

MONTHLY NEWS SERVICE FOR LETCHWORTH AND BALDOCK DISTRICT SCOUTERS NOVELHER 1959



## REVISIO

New rules for proficiency badges come into force today, 1 November. If you have not yet got your copy of the new Policy, Organisasion and Rules, we trust that the following summary of the changes will help to bridge the gap.

> TENDERPAD No change.

FIRST STAR

Renumbered: 1, Union flag. 2, Saints now, "in a very simple form") . 3, Nat ional anthem. 4., Knots. 5, Somersault. 6, Leapfrog. (Hopping is OUT) 7, Ball throwing. 8-14, as old rules ).-10. 15, Re-pass the Tenderpad tests. This test will be taken last.

#### SECOND STAR

1, Swim 15 yards or skip (as old rule 7). 2, No change. 3, \*Knots: bowline, and round turn & two half-hitches. 4, Thrift: add: Show evidence of the care of his Cub uniform. 6, Lay and light a fire, indoors or out-of-deers. 7, Make a pot of tea. 8, Run or cycle over a stated route with a verbal message of 15 to 20 words including figures, and repeat it correctly. Be able to use the public telephone; know where and how to ask for assistance in an emergency (ambulance, fire, police) 9, old rule 8 unchanged. 10, Observe and point out from life three birds (not domestic), three trees, and three other natural things such as insects, flowers, fishes, the choice to be made by the Cub in each case.

11, Demonstrate the safe way to use a pocket knife, strike a match, guard a fire and handle an iron. Understand the dangers of broken glass, rusty nails and frayed electric flex. Know the safe way to plug in and disconnect domestic electric appliances; or how to light a gas fire or ring; or how to light oil stoves or lamps.

12, old rule 11 unchanged. 13, Re-pass the First Star tests. This test will be taken last.

#### LEAPING WOLF

Unchanged except that of the three special proficiency badges, one must be the First Aider, Guide or House Orderly badge; and he can wear it in the Troop until he has passed his First Class tests.

#### CUB SPECIAL PROFICIENCY. BADGES

ARTIST, no change. ATHLETE, class B is for those over 10; handstand and cart wheel are OUT; class B must now sprint 70 yards in 12½ seconds. BOOK READER, new badge. COLLECTOR, now "make a good collection"; a collection of birds' eggs is not admissible. CYCLIST, no change. ENTERTAINER, new badge. FIRST AIDER, considerably changed. GARDENER, considerably changed. GUIDE, no change. HANDCRAFT, a revision of the old Toymaker badge, with some of the Homecraft. HOUSE ORDERLY, some changes, with part of the old Homecraft badge included. OBSERVER, some changes including a nature log as alternative in part 1. SIGNALLER, new badge. SPORTSMAN, a revision of the old Team Player badge, now requiring knowledge of rules, proficiency, and sportsmanship in the Pack. SWIMMER, no change except backstroke is excluded from part 1.

#### CO-ORDINATOR 6 : PAGE 2

#### BADGE REVISION CONTINUED

#### TENDERFOOT

Renumbered: 1, Law. and Promise. 2, Salute, 3, Union flag. 4, Health. 5, Observation. 6, Knots. 7, Whipping.

#### SECOND CLASS

Renumbered: 1, Wounds '(omitting sprains and bruises). 2, Rules of health. 3, Kim's game. 4, Trees. 5, Knots. 6, Lashings. 7, Axe and knife. 8, Compass. 9, Firelighting, and cooking <u>sausage and potatoes and a twist or damper</u>, and <u>make tea.</u> 10, Public service.

Il, Go by day on foot with another tenderfoot Scout a journey of eight miles; the journey will have a route laid down by the SM and an objective will be given. A verbal report from notes will be made to the SM immediately he returns. Note: If both Scouts. are taking the test, each will report independently.

12, Three months' service. 13, Re-pass the Tenderfoot tests. This test will be taken last.

(Note. Before the Second Class badge is awarded, the SM will ensure that the Scout understands the Promise and Law in accordance with his age and development and is a satisfactory member of his patrol.)

SENIOR SCOUT INITIAL TEST

No change.

#### FIRST CLASS

Renumbered: 1, Camping. 2, Emergencies. 3, Arteries and bleeding unchanged; demonstrate how to deal with fractures of the collar-bone; understand the importance of immobilizing a fractured limb, and the importance of not moving other suspected fractures; bandaging unchanged; demonstrate how to deal with shock. Note: a Scout who has the First Aid badge will be deemed to have passed this test.

