

OLD SCOUT PROGRESS SCHEME

SCOUT RECORD BOOK

Name	
Patrol	
School	

Reference	SCOUT STANDARD (SS)	Signature
SS01	<p>National Flag, Anthem and Pledge</p> <p>(a) Know the meaning of the various symbols and colours of the National Flag.</p> <p>(b) Explain the meaning of the National Anthem.</p> <p>(c) Have an understanding of the Pledge and explain how a Scout can do his part as a citizen in keeping the Pledge.</p>	
SS02	<p>First Aid (1)</p> <p>(a) Pack a patrol first aid kit.</p> <p>(b) Be able to treat simple wounds, fainting, unconsciousness, burns and scalds.</p>	
SS03	<p>Cooking (1)</p> <p>(a) Be able to light a fire outdoors using firewood and matches.</p> <p>(b) Cook a simple meal for yourself with utensils using firewood.</p> <p>(c) Be able to operate a gas stove.</p>	
SS04	<p>Knots (1)</p> <p>Be able to tie and explain the use of the following:-</p> <p>(a) thumb knot</p> <p>(b) figure-of-eight knot</p> <p>(c) reef knot</p> <p>(d) sheet bend</p> <p>(e) clove hitch</p> <p>(f) sheep shank</p> <p>(g) timber hitch</p> <p>(h) round turn two half hitches</p> <p>(i) marlinspike knot</p>	
SS05	<p>Camp (1)</p> <p>(a) Pitch and strike a 4-men hiker's tent with another candidate.</p> <p>(b) Know how to pack a rucksack efficiently for a hike and for a weekend outdoor camp.</p>	

SS06	Exploration (1) (a) Have a knowledge of Highway and Country Codes. (b) Know the theory on Map and Compass, including Grid References, Scale and Signs, Symbols and Colours in Maps, Compass Bearings and Directions, Set a Map.	
SS07	Drill (1) Be able to execute basic stationary drill: (a) senang diri (b) rehatkan diri (c) sedia (d) ke-kanan pusing (e) ke-kiri pusing (f) ke-belakang pusing	
Scout Standard Award		

S/N	THE ADVANCED SCOUT STANDARD (ASS)	Signature
ASS01	Raise and Lower Flag Be able to raise and lower a flag during a unit meeting or at school.	
ASS02	Swim 50m Be able to swim 50m using any stroke without difficulty (alternative permissible only on medical grounds)	
ASS03	Outdoor Precautions Know the outdoor precautions to take in two outdoor land and one sea activities.	
ASS04	First Aid (2) (1) Know the symptoms and treatment for: (a) shock (b) animal, snake and insect bites (c) poisoning (2) Be able to tie simple bandages and arm slings.	
ASS05	Cooking (2) Prepare a full course meal (balance diet) for 2 Scouts without using utensils.	

S/N	THE ADVANCED SCOUT STANDARD (ASS)	Signature
ASS06	<p>Knots (2), Lashings, Splicing and Whippings</p> <p>(1) Demonstrate the following and explain their uses:</p> <ul style="list-style-type: none"> (a) rolling hitch (b) bowline (c) fireman's chair knot (d) surgeon's knot (e) highwayman's hitch (f) scaffold hitch (g) square lashing (h) diagonal lashing (i) figure-of-eight lashing (j) simple whipping (k) sail-maker's whipping (l) back splice <p>(2) With the assistance of your patrol, construct a flag staff of at least 15 ft (2 staves) for a unit meeting.</p>	
ASS07	<p>Camp (2)</p> <ul style="list-style-type: none"> (a) Go for an outdoor camp (under tentage) for at least 2 nights. (b) Pitch a 8 - 12 men ridge tent with a patrol of 6 boys. 	
ASS08	<p>Exploration (2)</p> <ul style="list-style-type: none"> (a) Explore your own District and draw a simple map showing the important land marks and amenities. It should cover about 2-3 km in radius. (b) Go on an overnight hike as a companion for a test candidate. 	
ASS09	<p>Drill (2)</p> <p>Be able to execute mobile drills in a contingent or attain the Footdrill Proficiency Badge Certificate.</p>	
ASS10	<p>Service (1)</p> <ul style="list-style-type: none"> (a) Participate in at least one community service project organised by your Unit, District or the HQ (b) Perform some household chores on a regular basis for at least 3 months. This must be verified by a parent or guardian. 	
Advanced Scout Standard Award		

