Advanced call for the use of basic equipment i.e. fins, mask and snorkel. Nose clips should not be worn and the snorkel tube should be of the single bend open end type.</p> <p><u>Requirements:-</u></p> <p>Swim 200m free style (except backstroke) without a stop.</p> <p>Swim 100m backstroke without a stop.</p> <p>Swim 50m wearing a 6 lbs weight belt.</p> <p>Float on back for 5 minutes (head and leg movements permitted).</p> <p>Tread water with hands above head for one minute.</p> <p>Recover 6 objects from deep end of training pool (1 dive per object).</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<b>Skin Diver Intermediate</b> 	<p><u>Pre-requisite:-</u></p> <p>Before examination in the requirement for Skin Diver Intermediate or Training, candidate must satisfy their Instructor that they know of the dangers of anoxia, and of eardrum rupture and are able to 'clear ears' by pressure equalisation through the Eustachian tubes.</p> <p><u>Requirements:-</u></p> <p>Sink basic equipment in deep end of training pool.</p> <p>Dive for each item in turn of fit at surface.</p> <p>Fin 200m surface diving every 25m (i.e. 8 times).</p> <p>Tow an adult 50m by Sub Aqua Club method.</p> <p>Land 'body' &amp; carry out artificial respiration.</p> <p>Perform 3 rolls forward, 3 rolls backward (Breath may be taken between rolls).</p> <p>Fin 15m under water.</p> <p>Hold breath for 30 seconds under water.</p>
<b>Skin Diver Advanced</b> 	<p><u>Requirements:-</u></p> <p>Fin 15m wearing 10 lbs weight belt. Release weight belt in deep end, remove mask.</p> <p>Fin 50m face submerged, using snorkel tube and mask.</p> <p>Finish up deep end, replace mask, surface dive, recover and refit weight belt.</p> <p>Fin further 50m wearing 10 lbs weight belt.</p>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES



### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Scuba Diver Basic</b></p> 	<p>Attend successfully the Discover Scuba Diving Course recognised / conducted by Professional Association of Diving Instructors (PADI) or Scuba Diving International (SDI) or Technical Diving International (TDI) to qualify.</p>
<p><b>Scuba Diver Intermediate</b></p> 	<p>Attend successfully the Open Water Diver Course recognised / conducted by Professional Association of Diving Instructors (PADI) or Scuba Diving International (SDI) or Technical Diving International (TDI) to qualify.</p>
<p><b>Scuba Diver Advanced</b></p> 	<p>Attend successfully the Advanced Open Water Dive Course recognised / conducted by Professional Association of Diving Instructors (PADI) or Scuba Diving International (SDI) or Technical Diving International (TDI) to qualify.</p>
<p><b>Swimmer Basic</b></p> 	<p><u>Requirements:-</u></p> <p>Make an entry from the side of the pool by a straddle or tuck jump.</p> <p>Swim 50 metres.</p> <p>Demonstrate ability to "drown-proof" for 1 minute.</p> <p>Tread water for 3 minutes.</p> <p>Undress in water &amp; demonstrate ability to make a float from attire.</p> <p>Swim 400 metres using any stroke, with one surface dive during</p>




## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>the swim &amp; swimming at least 5 metres submerged.</p> <p>Climb out from deep end of the pool without the use of steps or assistance.</p>
<p><b>Swimmer Intermediate</b></p> 	<p><u>Requirements:-</u></p> <p>Make an entry from the side of the pool by a straddle or tuck jump.</p> <p>Swim 100 metres in less than 4 minutes.</p> <p>Demonstrate ability to "drown-proof" for 1 minute.</p> <p>Tread water for 1 minute with one arm, the other arm at back of body.</p> <p>Tread water with both arms for 3 minutes.</p> <p>Undress in water, make float with attire &amp; use it to swim 25 metres using legs only. Re-inflate if necessary.</p> <p>Swim 800 metres using 3 strokes, 200 metres backstroke, 200 metres sidestroke &amp; 400 metres front-crawl or breaststroke with 2 surface dives, once "head first" &amp; once "leg first", swimming submerged for at least 5 metres.</p> <p>Climb out from deep end without the use of steps or assistance.</p>
<p><b>Swimmer Advanced</b></p> 	<p><u>Requirements:-</u></p> <p>Demonstrate a compact jump.</p> <p>Straddle or tuck jump into deep end of pool, &amp; swim 100 metres in less than 3 minutes.</p> <p>Demonstrate ability to "drown-proof" for 1 minute.</p> <p>Tread water for 1 minute with one hand waving. Raised hand may be changed no more than 5 times.</p> <p>Tread water for 5 minutes.</p> <p>Undress in water &amp; make float with attire &amp; use it to swim 25</p>


## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>metres with legs only.</p> <p>Deflate &amp; re-inflate float &amp; swim another 25 metres with float using legs only.</p> <p>Re-inflation may be made during the entire swim when necessary.</p> <p>Swim 1000 metres (300 metres backstroke, 300 metres Sidestroke, 400 metres front crawl or breast stroke) in not more than 45 minutes, executing 4 dives (2 head first 2 legs first) swimming submerged for at least 5 metres.</p> <p>Climb out from deep water without the use of steps or assistance.</p>
<p><b>Windsurfer Basic</b></p> 	<p><u>Pre-requisite:-</u></p> <p>Able to swim 50 metres with the aid of life-vest.</p> <p><u>Requirements:-</u></p> <p>Board knowledge and function.</p> <p>Rig knowledge and function.</p> <p>Safety knowledge.</p> <p>Secure position.</p> <p>180 degrees turn.</p> <p>Sailing position.</p> <p>Steering the board.</p> <p>Sailing across the wind.</p> <p>Self rescue.</p>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<b>Windsurfer Intermediate</b> 	<u>Requirements:-</u>  Able to perform the following: <ul style="list-style-type: none"><li>- Upwind.</li><li>- Tacking.</li><li>- Downwind.</li><li>- Gybing.</li></ul>
<b>Windsurfer Advanced</b> 	National Sailing Federation Level 1 Windsurfing Proficiency Certification  <u>Requirements:-</u>  Able to perform course sailing.  Know the basic right of way.  Know the signal for sailing.  Know the finer points of sailing.  Understand sailing instructions.  Understand tides and its effects of current and the difference of Spring & Neap tides.  Able to complete Short races (Triangle & Sausage course).

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES








### (GENERAL SCHEME AND SEA SCOUT SCHEME)

#### NATIONAL CAMPAIGN BADGES

<b>Anti-Drug and Inhalant Abuse</b> 	<p>Attend successfully the Anti-Drug and Inhalant Abuse Badge Course conducted by the Singapore Anti-Narcotics Association (SANA).</p>
<b>Civil Defence</b> 	<p>Attend successfully a Civil Defence Badge Course conducted by the Singapore Civil Defence Force (SCDF) and the Association.</p>
<b>Crime Prevention</b> 	<p>Attend successfully a Crime Prevention Badge Course for Scouts conducted by the National Crime Prevention Council (NCPC).</p>
<b>Energy Conservation</b> 	<p>Attend successfully the Energy Experience Programme Stage I &amp; Stage II conducted by the Energy Efficiency Centre, Singapore Power is open to Secondary 1-3 students.</p> <p>Stage I is conducted in two half-days. Upon completion, participants will be awarded with a certificate. An assignment on home electricity audit and test will be conducted. Students who pass the assignment and test will be awarded an Energy Badge.</p> <p>Scouts who have completed Stage I can progress to Stage II. This is only a half-day programme. Please make the booking for Stage II only after participants have passed Stage 1.</p> <p>Scouts are required to undertake a project which is to be submitted within 6 weeks' time.</p>



## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p>Certificates and badges will be awarded to all students upon completion of Stage II.</p>
<p><b>Health Trooper</b></p>   	<p>Attend successfully the Health Trooper Badge Course conducted by the Health Promotion Board.</p> <p>Stage 1 – Dynamite Health Trooper</p> <p>Stage 2 – Warrior Health Trooper</p> <p>Stage 3 – Supreme Health Trooper</p>
<p><b>Total Defence</b></p>   	<p>Attend successfully the corresponding Total Defence badge course conducted by Ministry of Defence/NEXUS for the respective levels of Bronze, Silver and Gold.</p> <p>The timeline for these three levels or modules in the Total Defence Badge Lessons is as follows:-</p> <ul style="list-style-type: none"> <li>• <b>Bronze module</b> – To be completed in Secondary One</li> <li>• <b>Silver module</b> – To be completed in Secondary Two</li> <li>• <b>Gold module</b> – To be completed in Secondary Three, except for <b>Part 3</b> which can be completed at any point of the Scout years.</li> </ul>

## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>Water Conservation</b></p> 	<p>The completion of one section would qualify.</p> <p>Either:</p> <ul style="list-style-type: none"> <li>• Show evidence to the satisfaction of the Examiner that you understand the workings of the PUB, the management of Singapore's water resources and methods on water conservation.</li> <li>• Show evidence to the satisfaction of the Examiner that you understand the concept of a Water Loop and the water technologies involved.</li> </ul> <p>Or:</p> <p>Qualify for the requirements of the PUB "Water Ambassador" Programme. A Scout who has gained the "Water Ambassador" Badge would automatically qualify for the Water Conservation Proficiency Badge.</p>
<p><b>World Scout Environment</b></p> 	<p><b>Complete Stage A and B as follows:-</b></p> <p><b>Stage A - EXPLORE and REFLECT</b></p> <ol style="list-style-type: none"> <li><b>1. People and natural systems have clean water and clean air</b> <ul style="list-style-type: none"> <li>• Explore the sources of clean water and clean air in the local environment.</li> <li>• Identify threats to clean water and clean air in the local and global environment and be able to suggest solutions.</li> </ul> </li> <li><b>2. Sufficient natural habitat exists to support native species</b> <ul style="list-style-type: none"> <li>• Explore a local natural area.</li> <li>• Understand the ecosystem connections of native species of plants and animals and their habitat needs.</li> <li>• Be aware of global conservation issues.</li> </ul> </li> <li><b>3. The risk of harmful substances to people and the environment are minimised</b> <ul style="list-style-type: none"> <li>• Be aware of harmful substances in the local environment and identify their source.</li> <li>• Demonstrate what personal action can be taken to reduce the risk of harmful substances to people and the broader environment.</li> </ul> </li> </ol>




## THE SYLLABUS OF SCOUT PROFICIENCY BADGES

### (GENERAL SCHEME AND SEA SCOUT SCHEME)

	<p><b>4. The most suitable environmental practices are used</b></p> <ul style="list-style-type: none"><li>• Recognise how we are connected with the environment and how we can make informed choices about our actions that can minimise the impact on the environment.</li><li>• Identify potentially better environmental practices for your local area.</li><li>• Demonstrate how local solutions can impact global issues.</li></ul> <p><b>5. People are prepared to respond to environmental hazards and natural disasters</b></p> <ul style="list-style-type: none"><li>• Be able to recognise different types of environmental hazards and natural disasters and explain why they occur.</li><li>• Demonstrate how to help other people to be prepared to respond to environmental hazards and natural disasters in the local area</li></ul> <p><b>Stage B - TAKE ACTION</b></p> <p><b>Do an environmental project</b> Environmental project that relates to the previous learning and to the local environment</p> <ul style="list-style-type: none"><li>• Identify local environmental issues and potential solutions.</li><li>• Plan and execute an environmental project.</li><li>• Understand the local to global connection of the project.</li></ul>
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## THE SYLLABUS OF SCOUT PROFICIENCY BADGES


### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<p><b>National Resilience</b></p>   	<p>The National Resilience Badge Programme is facilitated by two government agencies - the National Security Coordination Secretariat (NSCS), Prime Minister's Office and the National Resilience Division (NRD), Ministry of Information, Communications &amp; the Arts (MICA).</p> <p>Level 1 – Bronze (Open For Secondary 2)</p> <p>Attend, participate and complete the followings:-</p> <ul style="list-style-type: none"> <li>a) Introductory lecture</li> <li>b) Discussion</li> <li>c) Short activity</li> <li>d) Presentation to peers</li> </ul> <p>Level 2 – Silver For (Open For Secondary 3)</p> <p>Attend and complete the followings:-</p> <ul style="list-style-type: none"> <li>a) Recap / advanced lecture</li> <li>b) Site visit</li> <li>c) Research project</li> <li>d) Presentation to peers</li> </ul> <p>Level 3 – Gold (Open For Secondary 3 and Secondary 4)</p> <p>Attend and actively participate in the Resilience camp</p>
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### (GENERAL SCHEME AND SEA SCOUT SCHEME)

<b>Heritage Badge</b> 	<p>Complete any one of the projects listed by the National Heritage Board within a period of three months.</p> <p>Projects meet the following criteria:-</p> <ul style="list-style-type: none"><li>a) Level of commitment, i.e. see through the project right from the beginning till the end.</li><li>b) Professionalism of project.</li><li>c) Ability to show that he or she has learnt and benefitted from the project, give a talk or produce a scrap book, depending on the project chosen.</li></ul> <p>Projects listed are as follows:-</p> <ul style="list-style-type: none"><li>a) Designing a Heritage Trail</li><li>b) Guiding in NHB Museums</li><li>c) Undertaking a Simple Research Project</li><li>d) Designing an Information Booklet on Monuments in Singapore</li><li>e) Tracing your or someone's genealogy, i.e. family tree.</li><li>f) Creating a multi-media programme or CD-ROM, or web-based project on Heritage topics</li><li>g) Designing a Museum Guide for Schools</li><li>h) Guiding in Heritage Galleries in Schools/Community</li><li>i) Put up Heritage/National Education related exhibitions for Schools/Community</li><li>j) Volunteering at NHB events/exhibitions and other projects relate to Heritage in consultation with NHB</li><li>k) Promotion of National Symbols, e.g. exhibition, information booklets, board game, card game.</li></ul>
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