4, Swimming, unchanged except. in alternatives, where Senior Pioneer replaces old Pioneer badge, and allowance may be made by the DC instead of the CC. 5, Tracking. 6, Trees and birds. 7, Estimation. 8, Knots and lashings unchanged. 9, Axemanship, adding: use a bush or cross-cut saw, and also demonstrate the care and maintenance of an axe. 10, Map & compass.

11, Re-pass Second Class tests 1-10. This test will be taken next to last. 12, Journey, unchanged except that the log is to be "sufficient to show he has carried out those instructions".

(Note for First Class as for Second Class badge.)

#### SCOUT CORD

Hold the First Class badge and six proficiency badges, <u>one</u> of which must be selected from Backwoodsman, Explorer and Pioneer, and <u>one</u> from Camper, Cook, Stalker, Starman, Weatherman and Woodcraftsman.

#### QUEEN'S SCOUT

(i) unchanged. (ii) <u>In the opinion of the Group Council</u>, be setting a personal example of the Scout way of life. (iii) formerly rule (ii).

### SCOUT SPECIAL PROFICIENCY BADGES

Minor changes are not shown in the following list. New badges are given in capitals.

#### CO-ORDINATOR 6 : PAGE 3

#### BADGE REVISION CONTINUED

Scout special proficiency badges are now: Air Apprentice; AIR GLIDER (for merly Apprentice Glider); Aircraft Modeller; .Air Spotter; Athlete; Backwoodsman; BASKETMAKER (part of old Hobbies badge); BELLRINGER; Boatswain's Mate; BOOK-BINDER (part of old Hobbies badge); Camper (now including a knowledge of "Camping Standards"); CANOEIST; Cook; Coxswain; CYCLIST (old Messenger badge revised); Designer (including new on-the-spot test); EXPLORER; Firefighter; First Aider (including shock, and Holger-Nielsen method, but excluding improvised stretcher); Gardener; Guide (revised); Jobman; JOINER (part of old Hobbies badge); LEATHER-WORKER (part of old Hobbies badge); Lifesaver; Linguist; Marksman; Master-at-arms (judo replacing ju-jitsu; gymnastics and tumbling are OUT, archery-IN); METAL-WORKER (part of old Hobbies badge); Missioner; Musicmaker; Oarsman (additions); Observer; PHOTOGRAPHER (formerly Cameraman); PIONEER; Piper; PRINTER (part of old Hobbies badge); READER (old Bookman badge with addition of a precis); Rider; Rope Spinner; Signaller; Smallholder; Speaker; SPORTSMAN; Stalker; Stamp Collector; Starman; Swimmer; Weatherman; Wirelessman; Woodcraftsman.

#### SENIOR SPECIAL PROFICIENCY BADGES

Minor changes not shown. New badges in capitals. All badges are now separate, not collective groups.

Aircraft Constructor; Air Mechanic (greatly changed); Air Navigator (greatly changed); Air Observer; Ambulance (adding both methods of artificial respiration); ARCHAEOLOGIST; Artist; Astronomer; Boatswain; BOOKMAN (formerly Reader); Camp Warden; CAVE EXPLORER; CIVICS; CONSERVATION (three alternatives: animals, water or soil); Despatch Rider (some changes); Electrician (shock and meters added); Farmer (poultry added); Fireman (including "Explain the fire risks and proper precautions to be taken in his home and Scout Headquarters"!!); Fisherman; Forester; GLIDER PILOT (old Air Glider revised); Handicraft (marquetry added); Handyman (wash shirt instead of scarf, and add laying lino); Helmsman; Hiker (longer hikes: instead of 8,8 and 8 miles, now 10, 10 and 30; hygiene and foot care added); Horseman (greatly changed); Horticulturist (greatly changed); Interpreter (conversation now 15 minutes); Leading Piper; Leading Signaller; Map Maker; MASTER CANOEIST; Master Cook (adding a camp oven); Master Swimmer (additions include capability to instruct); Mechanic; Meteorologist; MOUNTAINEER (old Climber badge revised); Musician (mouth-organ no longer proscribed); Naturalist; Orator (ten people have to listen, not 30); Pathfinder; Philatelist (some changes); Pilot; Public Health (some changes); QUARTERMASTER; Radio Mechanic; Rescuer (artificial respiration is added, and lifeline must be thrown 50 feet); ROCK CLIMBER; SENIOR ATHLETE; SENIOR BELLRINGER; SENIOR EXPLORER; SENIOR PHOTOGRAPHER (old Photographer badge with one indoor picture added); SENIOR PIONEER (formerly Pioneer); Tracker; Venturer (new alternatives include judo, rollerskating, sailing, gliding, canoeing, car-driving, motor-cycling, caving, track and field athletics, crosscountry running, archery); WORLD FRIENDSHIP.