Reference	FIRST CLASS AWARD (FC)	Signature
FC01	Leadership Training Attend a leadership training course approved by your District Commissioner	
FC02	Outdoor Proficiency Badge Attain at least one of the following proficiency badges: Camper, Camp-craft, Explorer, Pioneer, Camp Cook, Rock-Climber, Abseilor, Mountain-trekker, Canoeist, Boatman, Helmsman, Skin Diver, Airman	
FC03	Conservation/Environment Proficiency Badge Attain at least ONE of the following proficiency badges: Water Conservation, Energy Conservation, World Conservation (Green Stage).	
FC04	First Aid (3) (a) Know how to handle an emergency situation such as fire, road accident, drowning, electrocution (b) Know the priority of treatment for casualties (c) Know the proper handling of fractures (d) Demonstrate Cardio-Pulmonary resuscitation (e) Perform emergency evacuations	
FC05	Cooking (3) Plan the menu for a weekend patrol camp. Cook at least 2 meals for the patrol during patrol or unit camp	
FC06	Pioneering With the assistance of your patrol, construct an aerial runway, a bridge or a tower.	
FC07	Camp (3) Have camped outdoors under tentage for a total of at least 10 nights.	

Reference	FIRST CLASS AWARD (FC)	Signature
FC08	<p>Exploration (3)</p> <p>(a) Understand what is back-bearing, the contour system, compass variations</p> <p>(b) Know how to overcome obstacles and to locate your position during navigation</p> <p>(c) Carry out a pacing exercise and know how to estimate distances travelled</p> <p>(d) Go for an overnight expedition with one companion and make a hike report of the journey (distance about 30 km plus 15 km)</p>	
FC09	<p>Drill (3)</p> <p>Be able to command a contingent of scouts on both stationary and mobile drills.</p>	
FC10	<p>Service (2)</p> <p>(a) Assist a Venture Scout in PSA tests or a Scout in CCA tests.</p> <p>(b) Visit and render service to a Home or a Cadet Scout Unit for at least 4 hours over at least 3 separate occasions.</p> <p>(c) Perform some household chores or assist your parent or guardian in their work for at least 2 hours per week over at least 6 months.</p>	
The First Class Award		

Reference	CHIEF COMMISSIONER'S AWARD (CCA)	Signature
CCA01	<p>Appointment of Responsibility</p> <p>Hold the appointment of a SPL, PL, APL, QM or Scribe for a period of at least 6 months.</p>	
CCA02	<p>Exploration (4)</p> <p>Lead a patrol of at least 4 other Scouts on an overnight hike. The emphasis of this test is on leadership and planning, and not endurance. The candidate is also expected to impart some exploration skills to the Scouts during the course of the hike. The candidate should discuss with the examiner what he intends to teach and show the lesson plan to the examiner. The distance covered should be about 30 km. The examiner must be HQ appointed.</p>	

Reference	CHIEF COMMISSIONER'S AWARD (CCA)	Signature
CCA03	Rescue (a) Attain either the Life-Saver or Ambulance Proficiency Badge. (b) Demonstrate the use of 3 rescue knots.	
CCA04	Service (3) Perform at least 8 hours of service to a Cadet Scout Unit or Home over at least 4 separate occasions.	
CCA05	Skill Be able to instruct and test another Scout in a skill/outdoor proficiency badge.	
CCA06	Fitness Achieve any one of the following: <ul style="list-style-type: none"> • Aerobic fitness - NAPFA silver standard • Swimming - 500m • Canoeing - 3.5 km in one hour • Sports - Represent the school and play a game regularly for at least one year • Attending martial arts training regularly for at least one year. 	
CCA07	Civics Hold one of the following proficiency badges: <ul style="list-style-type: none"> • Civics • Anti-Drug Abuse • Crime Prevention • Healthy Living • Civil Defence • Total Defence (Silver) 	
CCA08	Interview Attend an interview to evaluate the suitability of the candidate for the award.	
Chief Commissioner's Award		