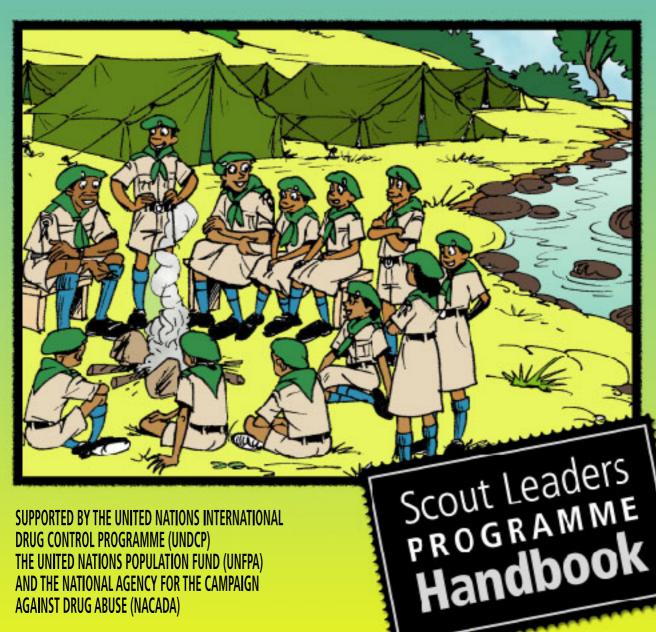






THE KENYA SCOUTS ASSOCIATION



SUPPORTED BY THE UNITED NATIONS INTERNATIONAL DRUG CONTROL PROGRAMME (UNDCP) THE UNITED NATIONS POPULATION FUND (UNFPA) AND THE NATIONAL AGENCY FOR THE CAMPAIGN AGAINST DRUG ABUSE (NACADA)







THE KENYA SCOUTS ASSOCIATION



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Introduction

Scouting began in Kenya in 1910. Nearly 100 years later, Scouting has grown from a fledgling concept to an international phenomena. Today we proudly claim to be the world's largest single voluntary youth movement dedicated to building character and giving young people the skills to be better people and better citizens.

Scouting's worldwide success results from its ability to adapt to different cultures and aspirations, while at the same time remaining faithful to the original ideals of Scouting's founder, Lord Baden Powell. These are embodied in the threefold principle of the Scout Promise. Firstly: service to God; secondly: service to country and to others, and; thirdly: service to self through good character.

In Kenya the idea of updating skills and knowledge relevant to the needs of our nation is the motivating factor behind the development of this programme manual. In writing it, the authors aimed to make Scouting part and parcel of our culture, national goals and aspirations. The "Kenyanization" of many Section names and terminology is purposely meant to give Kenyan Scouting that familiar cultural identity.

It is pleasing to note that while remaining faithful to the basic ideals of Scouting the authors have succeed in summarizing most of the important information on Kenya Scouting in one, easy-touse book. No longer will Scouts and Scout Leaders have to refer to several different manuals depending on the age group they train. Details will be in every sectional book.

This manual is not full-proof, nor does it cover everything relevant to Scouting. It should be used together with other Scout publications and materials. Nevertheless, it represents the most ambitious effort at systematizing the Scouting method to date. It is an important landmark in the history of our movement and a source of pride for Kenya. We hope that our other brother Scouts in Africa will find the approach contained in this book useful and relevant to Scout activities in their own countries.

We in Kenya Scouting have done our best and we will continue to do so. I commend all that helped in the development of this work, particularly the invaluable support and assistance of the United Nations International Drug Control Programme (UNDCP), the United Nations Population Fund (UNFPA), PATH the World Scout Bureau/Africa Regional Office and the National Agency for the Campaign Against Drug Abuse NACADA. I wish all those who use this book the best of success and hours of fun in Scouting. Together, we will promote peace, love and unity among the nations of the world.

HON. JULIUS OLE SUNKULI EGH, EBS, MP **CHIEF COMMISSIONER**

KENYA SCOUTS ASSOCIATION

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Philip Kiprono Ngetich National Executive Commissioner Kenya Scouts Association

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Preface

This manual describes the basic content for all age sections of Scouting in Kenya. The manual is in the form of tests performed to attain badges. These are designed to suit the age of each particular section. These tests suggest convenient and orderly ways to play the game of Scouting. However, they should be supplemented by available Scout literature and most of all by Scout Leaders' ingenuity and creativity in interpreting and supervising each test.

All the tests fall into two broad categories: the standard (or compulsory) section and the proficiency (or skill) section.

STANDARD SECTION

This section explains those skills that are considered basic and necessary for the attainment of a high level of knowledge and skill in Scouting. The items in this section are compulsory, save for the pre-investiture tests that qualify one to be invested as a Scout in his particular age section and are meant to impart knowledge of the basic aims, principles, ideals and origins of Scouting.

On completing the pre-investiture test, the new Scout is invested and immediately embarks on the standard topics and issues of great importance to Scouts, and indeed to the youth of Kenya. To make the programme challenging, the Standard Test is arranged in three stages for each age section apart from Jasiri section. Although most are partial, there is also a wide range of items that test intellectual, spiritual and relationship ability.

PROFICIENCY SECTION

This section continues various tests and challenges based on a wide variety of topics of interest to

the young. On completing a proficiency test the Scout qualifies to wear that particular badge. All badges have stated requirements for the attainment of certain awards for Sungura, Chipukizi, Mwamba and Jasiri Scouts.

In compiling this reference manual, the authors have tried to make all items interesting and relevant to both boys and girls, handicapped and non-handicapped Scouts. Nevertheless, we acknowledge that sometimes they will prove unsuitable to some members of the Scout Movement. Specifically, the severely handicapped may not benefit fully from this manual. We therefore encourage Scout Leaders interested in working with the severely handicapped to contact Scout Headquarters for guidelines and recommendations. Where these are not available. it is permitted for leaders to modify those items in this manual that may seem beyond the ability of his group. In this way all ages and abilities can enjoy the challenges and achievement of going through the same programme as their peers.

The policy of the Kenya Scouts Association regarding female members as well as the handicapped emphasizes integration. In compiling a single reference document for all Scouts and Scout Leaders in the country we have sought to emphasizes the principle of equality. All leaders who may use this manual are advised to keep this fact in mind and consult with Scout trainers or other officers of the association wherever they encounter a problem. The program committee also welcomes comments and suggestions on how this manual can be improved. Such comments may be communicated to the National Executive Commissioner.

Scouting History

LORD BADEN-POWELL

The founder of the Scout Movement was Lord Baden-Powell (BP). His common name was Robert Stephen Smith. He was born on February 22, 1857 in England. He went to school like any other normal child and in his adulthood took up a career as a soldier. While he was in the British Army he served mainly in India and South Africa.

Baden-Powell was sent to South Africa to fight the Anglo-Boer War, which threatened the British and Dutch settlers. BP and his soldiers were trapped by their enemy at a place in South Africa called "Mafeking," the supply centre for the British. They were besieged without sufficient supplies of food, water and ammunition. To find assistance and supplies, BP had to be resourceful. He transported hidden messages inside of walking sticks. He used camouflage techniques to navigate the landscape unseen. He practiced these and other techniques with soldiers he named "Scouts." When reinforcements eventually arrived, the siege had lasted for seven months. Yet during this time, none of his soldiers lost their lives from starvation or at the hand of the enemy.

While in the Army, BP wrote articles recommending ways to train Scouts in the army. He later compiled these articles into a booklet entitled "Aids to Scouting." It was published in England during the siege of Mafeking. The

booklet inspired boys back home to organise themselves into groups called "Scouts."

BP reissued and simplified the ideas in the book "Aids to Scouting," to suit younger people and wrote another book in 1908 entitled "Scouting For Boys."

While in South Africa, BP was given a Zulu name by the Matebele tribe called "Impesa" meaning "the wolf that does not sleep." He adapted a form of left-handed handshake from a Zulu Chief. This was because the Zulu Chief used his right hand to hold his weapon.

The connection between BP and Kenya is very strong. He visited Kenya for the first time in 1906. In 1935 he came for the second time and in 1937 came to spend an entire winter. In 1938 he made up his mind to live in Kenya. He settled in Nyeri and called his home"PAXTU." "Pax" was the name of his home in England. "Tu" was a corruption of the word "too" in English. He lived in Kenya until his death on January 8, 1941. He was buried in Nyeri, in the compound of St. Peter's Church. On February 22 of every year all Scouts celebrate the birthday of their Founder, Lord Baden-Powell. This day is called: "Founder's Day." It was by coincidence that he happened to share the same birthday with his wife. The Girl Guides call this day: "Thinking Day."

The Origin of scouting

When BP discovered that boys were organizing themselves into Scouts, he decided to set up an experimental camp. In 1907, he took a group of boys to a camp for a week on Brownsea Island in Southern England. This was the real beginning of the Scout Movement. At the camp they swam, signaled, tracked, cooked, hiked and played games. Every evening they sat around a campfire and listened to stories and adventures from BP. That same year, 1907, he resigned from the Army at the age of 50 years.

In 1908, BP summarized his ideas and experiences in a book called "Scouting For Boys." He wanted to encourage the youth in his country to be more resourceful and intelligent, to challenge themselves by taking part in a wide range of activities in an organised way. In 1910, he started a similar programme for girls known as "Girl Guiding." This was led by his sister Agnes and

later by his wife, Lady Olive Baden-Powell. Scouting then spread across the world like bushfire.

SCOUTING IN KENYA

The birth of the Scout Movement in Kenya came shortly after it started in the United Kingdom. The first Nairobi troop was formed at St. John's Church (C.M.S.) Pumwani on November 24, 1910. In 1925 the first Eldoret troop was registered. The first Kijabe (Kenton College) troop was registered in 1926. During this time, the troops formed were mainly composed of Europeans and Asians. The first African troop was formed at Alliance Boys High School under the name "First Kikuyu Troop" in 1927. At this time Scouts took part in activities and public services, such as helping the poor.

OTHER IMPORTANT EVENTS IN THE HISTORY OF KENYAN SCOUTING INCLUDE:

YEAR EVENT

1920 2nd Nairobi Troop formed at All Saints Cathedral. First Annual General Meeting held at Government House. The Governor is made Chairman.

First public service recorded by Scouts ("good turn") when they assist in fundraising in aid of European victims of World War I.

First Class Badge awarded to William Udali of 1st Nairobi Troop.

Census conducted, recording 32 Scouts and Scouters (Scouts and Scout Leaders) and eight cubs.

Formation of the first local association.

1921 The first by-law of the Association approved and authority given by the Director of Education for the formation of Scouts troops.

The Sea Scout troop formed in Mombasa.

1924 1st Silver Wolf awarded to Peter Foutrister.

Three Scouts represent Kenya at the Imperial Jamboree at Wembly, England.

1927 Scout Shop established.

1928 1st Guard of Honour mounted by 1st Kikuyu Troop to Prince of Wales.