# ROVER PROFICIENCY BADGES No change.

LISTS OF EXAMINERS. Both the Scouters' Council and Rock Council last month urged the compiling of up-to-date lists of examiners. If you know anyone who has examined, does examine or will examine in any of the special proficiency badges, jot down their name and address and give it to the DC, ADC, or any member of LDRC, even if you think we know them already. As complete a list as possible will appear as soon as possible in CO-ORDINATOR.

CO-ORDINATOR 6: PAGE4

A whole page of dates? Yes: This is now the official list of arrangements in our District. It includes meetings which concern YOU, and we are telling you about them HERE, to save a lot of time and money on POSTCARDS which you are not going to GET. Keep this list handy and mark the dates you need to remember.

#### NOVEMBER

<u>LA</u> meeting, DHQ, 8.0 (POSTPONED ONE WEEK, FROM 2 NOVEMBER)

and 14-15 Scouters' (Boy Scout section) preliminary training course at Aston House, Stevenage. Applications should be in to the DC by yesterday, 31 October, so HURRY:

Rock Council, DHQ, 8.15; all Cubbers please D.Y.B. to attend.

11 Cub football tournament, first round, Westbury School field, High Avenue Drawn as follows: 10.0, 1A v. 1B. 10.30, 7L Tuesday v. 1L.

> 11.0, 3L v. 2L Thursday. 11.30, 1W v. 2B.

12.0, 2L Friday v. 5L. 12.30, 7L Wednesday v. 4L.

14 Winter.patrol competition (BP Guild Cup) at li HQ (old St Paul's church rooms). Patrols of 5 boys will report in uniform, without staves or equipment. They must be genuine patrols, but may borrow one boy. Eric Oldham (GSM, 2L) is officer in charge. Stewards, LDRC. 50 points each for inspection, pioneering, health, public service, observation, exploring, all at second-class standard. Times to report: 2.30 for 1L, 2L, 3L and 4L. 3.45 for 7L, 1B, 2B, 1A and 1W.

Gang Show General Meeting, DHQ, 6.30. The committee will welcome any Scouter, 14 lay member, parent or friend who is interested in our District show. Objects of the meeting: (i) to present the proposed 1960 programme, (ii) to form subcommittees for costume, make-up, stagehands, scenery, refreshments, publicity, managing, transport, (iii) to consider any other suggestions.

District Cub quiz, DHQ, 6.30. Teams of four boys; questions on the Jungle Books, 18

first star work and second star knots (old rules still to apply!)

21 Cub football tournament: semi-final, Westbury School field, 10.0. 21 All news in to Ken Johnson for "Citizen" Scout Notes, please:

23 Scouters' Council, DHQ, 8.30.

25 All dates and correspondence in to DC or LDRC for CO-ORDINATOR 7, please:

28 CUB FINAL, Westbury School field.

28 Another Dance arranged by Letchworth District Rover Crew at St Paul's new hall. Master of ceremonies, John Baker. Tickets 3s. each including refreshments.

29 Distribution of CO-ORDINATOR 7

6 Should Teenagers Be Discouraged? See next month's CO-ORDINATOR.

12 4L party 17 2B party 19 1L party JANUARY 1960

First Gang Show rehearsal, DHQ, 6.0

2 29 BP Guild annual dinner, Wilbury Hotel FEBRUARY

6-7 North Hertfordshire Sub-county Senior Gathering, DHQ MARCH (dates to be arranged)

District Cub first aid competition County Oubbers' palaver, at DHQ

22-23 Gang Show at Baldock Secondary School 28-30 Gang Show at St Francis' Theatre MAY

14 Third Tour of Hertfordshire for Senior Scouts