




1st Sliema Scout Group

(Bernard's Own)



CHIEF STANDARD HANDBOOK

1st Edition

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Troop Scouting Handbook

1st Edition

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Acknowledgements to:

Timmy Cutugno

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1. Introduction

Welcome to
this
handbook !

From the Author

The aim of this manual is to provide a helpful guideline for members in the Troop to achieve their Chief Scout Award. It is also meant as a guide to Patrol Leaders who are preparing to leave the Troop and join the Venture Unit.

The handbook was compiled from a number of different resources. The requirements for the different tests were also upgraded slightly compared to the earlier version of the handbook to reflect a better standard in Scouting.

As a last word, on behalf of the Troop Leaders, I would like you to help us out if you find a mistake or typing error anywhere in this manual – just send us an email to this email address – manual@sliemascouts.net - and we will make sure that we'll update the manual accordingly. Thanks.

We hope you find this handbook useful!

Regards,
The Troop Leaders.

How to Use this Handbook

The layout of this handbook is quite straightforward. You can use the table of contents to skip to the section you need or you can read right through the handbook from beginning to end.

We have added a few suggestions and hints in boxes on the left hand side of the page... look out for them.

We have also left quite a bit of space on the left hand side of each page for you to be able to jot down any notes and diagrams that might help you.

Good Luck!

2. Information & Requirements

The Chief Scout Award

The Arrowhead Badge surrounded by a laurel wreath in gold on a green background.

Requirements:

The Award is divided into three parts:

Achievement
Leadership
Responsibility

3. Achievement

Achievement - Overview

Accomplish any four of the following skills not otherwise attained in your Scout Progress. Not more than two skills may be used from any one group; but at least one skill from three of the groups must be accomplished. You must actually reach the standard required for each skill. These requirements could be achieved either alone or with other scouts or whenever possible, in conjunction with Venture Scouts.

Group A – Challenge

Group B – Practical

Group C – Endeavor

Group D – Social

Group A - Challenge

1. Canoe or Dinghy
 - a. Paddle a single seat canoe for at least 3000 meters.
OR
 - b. Sail a dinghy, go about, reach and tack, rig sails and stow away properly after use.

2. 4 Routes
 - a. Know and have mapped four routes making a total of 60Km to places of interest (e.g. historical, archaeological, religious, geological, etc..).

 - b. Explain why you consider the places to be of special interest to you.

3. Water Ski
 - a. Complete a course of at least 1500 meters on water-skis.

4. Swimming
 - a. Swim 750 meters in any style

5. Abseiling
 - a. Demonstrate your ability to abseil down a rock face (not less than 10 meters).

 - b. Know what proper equipment should be used on an abseil.

Group B - Practical

1. Vehicle Maintenance

- a. Change a wheel on a motor vehicle, check and clean sparking plugs, adjust points, check the battery, oil and tyres and know the greasing points.

2. Go – Karting

- a. Help to build, maintain and tune a go-kart, and be able to drive it.

3. Radio Receiver / Log

- a. Build a radio receiver – without using a kit (although you may consult circuit diagrams in magazines and books).

OR

- b. Keep a log of amateur radio broadcasts to which you have listened on a radio receiver over a period of at least three months, including a Scout Jamboree-on-the-Air.

4. Practical Handcraft

- a. Have a good practical knowledge of one of the following:

- i. Care and maintenance of domestic appliances

OR

- ii. Carpentry and joinery

OR

- iii. Metalwork

OR

- iv. Home decorating and maintenance

5. Photography

- a. Take, develop and print three photographs, each being of a different type of subject – (e.g. portrait, action shot, landscape, buildings, shots from an unusual angle, etc...)

Group C - Endeavor

1. Survival Kit
 - a. Make a survival kit of dehydrated and survival food and live on it exclusively during a 24 hour expedition.
2. Outdoor Sport
 - a. Make a successful attempt at an outdoor sport or other outdoor interest – e.g. archery, pony trekking, caving, aqua sports, fishing, tennis, archaeology, geology, conservation.
3. Hike Camp / Night Hike
 - a. Complete a hike camp, canoe or boat journey of not less than 40Km, taking at least two days and camping out overnight at a site of your own choice. This may be carried out during a visit abroad.
OR
 - b. Complete a night hike of not less than 16km between dusk and dawn over open country, of which at least 3km has to be crossed using a compass. This may be carried out during a visit abroad.
4. Survival Swimming
 - a. Be proficient in the technique of personal survival swimming.
5. Physical Activity
 - a. Be proficient in one of the following:
 - i. Gymnastics
 - ii. Judo
 - iii. Fencing
 - iv. Tumbling
 - v. Or similar activities

Group D - Social

1. Organise Activity
 - a. Help to organise and run a joint training activity for both sexes.

OR
 - b. Help to organise a hospitality event for scouts or other visitors from abroad.

2. 3 Course Meal
 - a. Prepare, cook and serve a full three-course dinner for four people, at a high standard, either indoors or outdoors.

3. Camp Abroad
 - a. Camp abroad (e.g. at a World Scout Jamboree)

OR
 - b. Camp with scouts from another country.

4. Residential Course
 - a. Successfully complete some form of residential course, other than a Patrol Leader Training Course. Your choice is not restricted to courses organised by The Scout Movement.

5. Entertainment
 - a. Take an active part in some form of amateur entertainment. (e.g. beat group, amateur theatrical group, conjuring, vocal or instrumental music, rock band, DJ)

4. Leadership

Leadership - Requirements

1. Advanced Scout Standard
 - a. Hold the Advanced Scout Standard.
2. Train Scouts
 - a. Guide at least three Scouts (not necessarily in your patrol) through the requirements for the Scout Standard.
3. Patrol Camp / Activity
 - a. Show leadership Ability in one of the following:
 - i. Run a patrol camp at a good standard
OR
 - ii. Plan and run successfully a Patrol expedition or other activity
OR
 - iii. Help to plan and run successfully a worthwhile Troop expedition or other outdoor activity
OR
 - iv. Train and lead a team to act as "casualties" for use in a first aid training exercise, including the use of make-up for simulation of injuries and symptoms

5. Responsibility

Responsibility - Requirements

1. Public Service
 - a. Arrange and carry out, individually or as a group, some form of useful service to others either within or outside The Scout Movement, (e.g. useful service to handicapped persons, assistance with some form of public service, such as hospitals, or welfare homes, St. John's Ambulance Brigade.

2. Service and Pursuit Badges
 - a. Gain one Service Badge and one Pursuit Badge since attaining the Advanced Scout Standard, or qualification of an equivalent standard from an approved body or society (e.g. Malta Red Cross Society, Royal Life Saving Society, St. John's Ambulance Brigade)

3. Acceptance / Responsibility
 - a. Show your acceptance and responsibility at home, or at Church, Troop, school or place of work.

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