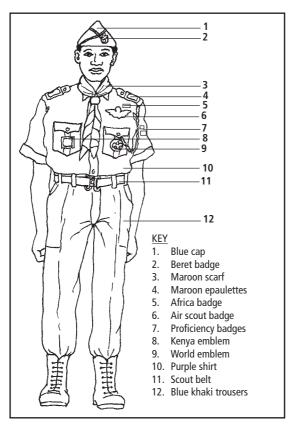
- **1929** Twenty Scouts from Kenya attended Arrow Park Jamboree in England (12 Europeans and 8 Asians).
- **1930** 1st and 2nd Mombasa Troops were formed at Allidina Visram School and Agha Khan School.
- **1933** The Kenya Boys Scouts Association officially formed.
 - Local Associations registered by 1933 include: Nairobi, Nakuru, Mombasa, Transnzoia, Uasin Gishu and Nyanza.
- **1934** 1st Kenya Rally held at Government House, Nairobi, followed by newly constituted Kenya Scout Council.
- **1935** Hon A. De V. Wade appointed acting Chief Scout of Kenya.
 - Baden-Powell, founder of Scouting, visits Kenya.
 - Kenya Boy Scouts Association approves the Kenya Emblem (the lion) for use.
- **1937** Paxtu opened in Nyeri. BP spends winter in Kenya.
- **1938** Baden-Powell moves permanently to Kenya.
- **1941** BP dies January 8, 1941. He is buried at Nyeri in the compound of St. Peter's Church.
- **1950** Ngong Forest Camp opened.
- **1952** The Ngong Forest Camp re-named Rowallan Camp in honour of Lord Rowallan, Chief Scout of the Commonwealth Scouts.
 - Scouts Job Week ("bob a job") introduced.
 - Six Patrol Trainers' Course for children and 1st and 2nd Woodbadge courses for older Scouts held at Rowallan Camp.
- **1957** "Asante" rally held at Nyeri.
- **1963** Kenya becomes independent; President Jomo Kenyatta becomes the first Africa Patron.
 - Mrs. Helen Rubia becomes the Chief Guider.
 - Hon. Jeremiah Nyagah becomes the first Chief Commissioner of the Association, an independent Association with its own policy, organization and rules.
- **1964** Kenya Boys Scouts Association becomes a member of the World Scout Conference.
 - The name changes to The Kenya Scouts Association.
 - Mr. Musa Amalemba is appointed Deputy Chief Commissioner.
- **1967** Hon. Daniel Arap Moi becomes the Chief Scout.
- **1973** Kenya hosts the 24th World Scout Conference in Nairobi.

- Mr. Kiraithe Nyaga becomes the National Executive Commissioner of the Kenya Scouts Association.
- Lady Baden-Powell dies in England on June 25, 1977. On August 9, her ashes are flown to Kenya and buried in her husband's grave.
- 1978 1st Kenya Jamboree held at Rowallan Camp.
- Kenya Scout Magazine launched, replacing the colonial version "Batian." Mr. J.O. Okoko is Chief Editor.
- The Africa Regional Office of the World Scout Bureau transferred from Accra, Ghana to Kenya. Mr. Kiraithe Nyaga becomes Regional Commissioner.
- 1984 Kenya hosts 5th Africa Regional Conference.
- 1986 1994 Mr. Daniel G. Mwangi was National Executive Commissioner.
- 1990 Scouting in Kenya opened to young people without discrimination on the basis of gender.
- 1992 Mr. Peter Ngui is appointed National Executive Commissioner.
- Mr. Ndungu Kahihu is appointed National Executive Commissioner.
- Mr. Henry Ojera is appointed Acting National Executive Commissioner.
- Mr. Ndungu Kahihu reappointed as National Executive Commissioner.
- Mr. Ongulu Etemesi is appointed Acting National Executive Commissioner.
- Ms. Ngina Muge is appointed National Executive Commissioner.
- Tragic death of Kiraithe Nyaga in air accident.
- Col. Henry Nyambok is appointed Acting National Executive Commissioner.

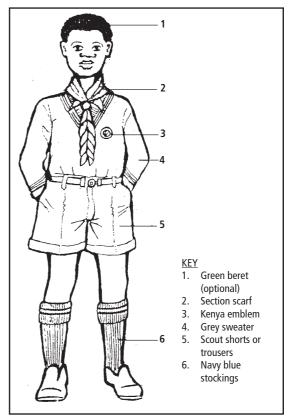
Kenya was not only the first country in Africa to start the Scout Movement, but was also the second home of BP, founder of the Scout Movement. He is quoted as saying that he always felt at the centre of things when in Kenya. He decided therefore, to live here from October 1938 until his death on January 8, 1941. He is buried at Nyeri.

General Uniforms

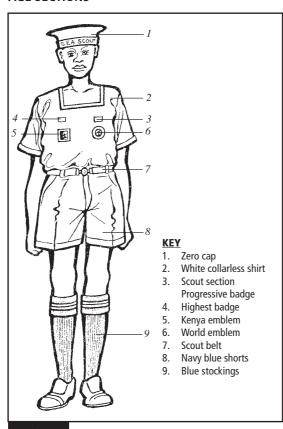
AIR SCOUTS UNIFORM



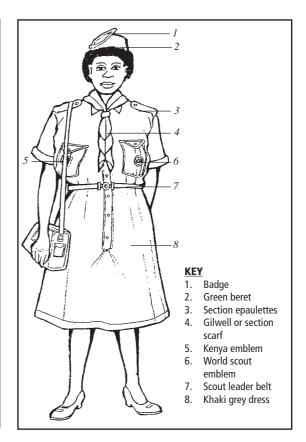
SCOUTS COLD WEATHER UNIFORM



SEA SCOUTS: HOT WEATHER UNIFORM FOR ALL AGE SECTIONS

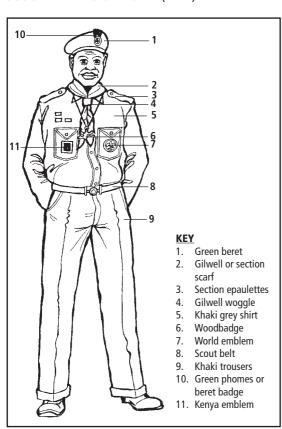


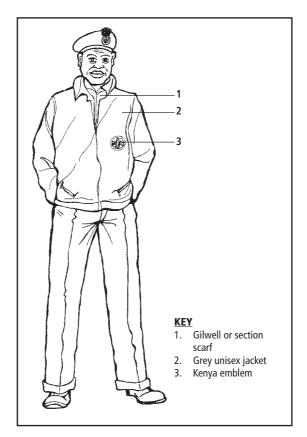
SCOUT LEADERS UNIFORM (WOMEN)



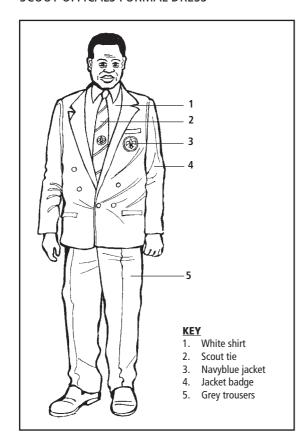
SCOUT LEADERS UNIFORM (MEN)

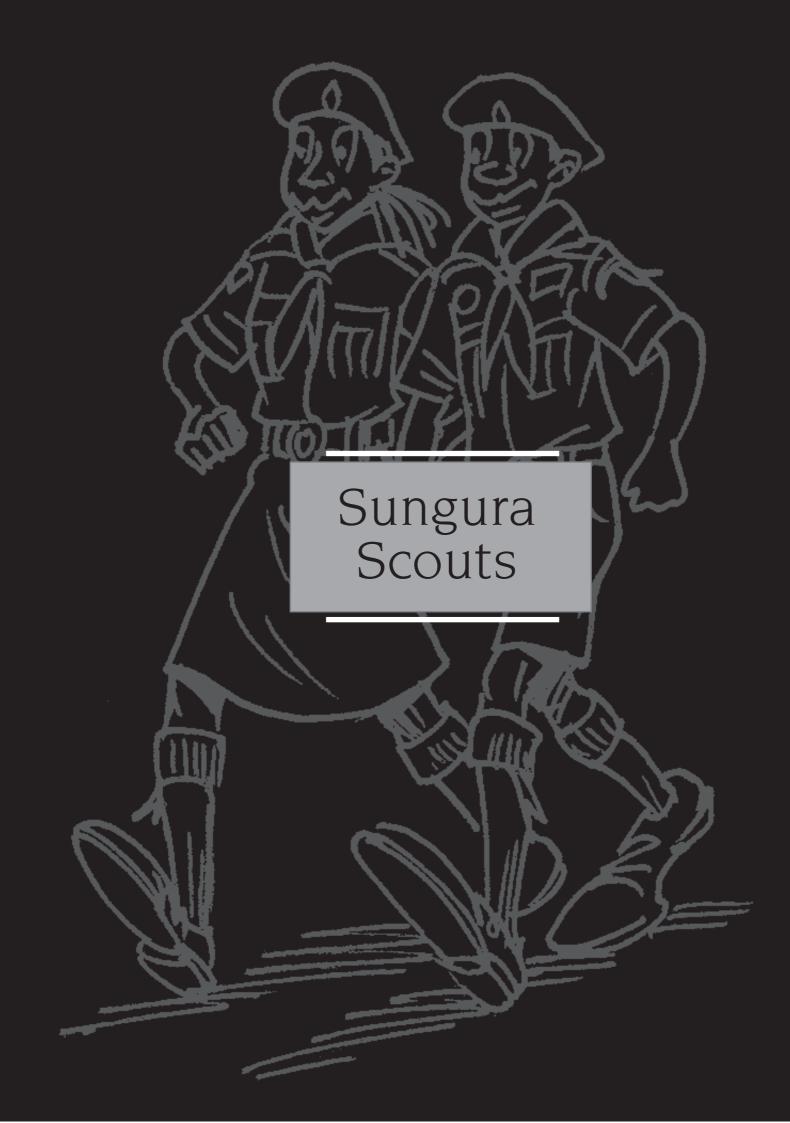
SCOUT LEADERS COLD WEATHER DRESS





SCOUT OFFICALS FORMAL DRESS





The Sungura Scout Promise

I promise to do my best;
To do my duty to God and my Country;
To obey the Sungura Scout Law, and;
To help somebody every day.

THE SUNGURA SCOUT LAW

Sungura Scouts obey their leaders, Think of others before themselves, and Always do their best.

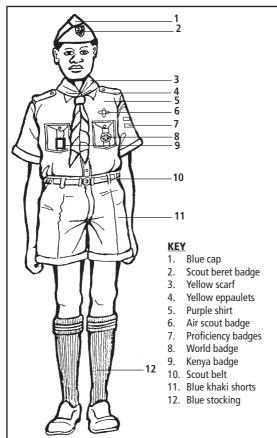
THE SUNGURA SCOUT MOTTO
"Do Your Best"

THE SUNGURA SCOUT SECTION COLOR Yellow

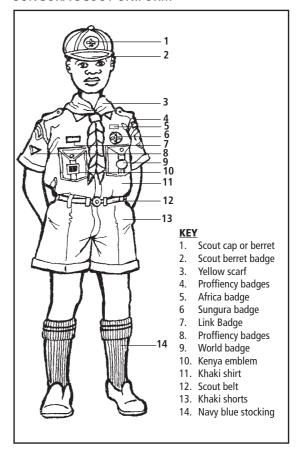
THE SUNGURA SCOUT SECTION AGE BRACKET
Age 6 to 11 years

Sungura Uniforms

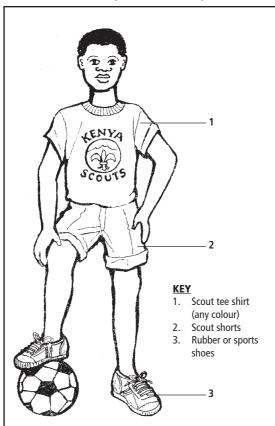
SUNGURA AIR SCOUTS



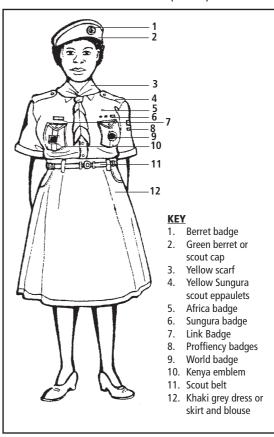
SUNGURA SCOUT UNIFORM



SUNGURA SCOUTS (CASUAL DRESS)



SUNGURA SCOUT UNIFORM (GIRLS)



Introduction

The Sungura Stage of Scouting is meant for young people between the ages of six and 11 years. The requirements for Sungura Scouts include:

- 1. Admission ("Pre-Investiture").
- 2. Three standard badges: Nyota I, II, III.
- 3. A series of proficiency badges covering different subjects. Only two of these may be worn after Nyota I before attaining the Nyota II Badge.
- 4. The Sungura Link Badge, which may only be worn after attaining Nyota III and at least three specified proficiency badges. This is the highest award for the Sungura Scout and may continue to be worn at the Chipukizi section until the Chui Badge is attained.

The Sungura stage is aimed at instilling the fundamental basics of Scouting in the young person and fostering the spirit of brotherhood, respect for God, and patriotism.

PRE-INVESTITURE

This is a compulsory test for all Sungura Scouts and on passing it the Scout is "invested" – officially becomes part of the Sungura program — and is allowed to wear the Sungura Scouts uniform. To qualify for this, the Scout must pass the following tests:

- 1. Recite the Sungura Scout Law and Promise.
- 2. Demonstrate the Sungura Scout salute, sign, and recite the motto.
- 3. Explain briefly the history of Scouting in Kenya.

INVESTITURE

This is the ceremony where the young Scout is admitted into the worldwide fraternity of the Scout movement. The Sungura Scout will only be invested after passing all the pre-investiture tests to the satisfaction of the Scout Leader. Before performing the Investiture, the Sungura Scout Leader should explain the importance of the ceremony, especially as a binding oath to Scout principles.

To impress upon the young Scout the uniqueness and importance of the Investiture Ceremony, it is advised that the Sungura Scout Leader should not "invest" more than three Scouts at any one time. Should he so wish, the Sungura Scout Leader could invite another qualified Scouter to perform the ceremony. Although there is nothing wrong in inviting other people to witness the occasion it is important to keep the ceremony short and simple and to keep in mind the focus: the Scout being invested.

THE CEREMONY

The Sungura Scouts stand in horseshoe formation.

Scout Leader: "Alert"

Sungura Scouts stand at alert. The Sixer Leader (the leader of the Sungura patrol) brings forward the Scout who is to be invested. After a word of greeting the sixer marches back to the patrol.

Scout Leader: "At ease"

The Scouts stand at ease. The Sungura Scout leader now addresses the new Scout recruit.

Scout Leader: Do you want to be

a Sungura Scout?

Sungura Scout: Yes Leader, I do.

Scout Leader: What is the

Sungura Scout Law?

Scout Leader: (Recites Law)

Scout Leader: Do you know the

Sungura Scout Promise?

Sungura Scout: Yes Leader, I do.

Scout Leader: Are you ready to make

your promise?

Sungura Scout: Yes Leader, I am.

The Sungura Scout Leader puts the Sungura Scout group at Alert. All make the Scout Sign. The new Scout recruit then makes the Sungura Scout Promise, repeating each phrase after the Leader.

The Scout Leader then shakes the left hand of the new Sungura Scout.

Scout Leader: "I trust you to do your best to

keep this promise. You are now a Sungura Scout and one of the worldwide brotherhood of Scouts."

The Scout Leader then presents the new Sugura Scout with the World Scout Badge and Kenya Emblem. He may also present the Sungura Section Badge, scarf and the record book/registration card.

The Sungura Scout then turns and salutes other members, who salute back. He then marches back to his place.

Sungura Scouts Standard Badges

NYOTA I STAGE

Before being awarded the Nyota I Badge the Sungura Scout must do the following to the satisfaction of the Sungura Scout Leader:



1. SCOUTING SKILLS

- (a) Take an active part in two open-air activities (a walk, folk dances, a pack-meeting, etc).
- (b) Tie the following knots: Reef Knot, Sheet Bend.
- (c) Make a useful toy using any locally available material

(metal, paper, cloth, etc).

2. CONSERVATION

- (a) Explain what litter is and how to dispose of it.
- (b) Maintain a birdbath for at least one month.

3. HEALTH AND SANITATION

- (a) After two outdoor activities, make sure that the area used is left clean and free from litter.
- (b) Keep hands, feet, teeth, nails and ears clean for at least one month.

4. PHYSICAL DEVELOPMENT

- (a) Locate at least one local or national sports playing field or stadium.
- (b) Name one popular game.

5. SCOUTING SPIRIT

- (a) Demonstrate the Scout handshake.
- (b) Name the different parts of the Sungura Scout uniform.
- (c) Do a good turn for at least one month.

6. SPIRITUAL DEVELOPMENT

- (a) Tell the Sungura Scout Leader the meaning of "think of others first."
- (b) Attend a place of worship with parents or others regularly for at least one month.

7. CITIZENSHIP

- (a) Name the different colours of the Kenya National Flag.
- (b) Show or explain the location of any three of these: nearest shopping centre, school,

kiosk, places of worship, police post or station, post office, chief's office.

8. EDUCATION AND LITERACY

Using either English or Kiswahili languages:

(a) Recite and write the letters of the alphabet,

OR:

(b) Recite the counting numbers 1 through 20 and write them down.

9. AGRICULTURE

- (a) Name two animals that give milk or meat used by human beings.
- (b) Name five main crops or foodstuffs from one area.

10.REPRODUCTIVE HEALTH EDUCATION

- (a) Name each member of your family.
- (b) Describe what each member of your family does every morning before leaving the house.
- (c) Name the alcoholic drinks, medicines and cigarettes that you know.
- (d) Name who among the family smokes or drinks alcohol.

NYOTA II STAGE

Before being awarded the Nyota II Badge, the Sungura Scout must do the following to the satisfaction of the Sungura Scout leader:

SCOUTING SKILLS

- (a) Greet someone correctly in a language other than your mother tongue.
- (b) Sing a song to "The Six" (the Sungura patrol, composed of six members).
- (c) Tie the Packers Knot.

2. CONSERVATION

- (a) Name three uses of trees/flowers. Plant at least one tree/flower and care for it for two months.
- (b) Name three uses of water.
- (c) Choose an insect, bird or animal and explain three of its living habits.

3. HEALTH AND SANITATION

- (a) Help keep a given area clean for at least one month.
- (b) Demonstrate continuous cleanliness of clothes,
- (c) handkerchiefs, socks, shoes, etc — for at least two months.

4. PHYSCIAL DEVELOPMENT

- (a) Do any two of these activities: somersault, leapfrog, ball throwing or balancing.
- (b) Demonstrate the proper method of sitting, standing or walking.

5. SCOUTING SPIRIT

- (a) Explain what a "good turn" is.
- (b) Explain what Sungura Scout Law and Promise mean.

6. SPIRITUAL DEVELOPMENT

- (a) Continue to attend worship services regularly with parents and/or others for at least two months.
- (c) Help take care of a pet, plant or sick or disabled person for at least one month.

7. CITIZENSHIP

- (a) Sing the first verse of the National Anthem in Kiswahili and English.
- (b) Name three Kenya National Days.
- (c) Show how to cross the road safely and on which side to walk.

8. EDUCATION AND LITERACY

- (a) Read and copy the Sungura Scout Law, Promise and motto.
- (b) Read or narrate a local short story in your own language.

9. AGRICULTURE

(a) Keep or take care of an animal or bird for at least three months.

OR:

(b) Grow at least three species of flowering or vegetable plants, either in a garden or a container.

10. REPRODUCTIVE HEALTH EDUCATION

(a) Draw a Family Tree showing parents and other family members.

OR:

- (b) Draw pictures that tell a story about the different activities of members of your family.
- (c) Help (for a period of one month) with some of the household duties usually done by your mother.
- (d) Draw a model of a cigarette and describe two negative things about smoking.
- (e) Demonstrate how a drunkard walks when drunk.

OR:

(f) Describe how people behave after taking alcohol.

NYOTA III STAGE

Before being awarded the Nyota III Badge the Sungura Scout must do the following to the satisfaction of the Sungura Scout Leader:

1. SCOUTING SKILLS

- (a) Recognize five common tracks in your local area (cattle, vehicles, etc).
- (b) Make two simple gadgets (mug tree, clothesline, rubbish disposal bag, etc).
- (c) Lead the six for five minutes in a song, yell or mime.
- (d) Demonstrate how to call for help in an emergency.

2. CONSERVATION

- (a) Collect two different seeds and grow them in a container or in a garden.
- (b) Conduct an experiment
 by pouring water on soil
 with and without vegetation and
 explain what happens (i.e.
 soil erosion).

3. HEALTH AND SANITATION

- (a) Identify at least two danger areas in and around the home and explain how to help younger children avoid accidents.
- (b) Point to three blood pressure points of the body.

4. PHYSICAL DEVELOPMENT

- (a) Teach the six at least two games, yells or songs.
- (b) Under observation, ride a bicycle for two kilometres or walk one-kilometer demonstrating six traffic signals and rules applicable to a cyclist or walker.



5. SCOUTING SPIRIT

- (a) Demonstrate with the six a practical example of how to put the Sungura Scout Law into practice.
- (b) Explain the organization of the six and the Sungura Scout unit.
- (c) Participate in a community service activity carried out with members of at least one of the other Scout sections.

6. SPIRITUAL DEVELOPMENT

- (a) Say prayers before meals or patrol activities regularly for at least two months.
- (b) Discuss the Law and Promise with Sungura Scout leaders, giving simple examples of how to apply them in daily life.

7. CITIZENSHIP

- (a) Draw the National Flag in full colours and fix it in your book.
- (b) Tell a story of one local hero to the six.
- (c) Draw or point out different road signs and explain what they mean.

8. EDUCATION AND LITERACY

- (a) Explain the meaning of Sungura Scout Law and Promise to the six.
- (b) Collect three local stories and write them down or tell them to the six.

9. AGRICULTURE

- (a) Keep a garden or help in a family plot for at least three months.
- (b) Explain why food should be kept safe from insects and rodents.

10. REPRODUCTIVE HEALTH EDUCATION

- (a) Describe two of your rights and duties in your family.
- (b) Tell your patrol three physical changes that take place as a person grows from birth to age 12.
- (c) Compare and discuss with the six the division of labour in your home.

- (d) Describe where one gets cigarettes or alcohol.
- (e) As a six, stage a short play depicting the



negative effects of taking alcohol.

LINK BADGE

The Sungura Scout Leader may award the Link Badge at a suitable ceremony. It shall be awarded to the Sungura Scout who has attained the Nyota III Badge and any three proficiency badges (one of which must be the First Aider, Mwananchi, Elimu or Handyman Badge). The Sungura Scout who attains his badge may wear it while in the six and when he goes up to the next section. However, once he obtains the Chui Badge, he must remove the Link Badge. The Link Badge is worn on the right breast above the pocket.

GOING UP CEREMONY

The Sungura Scout who has passed the Link Badge graduates to the Chipukizi Scout Unit Section. The Scouts make two horseshoe formations (one composed of Sungura Scouts and one composed of Chipukizi Scouts) facing each other, with a line between them. The Sixer brings the Scout to be promoted to the middle of the two circles and explains to the Patrol Leader of the Chipukizi Unit the position of the new Scout. The Sixer salutes the Patrol Leader and the Patrol Leader in turn salutes the Sixer. The new Scout is welcomed by the Patrol Leader of the Chipukizi Unit by lefthand shake and crosses the line in the middle of the two units. Upon crossing the line, the Chipukizi Scouts will make yells and other signs of welcome and the Patrol Leader will lead him to his new patrol. This ceremony will be conducted by a Group Scout Leader or the Area Commissioner in the presence of the Sungura Scout Leader and the Chipukizi Scout Leader, their assistants and members of the Group Scout Council.

Sungura Scout proficiency badges

SUNGURA ANIMAL HUSBANDRY

- 1. Identify one of the following animals: Chicken, bee, rabbit, fish or any other suitable animal as agreed with the examiner.
- 2. Draw ta picture of the animal labling its parts. Write detailed information on the parts of the animal.
- 3. Describe at least two diseases, how they attack



the animal and investigate how they can be cured.

4. Care for the animal you select for a period of four months.



SUNGURA ARTIST

There are three alternative sets of requirements for this badge. If the Sungura Scout passes all the tests in any one section or at least two tests from each section then he/she qualifies to wear the Sungura Artist Badge.

SECTION A

- 1. In the presence of an examiner, draw with a pencil, brush, pen, crayon or charcoal, etc, an original illustration of any incident, character or scene from a simple story told by the examiner. The size of the illustration should not be less than 18 x 13 centimetres.
- 2. Keep a sketchbook in which he/she records, in sketch form, interesting daily events or occurrences for at least three months.
- Design and make a greeting card using paper, cardboard or natural materials like banana bark.

SECTION B

- 1. Make a model in clay or other plastic material, at least 10 centimetres in height.
- Make a decorative article from cane, raffia, wool, leather, wood or any other suitable material that has been approved in advance by the examiner.
- 3. Make a design and print it on paper or cloth using potato cuts, woods cuts or any other suitable material.

SECTION C

- 1. Make a useful toy or model of a reasonable size.
- With prior approval of the examiner, undertake a project involving the use of a plastic or metal construction kit or model with movable parts.
 Demonstrate an imaginative approach to the project and a high quality of workmanship.

3. Decorate a panel, screen or part of a wall of at least 70 centimetres square.

SUNGURA ATHLETE

There are five optional sections in this badge.
On reaching the standard for any three sections the Sugura Scout qualifies to wear the athlete badge.



The Sungura Scout must attain at least 24 points for any three attempts at a given event. Alternatively if on the third attempt they show an improvement of six or more points over their initial score and satisfy the examiner that they have tried their best, then they may (at the examiners discretion) be awarded the Athlete Badge.

SECTION A: Sprinting

50 metres race:

11 seconds	10 seconds	9 seconds
5 points	7 points	10 points

SECTION B: Ball Throwing (Tennis or rubber type of approximately 7.5 cm *diameter*)

18 metres	25 metres	35 metres
5 points	7 points	10 points

SECTION C: Climbing

(a) Rope climbing:

2 metres	3 metres	4 metres
5 points	7 points	10 points

(b) Tree climbing:

3 metres	3.5 metres	4.5 metres
5 points	7 points	10 points

SECTION D: High Jump

0.76 metres	0.86 metres	0.96 metres
5 points§	7 points	10 points

SECTION E: Long Jump

2 metres	2.5 metres	3 metres
5 points	7 metres	10 points

SUNGURA CHILD HEALTH

- 1. Name three diseases that can be prevented by immunizing children.
- 2. Demonstrate to the examiner how a doctor or health worker would immunize somebody against Polio.
- 3. Take part for at least four hours in a child health campaign or assist with others in some tasks at a nearby health center or hospital.
- 4. Mention three things we can do to protect ourselves from diseases.

SUNGURA COLLECTOR

The Sungura Scout should choose a good collection of one group of objects, neatly and systematically arranged, for a period of at least three months. Be able to demonstrate knowledge about the collection and show intelligent interest in it. Below are some suggestions of types of collections:

Stamps, postmarks, pictures, postcards, matchbox tops, foreign coins, leaves, dried flowers (for the purpose of the last two, photographs or traces may be accepted). Any collection that could be harmful to the Scout or to conservation is not admissible.

OR

Keep a scrapbook, diary of events, newspaper cuttings, etc, for a period of at least three months.

SUNGURA COMPUTERIST

- Be able to write a sentence using a computer.
- 2. Be able to use the mouse.
- 3. Be able to play any computer game.



SUNGURA CONSERVATION

This is a badge in three sections: A, B, and C. On passing any two sections the Sungura Scout can wear the Conservation Badge.

SECTION A:

1. Choose a wild animal, tree, fish or bird. Find out as much information about it as possible

- and report your findings in the form of a chart, a logbook or scrapbook including photographs, sketches, etc, where possible.
- 2. Take part with the six or another group in an anti-litter campaign, or nature survey.
- 3. Set up a bird feeding table, maintain it and keep a record of the birds observed over a three month period.

OR:

Keep a pet and look after it carefully. Keep a record of this pet's behaviour, of its feeding

habits and how you have looked after it.

Explain how to recognize and treat common illness that may affect the pet and what special care is needed in breeding.

SECTION B:

- Go on an expedition with the six. Find out any damage made by man to the environment and any examples of efforts made to protect it.
- 2. Name an endangered animal, bird, plant, fish, etc and suggest at least three measures that can be taken to save the species.
- 3. Make a poster that could help to inform the public of the dangers to wildlife survival in the country.

SECTION C:

- 1. Either
 - (a) Carry out an experiment, which shows the danger of soil erosion.

OR:

- (b) Study the effects of water or air pollution and make a chart or display.
- 2. Demonstrate how water rises from the ground and soaks the soil (capillary action) or how plants produce oxygen or the existence of oxygen in the air.
- 3. Plant, look after and observe one of the following for at least three months:
 - (a) A tree/flower (to improve the environment of the area where the Scout lives).
 - (b) Grass /leaves (to cover a path or ground where there has been no vegetation).
 - (c) Useful plants or flowers in a box or flowerpot where land is scarce.



SUNGURA CYCLIST

- 1. Own or have the regular use of a bicycle and be able to pump up the tyres.
- 2. Explain the need for keeping the bicycle in a roadworthy condition.
- 3. Under observation, go for a ride of at least four kilometres on a specified course.

 Show the proper use signals and rules applicable to cyclists (as set out in the Highway Code in the sections on the road user "on wheels" and, inparticular, cyclists). The route shall, as much as possible, include cross roads, pedestrian crossings, right hand turns and roundabouts.

SUNGURA DRUG ABUSE PREVENTION

- 1. Name four most commonly abused drugs and substances in Kenya.
- 2. Who in the community is responsible for the prevention of drug abuse?.
- 3. Which are the commonly abused drugs and substances that you are aware of.
- 4. What are the dangers of taking the following drugs:- Alchohol, Tobacco, Bhang, Glue and Miraa (Khat).

SUNGURA ELIMU

- 1. Produce a list of books read in the previous twelve months.

 Name their authors and be able to tell the examiner something about any three of the books.
- 2. Show how to care for books and make a dust cover and label it neatly with the book title.
- 3. Demonstrate how to use a dictionary, encyclopedia, thesaurus or atlas.
- 4. Describe three advantages of knowing how to read and write.
- 5. Describe the location of the nearest Adult Education Centre.

SUNGURA ENTERTAINER

Entertain the six or a similar audience by completing two activities from Group A and two from Group B.

GROUP A:

- 1. Teach the six a simple song.
- 2. Make up a short play and produce it.
- 3. Lead the six in a traditional dance.
- 4. Make a simple musical instrument and use it as an accompaniment to a song.
- 5. Act as a "Stage Manager" for a six play.

GROUP B:

- 1. Sing two traditional/folk songs.
- 2. Perform three conjuring tricks.
- 3. Tell a "yarn" or traditional story lasting at least five minutes.
- 4. Perform a series of tumbling tricks.

NOTE: Other forms of entertainment of comparable standards are acceptable if the examiner approves them beforehand.

SUNGURA FIRST AIDER

- 1. Know the limits of first aid treatment and the need to summon adult help in any emergency.
- 2. Demonstrate how to control bleeding by directing pressure.
- 3. Demonstrate simple roller bandaging of the hand and knee and the large arm sling.

 4. Know the importance
- 4. Know the importance of cleanliness and show how to dress minor cuts and scrapes with gauze and roller bandages; apply and remove adhesive dressings.
- 5. Name four common causes of burns in the home and their prevention. Describe how to put out burning clothes as well as the simple treatment of burns.
- 6. Know the symptoms of shock and how to treat it.
- 7. Demonstrate how to treat insect bites and stings.

SUNGURA FISHERMAN

- 1. Pass the Sungura Swimmer Badge tests, Section A.
- 2. State the type of fish that are found in the areas in which the Scout fishes.
- 3. Make a simple sishing rod and tackle.
- 4. Keep a logbook over a period of three months to note water conditions, weather, wind, direction and the appropriate haits
- 5. Demonstrate a basic knowledge of the dangers of pollution to fishing.

SUNGURA GUIDE

- Demonstrate the ability to direct a stranger on a route in a clear, distinct, concise and polite manner.
- 2. Locate the nearest police station, doctor, dispensary, health centre or hospital, public telephone, railway station, petrol station, motor garage and hotel.
- 3. Explain how to call for the fire brigade, police and ambulance and where to find the local administration centre.
- 4. State routes followed by a local bus or matatu, and name at least two main stops or places along it.

SUNGURA HANDICRAFT

- Make a useful article from odds and ends like cotton reels, clothes pegs, pieces of wood, etc. OR:
- 2. Make a worthwhile toy or model of reasonable size such as a boat engine, motor car, a e r o p l a n e, human or animal figure, etc.

 OR:
- 3. Make two useful or decorative articles from cane, sisal, raffia, wool, leather, wood string or any other suitable material approved by the examiner.

(Note: An article made as a requirement for Artist Badge or the standard tests may not be admitted for any part of this badge.)

SUNGURA HANDYMAN

This is a three- stage badge. On completing Section A and any of the other sections the Sungura Scout qualifies to wear the Handyman Badge.

SECTION A:

- 1. Make a pot of tea or prepare porridge.
- 2. Cook a meal using eggs, vegetables or bacon and sausages.
- 3. Demonstrate how to set the table correctly and wash up after the meal.
- 4. Wash and iron your Scout scarf.
- 5. Sew on a badge or button.

SECTION B:

- 1. Make a bed properly.
- 2. Show how to clean windows, polish silver and brass items or clean a lamp and sufuria.
- 3. Clean and tidy up a room.
- 4. Explain what to do in the event of either:
 - A burst water pipe.
 - Leak from a gas cylinder, or:
 - An electrical power cut.
- 5. Demonstrate two of the following:
 - How to turn on/off the electricity supply at home.
 - How to repair a leaking roof.
 - How to keep a waste point clean and repair a well rope.
 - How to repair a window shutter.
 - How to mend a broken fence.
- 6. Outline the major steps to take in the case of fire.

SECTION C:

- 1. Make a useful gadget/article for use in the six or at home.
- 2. Demonstrate how to use and take care of any four of the following tools: hammer, saw, screwdriver, axe, panga, pliers, spanner, jembe, fork jembe.
- 3. Make and place in a suitable position a nesting box or bird or make a rabbit hutch or chicken enclosure.
- 4. Show how to repair a puncture in a bicycle tyre.
- 5. Demonstrate how to prepare and plant, brush or whitewash a wall.



SUNGURA HOUSE ORDERLY

1. Make a pot of tea and prepare rice; or fry bacon and sausage; or fry or poach an egg.

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- 2. Do any six of the following seven tests:
 - Prepare potatoes by boiling, baking

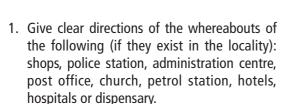
or frying them.

- Make a bed, wash up cookery, utensils, etc.
- Clean windows and silver or brasswork.
- Clean and tidy a room or hut.
- Lay a table for a meal for at least three people.
- Thread a needle and sew on a button, or mend a tear in a shirt or shorts.
- Wash and iron your scarf and Scout or school uniform.

SUNGURA LINGUIST

Carry out three of the following in a language other than English, Kiswahili or mother tongue.

N/B: A regional dialect of the Sungura Scout's language is not admissible



- 2. Answer simple questions about public transport in the area.
- Describe or explain such items as level crossing place, no throughway, return ticket
 AND:
 - In the town: one way street, traffic lights, pedestrian crossing;

OR:

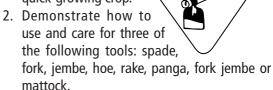
- In the country: footpath, bridge or crossing place, market, school or place of worship.
- 4. State the days of the week, the months of the year and the date.
- 5. Explain how to use a public telephone in the area or how to reach the nearest post office.

SUNGURA MKULIMA

 Care for and cultivate a piece of land of at least foursquare metres for a period of at least

SCOUTS

four months and demonstrate how to grow at least one quick-growing crop.



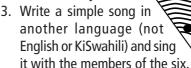
- 3. Point out and name six flowers and six vegetables from growing specimens (local names will do).
- 4. Point out and name:
 - Four common weeds.
 - Three common "enemies" of the farm, and:
 - Three common "friends" of the farm.
- 5. Name four methods of combating soil erosion and demonstrate at least one of them.
- 6. Name three methods of preserving food grains and demonstrate one of them.

SUNGURA MUSICIAN

1. Be able to sing a solo to your six as the examiner listens.

SCOUTS

2. Compose a round and teach the members of your six.



4. Sing and write the National Anthem of Kenya in both English and KiSwahili.

SUNGURA MWANAINCHI

- 1. Name ten national heroes and describe what four of them are famous for.
- 2. Using natural colours extracted from plants or animal parts, draw or trace (and then colour) the Kenya Coat of Arms or the National Flag.
- Copy in your Scout book the national anthem in both English and KiSwahili. Copy two modern or traditional patriotic songs and show somebody how to sing one of them.



- 4. Draw a map of Kenya with at least four main towns two of which should be the capital city and the headquarters of your district respectively.
- 5. Take active part in a National Day celebration and describe the significance of the day. The participation in the celebrations should be to the examiner's satisfaction and may be discussed in advance.

SUNGURA OBSERVER

- 1. Observe from life and be able to describe the appearance and habits of any six different living creatures.
- 2. Recognize from life and name accurately six trees and six wild flowers. **SCOUTS**
- 3. Keep (in reasonable detail) a nature log for a period of at least three months.
- 4. Recall after one minute's observation nine out of twelve objects in a group.

SUNGURA PHOTOGRAPHER

- 1. With any camera take 10 photographs. These should be varied subjects (for example: landscapes, animals, portraits, SCOUTS action shots) and may be in colour or black and white. They be home commercially processed.
- 2. Discuss with the examiner the main features of a simple camera.
- 3. Demonstrate or describe to the examiner the basic steps in developing, printing and fixing black and white film.

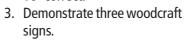
SUNGURA REPRODUCTIVE HEALTH EDUCATION

- 1. Draw a diagram depicting the traditional organization of your community, including family, clan, age groups, tribe, etc.
- 2. Name three duties that you are supposed to do at home and explain how and when you do them.
- 3. Spend at least two months doing duties commonly done

- by your mother in the home. (The parent may be asked to certify this section if possible.)
- 4. Name three things Scouts should do and three things they should not do in order to stay healthy and strong.
- 5. Name four relatives other than your immediate family, and grandparents. Describe the relationship and identify where the relatives live/stay.

SUNGURA SIGNALLER

- 1. Demonstrate correctly the alphabet in Semaphore or Morse code.
- 2. Using Semaphore or Morse code, send **SCOUTS** and slowly read a simple message of ten words. Get eight out of 10 correct.



4. Exchange messages using a "secret code" chosen or invented by the Sungura Scout.

SUNGURA SPORTSMAN

- 1. Explain the basic rules or laws of two team games such as rugby, football, cricket, hockey, rounders, badminton, netball, tennis court, **SCOUTS** volleyball, baseball,
- basketball, etc. 2. Demonstrate reasonable proficiency and take an active part in at least one of the games listed above.
- 3. Explain how to look after the equipment and clothing necessary for the game selected.
- 4. Show good sportsmanlike spirit in all Sungura Scout games and activities.
- 5. Explain the reason for taking a shower or bath after games and/or at least changing out of clothes worn during the games, as well as proper care of the feet.

SUNGURA SWIMMER

There are three sections in this badge. When the Sungura Scout passes the test in any two of the sections he qualifies to wear the Swimmer Badge.





SECTION A:

- 1. Explain the essential water safety rules.
- 2. Swim 15 metres using any stroke.
- 3. Tread water for at least half a minute.

SECTION B:

- 1. Jump or dive from the side of the pool.
- 2. Demonstrate how to do the crawl by swimming 15 metres using this stroke.
- 3. Demonstrate how to clean the body before entering a swimming pool, pond, river or lake.

SECTION C:

- 1. Swim 15 metres in shirt and shorts without any pause, one stroke throughout.
- 2. Float on back for 60 seconds in salt water or 50 seconds in fresh water.
- 3. Swim for 10 metres using any front stroke.

N.B: At all stages of the badge the Sungura Scout should be aware of the dangers of swimming in open waters (danger from crocodiles and other reptiles, poisonous fish, Bilharzia in lakes and ponds, chemicals in swimming pools, etc) and the importance of the buddy system. The Sungura

Scout Leader should satisfy him/herself on the suitability and cleanliness of the pool or body of water before conducting the test.

SUNGURA UTAMADUNI

high artistic degree.)

- 1. Know the history of the national flag, sing the national anthem in either English or Kiswahili, recite the loyalty pledge and demonstrate the correct posture when doing both.
- 2. Collect or draw at least three traditional musical instruments and demonstrate how at least one is played. (N/B:This need not be to a
- 3. Collect at least three orally performed items (story, song, dance, play, etc) from your cultural background and perform at least one of them for a group and to the examiner's satisfaction.
- In a discussion with the examiner demonstrate that you understand the importance of preserving our cultural heritage and ways to do this.

Join Scouts Fight Drug Abuse

If this book is lost and you find it, please send it to the address shown on page 1 or to:
The Kenya Scouts Association
P.O Box 41422 Nairobi
Tel: 568111,570794
Fax: 573799



This record book has been produced with the generous support of UNFPA and UNDCP Kenya.



THE KENYA SCOUTS ASSOCIATION

SUNGURA SCOUT

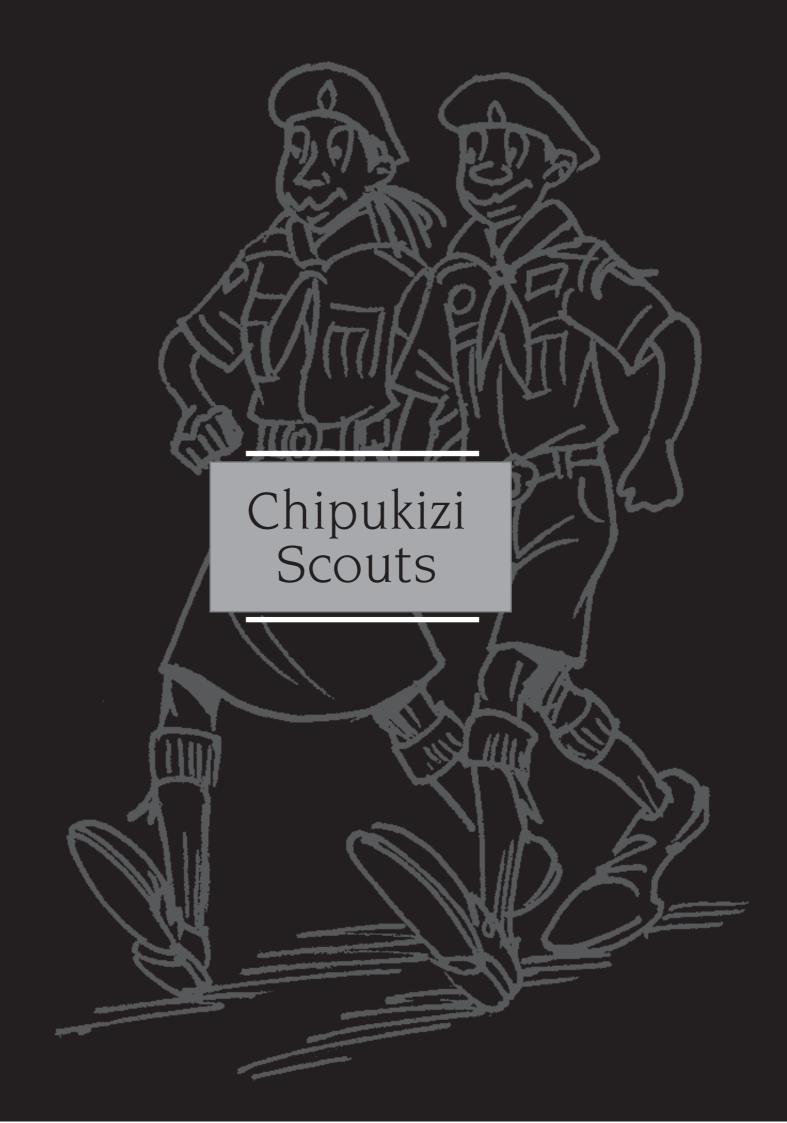
MEMBERSHIP

and

progress record card

KAS No: 1325

SUNGURA SAMPLE CARD



The Chipukizi Scout promise:

On my honour,
I promise that I will do my best;
To do my duty to God and my country;
To help other people at all times;
To obey the Scout Law.

THE CHIPUKIZI SCOUT LAW:

1. A Scout's honour is to be trusted.

2. A Scout is a good citizen; he/she respects God, his country, his/her parents, his/her employers, his/her fellow Scouts and others.

3. A Scout's duty is to be useful and to help others.

4. A Scout is a friend to all and a brother/sister to every other Scout, regardless of the country, community or religion to which the other may belong.

5. A Scout is kind and has respect for others.

6. A Scout is kind to animals, learns about nature and is concerned with its protection.

7. A Scout obeys orders of those in authority without question.

8. A Scout is cheerful and brave in all difficulties.

9. A Scout makes good use of time, money and any other resources he or she has.

10. A Scout is clean in thought, word and deed.

THE CHIPUKIZI SCOUT MOTTO:
"Be Prepared."

THE CHIPUKIZI SCOUT SECTION COLOUR:

Green

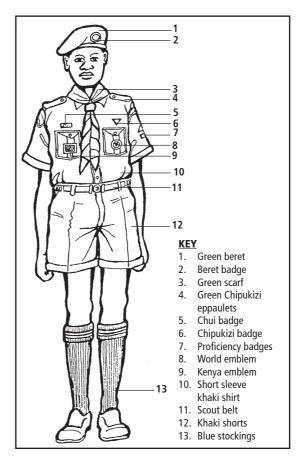
THE CHIPUKIZI SCOUT SECTION AGE BRACKET:
Age 12 to 15 years

Chipukizi Uniforms

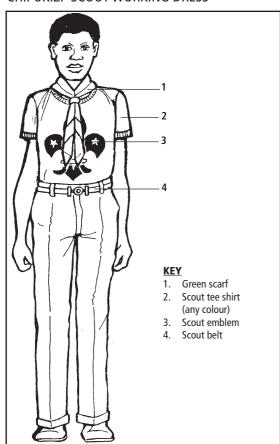
CHIPUKIZI AIR SCOUT UNIFORM

10 **KEY** Blue cap 1. Scout beret badge Green scarf Green eppaulets 5. Purple shirt 6. Air scout badge Proficiency badges World badge 8. Kenya badge 10. Scout belt 11. Blue khaki shorts 12. Blue stocking

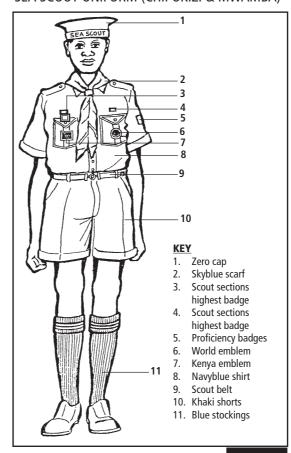
CHIPUKIZI SCOUT UNIFORM (BOYS)



CHIPUKIZI SCOUT WORKING DRESS



SEA SCOUT UNIFORM (CHIPUKIZI & MWAMBA)



CHIPUKIZI SCOUT UNIFORM (GIRLS)



Introduction

This section is meant for young people between the ages of 12 and 15 years. The requirements for Chipukizi Scouts include:

- An admission test, which the Chipukizi Scout will have to pass before being invested. (This section however, will only be compulsory to a person joining Scouting for the first time at this stage.)
- 2. Three progressive standard badges that the Scout will gain after passing the recommended tests. These are Zizi, Shina and Tawi and have to be attained in that order
- 3. A series of proficiency badges designed to cater for varied interests. Some of these badges are required before a Scout can attain certain awards or badges.
- 4. The Scout Cord is awarded on attaining the Tawi Badge and six specified proficiency badges.
- 5. The Chui Badge is the highest a Scout can attain in this section. It is the equivalent of the Link Badge in the Sungura section. The two may not be worn at the same time. However, a Scout may continue wearing the Chui Badge into the next section (Mwamba) until he attains the corresponding Simba Badge.

Note: While certain badges are designed primarily for Sea or Air Scouts, any Scout can attempt any badge provided suitable arrangements for assessment are made. However, Chipukizi Scouts may not attempt the proficiency badges before completing the Zizi Stage. He/she may also not wear more than six proficiency badges before completing the Tawi Stage.

Pre-Investiture

This section is meant for young people who have never been in Scouting before. Before the young person can be invested as a Chipukizi Scout he must pass the following:

- 1. State the Scout Law and Promise and explain their meaning.
- 2. Give a brief description of the history of Scouting.
- 3. State the Chipukizi Scout Motto; demonstrate the Scout salute and greeting.
- 4. Describe the colours of the National Flag and explain their meaning.
- 5. Tie the following knots: Reef Knot, Clove Hitch, Sheetbend.
- 6. Make a rope of at least one metre long or a woggle.

INVESTITURE

This is the ceremony where the young Scout is admitted into the worldwide fraternity of the Scout movement. Although the investiture can be organised in various ways the recommendations given in the Sungura section should be revisited.

THE CEREMONY

The Scouts stand at attention in a horseshoe formation. In front of them is a table or other flat platform on which are laid items needed for the ceremony. These are the World Badge, the Kenya Emblem and if possible the section scarf, Chipukizi record book and patrol badge patch. The National flag flies in the background.

The Scout to be invested is brought forward by the Patrol Leader or other invested Scout.

Patrol Leader: (Salutes and says:)

"I have brought [NAME] who has completed his preinvestiture test and now wishes

to be invested."

Scout Leader: (In a calm, level voice:) "Do you

want to become a Scout?"

Recruit: "Yes Leader, I do."

Scout Leader: Do you know what honour

means?

Recruit: "Yes. It means that I can be

trusted to be truthful and

honest."

Scout Leader: "Do you know the Scout Law?"

Recruit: "Yes Leader, I do."

Scout Leader: "Can I trust you on your honour

to live up to the Scout

Promise?"

Recruit: "Yes Leader."

Scout Leader: "Then recite the Scout Promise

as a sign of your commitment to the principles of Scouting."

(All make the Scout Sign. The recruit recites the Scout Promise).

Scout Leader: "I now welcome you into the

worldwide brotherhood of

Scouts."

(Shakes his/her left hand).

The Scout Leader then presents the new Scout with the World Badge, Kenya Badge, scarf and other optional items.

Chipukizi scouts standard badges

ZIZI STAGE

Before the Scout can be awarded the Zizi Badge he must complete the following to the satisfaction of the leader or other appointed examiner:



1. SCOUTING SKILLS

Do three of the following:

- (a) Explain what to do in case of fire or accident.
- (b) Cook a dish for the patrol.
- (c) Identify the five best-known trees in the locality and say what they are useful for.
- (d) Make a personal first aid kit containing basic and easily acquired items (cotton wool, razor blade, bandage, etc).
- (e) Make own camping gear using locally available materials.
- (f) Demonstrate how to navigate in a given area without using a map or compass.

2. CONSERVATION

Do three of the following:

- (a) Explain the sources of carbon monoxide and the danger this gas poses to life.
- (b) Explain what litter is, then make a tong or stake for picking paper and demonstrate how to use it. Use non-soiled waste paper, metal or wood to make a ball or other toy that can be used by small children.
- (c) Draw a map of the local area, inserting pictures or drawings of wild animals found there.

(d) Carry out a project of cutting out animal pictures, sticking them in an exercise book, labeling them correctly and using them to tell a conservation story or message.

3. HEALTH AND SANITATION

- (a) Demonstrate how to keep a tent or shelter and campsite clean and tidy.
- (b) Assist the patrol to set up three useful camp gadgets relevant to hygiene (wash hand basin, plate holder, etc).

4. PHYSICAL DEVELOPMENT Do two of the following:

- (a) Name five national sportsmen and state what events they specialize in.
- (b) Name two field events and two track events; then lead a patrol in doing at least one of them.
- (c) Make a scrapbook of newspaper or magazine cutouts of national and international sportsmen.

5. SCOUTING SPIRIT

- (a) Explain the different parts of the Scout uniform.
- (b) Do a good turn daily for at least one month.
- (c) Explain the organization of Scouting from patrol to divisional level.

6. SPIRITUAL DEVELOPMENT

(a). Give examples of the Scout Law and Promise applied in daily life.

- (b) Attend religious services for at least two months.
- (c) Read a chapter from a holy book and discuss it with the Chipukizi leader.

7. CITIZENSHIP

- (a) Draw the national flag in a notebook and colour it.
- (b) Explain the meaning of the various parts of Kenya Coat of Arms.
- (c) Recite the Kenyan loyalty pledge.

8. EDUCATION AND LITERACY

- (a) Teach a new Scout the Law and Promise.
- (b) Copy and narrate in either English or Kiswahili the story of how Scouting began.

9. AGRICULTURE

- (a) Help your patrol in starting a vegetable garden, or help raise rabbits, chickens, ducks, pigeons or bees.
- (b) Plant two fruit trees or vegetables and care for them for at least four months.

10. REPRODUCTIVE HEALTH EDUCATION

- (a) Trace your family tree as far back as possible and make either a drawing or a model to illustrate it.
- (b) Discuss with your patrol the importance of basic family needs: food, water, shelter, health and clothing, etc.
- (c) Find out from a health professional about sexually transmitted diseases. Name at least three such diseases and discuss how to prevent them with your patrol.
- (d) Discuss with your patrol the effect of teenage pregnancy.
- (e) List the most commonly abused drugs in Kenya and their local names.
- (f) What are the effects of drug and substance abuse to the abuser, his family and the community.
- (g) Give reasons for abuse of drugs and substances.
- (h) What are the signs and behaviours of drug abusers?.

SHINA STAGE

Before the Chipukizi Scout can be awarded the Shina Badge they must first complete the following test to the satisfaction of the hipukizi Scout Leader:



1. SCOUTING SKILLS

Do three of the following:

- (a) Demonstrate proper maintenance of camp gear and help in organizing a campfire place.
- (b) Follow an unfamiliar track of at least 2 kilometres and record at least two observations on how man has adversely affected the environment.
- (c) Demonstrate how to use the telephone, whistle or tom-tom to transmit a message.
- (d) Demonstrate how to dress a simple wound.
- (e) Prepare a skit, mime or dance with the patrol for a campfire programme.
- (f) Demonstrate how to tie the following knots: Round Turn and Two Half Hitches, Sheepshank, Timber Hitch, and Fisherman's Knot.

2. CONSERVATION

- (a) Explain how plants make oxygen and other qualities useful to human beings.
- (b) Use sand, stones, charcoal and/or other materials to construct a water-filtering gadget.

3. HEALTH AND SANITATION

Do two of the following:

- (a) Plan a menu that demonstrates the importance of a balanced diet.
- (b) When on a Scout camping activity, explain and demonstrate the importance of boiling water and proper food storage to your patrol.
- (c) Dig or make a waste disposal pit with your patrol and describe its proper use.

4. PHYSICAL DEVELOPMENT

- (a) Lead your patrol in two local games or dances.
- (b) Lead your patrol in physical exercises (jogging, sit-ups, breathing exercises, etc) for at least four troop meetings.

5. SCOUTING SPIRIT

- (a) Earn money towards buying Scouting items and explain how you did it.
- (b) Explain the meaning and importance of the spirit of service. Demonstrate it in two particular cases in your patrol.

6. SPIRITUAL DEVELOPMENT

(a) Narrate some of your cultural traditions, religious or social, and comment on their usefulness.

(b) Demonstrate to the satisfaction of the Chipukizi Scout Leader an ability to work co-operatively as part of a patrol by tolerantly accommodating other people's behaviour and attitudes.

7. CITIZENSHIP

- (a) Lead the flag ceremony properly.
- (b) Give the addresses and location of at least four of the following: the Chief's office, police station, hospital, local member of parliament, fire station, place of worship.
- (c) Demonstrate knowledge of Kenya by making a useful collection of fifteen items (pictures, newspaper cutting, stamps, etc) on one of the following topics: tourism, agriculture, history, culture.

8. EDUCATION AND LITERACY

- (a) Collect five local stories told orally, write them down in your book and tell them to the patrol.
- (b) Copy and then briefly narrate the story of Baden-Powell to the patrol or troop.

9. AGRICULTURE

- (a) Identify the main crops in your area and state their nutritional classes.
- (b) Explain the importance of fertilizers or manure for crop production.

10.REPRODUCTIVE HEALTH EDUCATION

- (a) Discuss with your patrol the social roles and relationships of males and females in your community.
- (b) Collect, for a period of one month, as many magazine or newspaper cuttings as possible on the subject of sex and reproductive health. Organise these items into a resource book and present it to your patrol in the presence of the Scout Leader.
- (c) Discuss how the media portrays sex and reproductive health issues.
- (d) Name three causes of the spread of sexually transmitted infections and describe how they can be avoided.
- (e) Write out what "HIV/AIDS" stands for in full and describe how it is transmitted.
- (f) Define a drug and substance and drug abuse.
- (g) List the most commonly abused drugs in Kenya and state the methods through which they are taken or abused?.

TAWI STAGE

Before being awarded the Tawi Stage Badge, the Chipukizi Scout must first complete the ollowing to the satisfaction of the Chipukizi Scout Leader:



1. SCOUTING SKILLS.

- (a) Using a map and compass, go on a hike of at least 24 kilometres. Prepare a log and a route map and report to your examiner.
- (b) Take active part in entertaining at a campfire for at least five minutes with a story, tale, joke, mime, song, etc.
- (c) Show how to tie the following lashings;
 - Two Hand Lashing
 - Diagonal Lashing
 - Filipino Lashing
 - Square Lashing

2. CONSERVATION

- (a) Study any three causes of environmental pollution and explain how to reduce it.
- (b) Take part in a soil conservation activity (building gabions, digging terraces, tree planting, etc) for at least one day.

3. HEALTH AND SANITATION

- (a) Name the basic contents of a good first aid kit.
- (b) Explain the importance of immunization and name three diseases that can be prevented by immunizing children.

4. PHYSICAL DEVELOPMENT

- (a) Teach your patrol how to start a race.
- (b) Demonstrate how to climb a tree or high place safely.

5. SCOUTING SPIRIT

- (a) Identify and name: the age limits, mottos and organizational structures of two other Scouts sections.
- (b) Help organise or lead the patrol in a useful community service project for at least one day.

6. SPIRITUAL DEVELOPMENT

- (a) Identify and describe three examples of the presence of God through observing the natural environment.
- (b) Relate to your patrol how religious knowledge helps one in daily life.

(c) Hold a discussion with the Chipukizi Scout Leader or a religious leader on the basic beliefs of a religion other than your own.

7. CITIZENSHIP

- (a) Explain to the patrol the meaning and importance of two Kenyan National Days.
- (b) Help organise two patrol meetings for new Scouts or Sungura Scouts.

8. EDUCATION AND LITERACY

- (a) Teach a new Scout the Scout Law and Promise.
- (b) Write a short essay or compose a song, shairi or poem entitled, "The importance of knowing how to read and write."

9. AGRICULTURE

- (a) Name three common crop pests and explain how to protect crops from them.
- (b) Sell some produce you have grown or raised, or preserve it so that it lasts at least one month.

10.REPRODUCTIVE HEALTH EDUCATION Do three of the following:

- (a) Using mime and role-play, demonstrate the various verbal and non-verbal ways of expressing feelings towards another person.
- (b) With other members of the patrol, organise a debate on the roles of boys and girls in society and how these roles are changing. (The Scout taking the test must be one of the speakers.)
- (c) Discuss with your patrol the advantages and disadvantages of early marriage.
- (d) Prepare a short talk on: "The importance of teamwork." Present it to your patrol.

- (e) State three symptoms or signs of an AIDS patient.
- (f) Identify the sources of drugs and give reasons why they are taken.
- (g) Define drug abuse and give five different the effects of drug abuse to an individual.
- (h) Demonstrate through a role-play, the dangers of drugs and what can bedone to avoid drugs.

THE SCOUT CORD

The Scout Cord is a green, braided lanyard. It is worn on the left shoulder. Before being awarded the Scout Cord a Chipukizi Scout must:

- Hold a Tawi Badge.
- Hold a First Aid Badge.
- Hold any other five proficiency badges.

THE CHUI BADGE

This is the highest badge that a Chipukizi Scout can attain. It is worn on the right breast above the pocket and may be worn until one attains the Simba Badge or becomes a Scout Leader.

Before being awarded the Chui Badge the Chipukizi Scout must:

- 1. Hold the Scout Cord.
- 2. Hold any three other proficiency badges besides those attained as a requirement for the Scout Cord.
- 3. Satisfy the Scout Leader, the Area Commissioner or other appointed person that he has been of good conduct as a Scout and of service to the community.
- 4. Be less than 16 years of age. (Note: The Chui badge is awarded with a corresponding certificate and if the Scout so wishes this might be presented by the Area Commissioner at a suitable occasion.)



CHUI BADGE

Chipukizi scouts proficiency badges

CHIPUKIZI AFRICA FRIENDSHIP BADGE

- 1. Write a short essay on the history and people of another country other than your own.
- 2. Correspond with a Scout of another country for not less than three months.
- 3. Camp or hike at least three days with Scouts of another country;



Keep an album or scrapbook for at least three months that depicts national, sports, cultural and Scouting activities of another country.

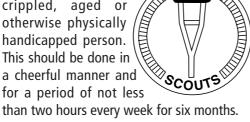


- 1. Fulfill all Sungura Scout child health badge requirements.
- 2. Construct or take part in constructing a pit latrine and explain how to maintain it properly.
- 3. Name two diseases that have no known cure and explain how we can protect ourselves from them.
- 4. Explain at least three diseases that commonly affect children, as well as symptoms of these diseases.
- 5. Identify the three food classes and name at least three foodstuffs in each food class.

CHIPUKIZI AID TO THE HANDICAPPED

1. Provide regular, part-time, voluntary service of a useful nature (chopping wood, shopping, etc)

to one of the following: a blind, deaf, dumb, crippled, aged or otherwise physically handicapped person. This should be done in a cheerful manner and for a period of not less



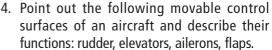
2. Provide the same service as Test No. 1 (above)

but on a full-time basis for two periods of not less than two weeks each.

CHIPUKIZI AIR APPRENTICE

- 1. Explain the proper conduct to adopt, and the ordinary safety precautions to follow, when on an airfield or near aircraft.
- 2. Demonstrate how to be of assistance to a pilot when taxing picketing an aircraft.
- 3. Explain the purpose of a "signal area" at an airfield and know the standard "aldis lamp" and

"very light signals" used on airfields.



5. Explain the meaning of the following terms: fuselage, mainplane, tailplane, leading edge, mono-plane, dihedral, sweep-back. Show how to be of assistance in the event of an aircraft crash.

CHIPUKIZI AIRCRAFT MODELLER

- 1. Construct a model aeroplane (use of kit permitted) which shall have the following minimum flight performance:
 - Glider (handlaunched): 25
 - seconds in the air.
 - Glider (two hand launched with 50m maximum line length): 45 seconds in the
 - Rubber-band powered: 30 seconds in the
 - Engine-powered (15 second maximum motor run): 45 seconds in the air.
- 2. Demonstrate control of your model by making a smooth takeoff. Then do three laps of level flight at approximately 2m off the ground. Then climb and dive, followed by a smooth landing.





3. Explain the basic principles of flight, including the three axles and their effect on stability and control.

CHIPUKIZI AIR SPOTTER

- 1. Recognize correctly from photographs or silhouettes (shown for no more than ten seconds each) at least one out of ten different aircraft.
- 2. Recognize and name national aircraft markings (service or civil) of at least six countries. The Chipukizi



- Scout Leader will provide a list of at least 20 aircraft markings. The Chipukizi Scout being tested must be able to identify at least six.
- 3. Keep a log of aircraft observed/spotted for a period of not less than one month reporting. Give identity or salient features and approximate heading.
- 4. Describe the recognition features of six aircraft selected by the examiner, in terms commonly used in aircraft identification.

CHIPUKIZI ANIMAL HUSBANDRY

- 1. Take care of, or raise, one of the following for at least six months: chicken, rabbits, bees, fish or other suitable animals.
- 2. As part of this project, find out from local experts as much information as possible about the animal of your choice (eating habits, costs involved, diseases and treatment, etc).
- 3. Using local material, construct a hutch or home, feeders, watering dishes, etc, for the animal of your choice.
- 4. Find out from a veterinary or local expert the common diseases and pests which affect your chosen animal; be able to recognize the symptoms, know the treatment and explain the importance of keeping animals in a hygienic and clean environment.

CHIPUKIZI ASTRONOMER

1. Demonstrate a good general knowledge of the stars and planets and their movements. Use diagrams, drawings or models.



- 2. Point out and name five star clusters or constellations and any planets visible to the naked eye at the time of the test.
- 3. Find direction by night by means of the stars when both the Plough and the Southern Cross are obscured.
- 4. Demonstrate a general knowledge of the nature, relative positions, movements and sizes of the sun, earth, moon and planets. Explain the cause of eclipses.

CHIPUKIZI ATHLETE

- 1. Demonstrate the proper method of sitting, standing, walking and running.
- 2. Qualify in four of the following events in accordance with your age:



Under 13 yrs

15.5 secs	15 secs
2min/57 secs	2min/53 secs
1 metre	1.1m
35m	37m
3.9m	4m
Under 14 yrs	Under 15 yrs
Under 14 yrs 14.5 secs	Under 15 yrs 13.5 secs
•	-
14.5 secs	13.5 secs
14.5 secs 2 min 45 secs	13.5 secs 2 min 43 secs
14.5 secs 2 min 45 secs	13.5 secs 2 min 43 secs
	2min/57 secs 1 metre 35m

Under 12 yrs

CHIPUKIZI BACKWOODSMAN

- 1. Make a satisfactory shelter against wind and rain for two people, using natural materials, and sleep in it alone or with another Scout for at least one night.
- 2. Skin and cook (without utensils) a rabbit, or small animal.

OR:

Cook in clay a bird no smaller than a pigeon,

OR:

Clean and cook a fresh fish without utensils. In the case of vegetarians, prepare and cook (without utensils) three types of vegetables simultaneously.

- 3. Demonstrate three of the following:
 - Improvise methods of moving injured persons with due regard to their safety and comfort.
 - From the foundation of a lookout post, construct a bridge or spar to reach a tree. Then, climb the tree to a height of at least six metres from the ground.
 - Row a boat, paddle a canoe, or pole a punt for at least one kilometre.
 - The construction of a sundial or a gadget to find True North.
 - Devise any satisfactory method of purifying contaminated water and straining muddy water.

CHUPUKIZI BASKET MAKER

1. Produce two articles of practical use in palmleaf, cane, rushes, straw

or similar materials, made entirely vourself.

2. Explain the raw materials used: where they are obtained and how they are prepared for use.



1. Repair a small leak in a boat,

OR:

Apply a canvas patch to a canoe.

OR:

Apply a wooden or tin patch to a dugout canoe or boat.



2. Make the following bends and hitches: Timber Hitch, Rolling Hitch, Marline Spike Hitch, Blackwell Bowline on a Bight, Running Bowline, Catspaw. Be able to mouse a hook, Short and Eye Splices, Single Will and Crown and a Mathew Walker. Make one form of Stopper Knot.

OR:

Either make a fender, of rope or canvas. suitable for pulling boat, or make a paddle.

3. Either explain the contents of a Boat's Bag,

Name the best trees for making canoes and paddles and be able to identify them.

4. Take a leading part in cleaning and painting a boat.

CHIPUKIZI BOOKBINDER

1. Prepare the parts or section for sewing and sew section on tapes.

2. Fold and paste on end papers, glue up and line with muli (or muslin) round the back and add second lining.

3. Cut boards and cover with cloth or paper, and book into case.

CHIPUKIZI CAMPER

- 1. Explain the normal requirements in regards to:
 - Personal kit for a week of camping.
 - Personal kit for a week of hiking.
 - The equipment, rations and menu for a weekend patrol



- 2. Demonstrate the packing of your personal kit for a week of hiking in a rucksack or on a pack - frame or board.
- 3. Explain the principle points to look for when selecting a patrol or troop campsite and describe, with rough plan, how you would lay out a patrol camp with reference to tent, kitchen, sanitation, etc.
- 4. Explain the meaning of: "Camping Standard."
- 5. Make and show four of the following knots in use: Slip Reef, Double Sheetbend, Figure of Eight, Bowline on a bight, Manharness.
- 6. Pack and know how to take care of a patrol tent. Show that you can carry out simple tent repairs.
- 7. Construct a camp latrine.
- 8. When living in camp, cook all meals for yourself for 24 hours to the satisfaction of the examiner or a Scouter. While in camp you must make satisfactory arrangements for storing food and refuse disposal.
- 9. Camp under canvas, or in a weatherproof shelter built of natural materials, with a troop for at least 15 nights.

CHIPUKIZI CANOEIST

- 1. Swim fifty metres in clothing.
- 2. Perform the following in either a single or



two-seater canoe (if in a two-seater, sit in the rear seat):

- Launch canoe in water and "make fast" or
- Get into canoe, paddle 50m offshore, turn and paddle back, demonstrating the correct
 - paddling technique.
- Get out of a waterlogged canoe in deep water, bring the canoe ashore and empty water out.
- Re-embark into canoe from knee-deep water.
- 3. Make simple repairs to a canoe, know what repair kit to carry in a canoe, and show how to maintain a canoe in good condition.

CHIPUKIZI CITIZENSHIP

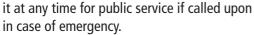
- 1. List the names of 12 local and six non-local
 - heroes and tell the stories of at least four of the local and three of the non-local ones.



- 2. Collect and stick in your book, pictures or cutouts of ten animals and
 - ten plants found in Kenya and discuss them with your patrol.
- 3. Draw up a map of the country with provincial boundaries and towns and locate your home or the area where your parents come from.
- 4. Direct the flag raising ceremony and explain the attitude people should have towards the national flag.
- 5. Name five agencies of the United Nations and briefly say what role each plays.

CHIPUKIZI COMMUNICATOR

1. Demonstrate that you own a bicycle or have used one satisfactorily for at least six months. This bicvcle should be properly equipped and in good working order. You must be willing to use



2. Demonstrate how to make simple repairs, which might include the following (at the discretion of the examiner): change tyre and tube, mend a puncture, replace a brake, adjust a wheel bearing or any part of the machine.

- 3. Demonstrate that you know at least six highway codes and at least six traffic signals, road signs and rules relating to light and reflectors.
- 4. Describe your locality within a radius of 8km of your home or troop headquarters (in towns over 20,000 inhabitants, 3,000m). Guide the examiner to any place of his choice within this radius using the quickest route.
- 5. Know where to find the following: doctors, hospital, health centre or dispensary, police station or post, garage/petrol stations, Regional Provincial Commissioner (P.C.), District Commissioner (D.C.), District Officer (D.O.) or the office and house of the chief and sub-chief.
- 6. Demonstrate how to use a map of the locality and use it to point out at least six examples of (5) above.
- 7. Repeat correctly a verbal message of 24 words in a language you easily understand after a ride of at least one hour's duration.
- 8. Give accurate but simple directions using two languages to a place chosen by the examiner, not more than 2km distant.

CHIPUKIZI COMPUTERIST

- 1. Know how to switch on a computer and "log on."
- 2. Write a short essay on Scouting on computer, using appropriate computer (spellcheck tools program, formatting, etc) where possible.
- 3. Be able to print the essay.

CHIPUKIZI CONSERVATION

- 1. With other members of the troop, investigate the causes and effects of soil erosion and illustrate them in a scrapbook or wall display.
- 2. Prepare a checklist for campers and hikers of "what to do" in order not to destroy or harm the environment.
- 3. Demonstrate through an experiment the effect of good soil or bad soil for growing seeds.
- 4. Together with other members of your unit, carry out two of the following:
 - Make and maintain a nature trail.

- Help clear a stretch of land along a river, creek or lakeside.
- Plant natural screening or landscaping of an unsightly industry or rubbish dump.
- Plan and carry out a patrol anti-litter campaign.
- 5. Take part in a project, which will improve your environment (a local, national or international conservation project).
- 6. Start or contribute to a Scout tree nursery for at least one month.

CHIPUKIZI COOK

1. Set up a properly equipped camp kitchen for a patrol, with open fire and a camp oven, and cook thereon a properly balanced meal. Make tea,

balanced meal. Make tea, coffee or cocoa.

- 2. Store food in a hygienic manner and bring proof that you have cooked satisfactorily for a patrol in camp for at least one complete day.
- 3. Make two of the following: twist damper, flapjack, scone, mandazi, kaimati, chapati.

CHIPUKIZI DRUG ABUSE PREVENTION

- What are the main drugs and substances abused in Kenya and who abuses them?.
- Who is responsible for prevention and stopping the abuse as custodians or gatekeepers of abusers.
- Using drawings, cutouts, cartoons, etc, make a picture story on the dangers of smoking bhang, or taking other illegal drugs.
- 4. What do drugs and substance of abuse do to the health and socio-economic status of
 - (a) Abusers
 - (b) Family of abusers and
 - (a) The community where abusers come from?.

CHIPUKIZI EXPLORER

1. Arrange and carry out an expedition for

yourself and at least two other Scouts (preferably members of your patrol). This expedition should be at least two days (one night) in duration in a part of the country not



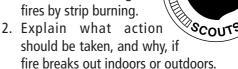
- previously visited. The actual route should be chosen by the Scout and approved by the examiner. All equipment should be carried in rucksacks and include all food. Each rucksack should weigh not more than 14kg.
- 2. Select a project and submit it to the examiner for approval. The type of project should involve simple exploration such as identifying and mapping all footpaths within a one kilometre radius of a given point. Carry this project out alone or with a companion to the examiner's satisfaction.
- 3. Complete a journey, with a companion, of three kilometers using compass bearings only. Four different bearings should be used. A map may be used.

CHIPUKIZI FIRE FIGHTER

1. Explain how the local fire brigade works in towns and cities.

OR:

In rural areas, explain the purpose of firebreaks and how to control grass fires by strip burning.



3. Describe the various methods of calling the fire service (where there is a fire service) and the correct procedure to be taken. Display knowledge of what happens from the time you call to the time the fire service arrives at the scene. Describe the essential actions to be taken while awaiting the arrival of the fire service and the reasons for such actions.

OR:

Where no fire station exists, describe actions to be taken in case of fire.

- 4. Explain the dangers of: oil lamps, all types of heaters and stoves, electrical wiring, fuses, gas cookers and switches. Describe precautions you can take to avoid these dangers.
- 5. Take part in a bucket chain,

OR:

Explain how to use a Stirrup Pump, a Soda Acid Extinguisher (usually a large conical cylinder pattern painted red) or a Carbon Tetrachloride Extinguisher ("Pyrene" type small cylinder of polished brass) and on what kind of fire they should be used. Demonstrate how to deal with a person whose clothes are on fire.

6. Demonstrate crowd control methods (keeping crowds away from danger areas).



- 7. Give a simple explanation of the process of combustion; understand how people are affected by smoke and heat, and; demonstrate how to act in a smoky room or situation.
- 8. Demonstrate proficiency in making a Chair Knot and Bowline on a Bight.

CHIPUKIZI FIRST AIDER

- 1. Show the position of the main arteries and how to stop external bleeding from veins and arteries.
- 2. Explain how to treat snakebite.
- 3. Demonstrate how to deal with shock, including electric shock.
- 4. Demonstrate how to apply the "triangular bandage" to scalp, hand, foot, knee and elbow. Demonstrate how to apply the "roller bandage" to all limbs. In each case the demonstration will include applying the dressing.
- 5. Demonstrate the cardio-pulmonary resuscitation (CPR) method.
- Demonstrate how to send the correct message
 oral or written in case of an accident.
- 7. Fractures:
 - Demonstrate how to deal with fracture of the collarbone.
 - Explain how to immobilize a fractured limb.
 - Explain precautions to be taken when moving a patient if fractures are suspected.
- 8. As a member of a team of three or four Scouts, deal with a simulated accident staged by the examiner. The examiner will test for calmness, resourcefulness, and proper treatment of the patient at all stages.

Note: Possession of St. John's Ambulance or Red Cross Junior Certificate does not exempt anyone from any of the items above.

CHIPUKIZI FISHERMAN

- 1. Catch, prepare and cook a fish.
- 2. Name five different kinds of fish that inhabit local waters (local names will do).
- 3. Demonstrate how to fit up a rod, line and casts.
- 4. Explain the rules concerning the "closed season," as well as fishing limitations on size and weight of fish.



- 5. Explain the "courtesy on the riverside."
- 6. Explain the sizes of hooks, choose the most suitable and explain the bait.
- 7. Demonstrate the correct way to use a landing net.
- 8. Make a float.

CHIPUKIZI HOME NURSING

Following consultation with medical professionals:

- Demonstrate how to choose, prepare and ventilate a sickroom and how to prepare a bed for a patient.
- 2. Bathe a patient and give medicine. Demonstrate how to take a temperature, pulse and respiration.
- 3. Demonstrate how to prepare invalid food and serve it in an attractive manner, a little at a time.
- 4. Demonstrate how to prepare dressings and how to apply a roller bandage to hand, knee and foot.
- 5. Carry out all the above under camp conditions (as well as in a sickroom) and know how to prepare a stretcher.

Note: A Scout who holds the St. John 's Ambulance or Red Cross Home Nursing Certificate is exempt fr om Tests 1-4, but must be examined in T est No. 5.

CHIPUKIZI JOBMAN

Demonstrate ten of the following, of which at least five must be selected by the examiner:

- Paint a door or gate.
- Whitewash or plaster a wall.
- Renew the handle of a jembe, panga or axe.
- Repair a bicycle puncture.
- Make a useful box, with hinges and padlock, and paint it.
- Sharpen a panga, knife or axe.
- Make a pair of sandals.
- String a bed.
- Repair a cattle boma fence.
- Sew on a button and neat patch.
- Make a neat haircut.
- Clean and change the wick of an oil lamp, or renew the mantle of a pressure lamp.





- Explain how to deal with a burst
 - water pipe.
- Replace a tap-washer and adjust a ball cock.
- Adjust an electric bell, replace a bulb and shade, and mend a fuse.
- Put a roof on small building, or repair a leaking roof.
- Clean and polish a car.
- Cut the top neatly from a debe (tin), and fix a handle, so as to form a water-carrier.

CHIPUKIZI JOINER

- Using a screwdriver, drive in screws up to 5cm without damage to wood or screws.
- Nail on a packing case lid correctly, using 5cm wood and 5cm nails.
- 3. Divide lengthwise with an ordinary saw 2.5cm thick board 0.6m long, the cut not to deviate from the line by more than 2mm.
- 4. Sharpen a chisel and plane iron and use them to make a Housing, Tenon, Mortise and halved Joint.
- Either dovetail two pieces of wood together with not less than five dovetails, or make a properly framed stool, chair or other piece of furniture.
- 6. Distinguish woods in local use and know the nature and common uses of each.

CHIPUKIZI LEATHER WORKER

 Sole and heel a pair of boots or shoes, either sewn or nailed, and generally repair boots, shoes or leather sandals, OR:



Produce an article made by yourself, such as a handbag, wallet or purse. This item must have a design — modeled and stained.

- 2. Demonstrate how to use and mix various stains.
- 3. Explain and name the tools required.
- 4. List different kinds of leather used and how to select them; or how to cure hide or skin.

CHIPUKIZI LIFESAVER

- 1. Demonstrate one method of rescue and release in water with a patient about the size of the rescuer. Patient to be carried 9 metres.
- 2. Demonstrate the revised
 Sylvester Method of
 respiratory resuscitation. Using a training
 model, demonstrate the mouth-to-mouth
 method of respiratory resuscitation (in no
 circumstances will a living person be used for
 demonstration, training or testing purposes).
- 3. Swim 50m on your back wearing shirt and shorts and with a light lifeline attached to you.
- 4. Throw a lifeline that falls between two pegs at least twice out of every three throws. Pegs to be 1.2m apart and 12.2m from thrower.
- 5. Demonstrate method of rescue in the following:
 - Unconscious patient in burning house.
 - Contact with live electric wire.

CHIPUKIZI METEOROLOGIST

- 1. Keep a daily record of your observations of the weather for one month.
 - The record should include at least four of the following: wind force and direction; cloud type and amount; temperature; pressure and rainfall. (All measurements and records to use the Beaufort Scale.)
- 2. Construct a simple rain gauge and wind vane and show how to put up these instruments to obtain reliable records.
- 3. Be able to explain the formation of dew, mist and rain.
- 4. Briefly name and describe three different ways in which clouds are formed.
- 5. Describe at least one natural sign that foretells dry weather and one that foretells rain.

CHIPUKIZI MUSICIAN

- 1. Provide an eight minute music programme at a camp fire consisting of:
 - A solo item performed by yourself.
 - Lead group in singing well-known African, European or Asian songs.



 Read at sight a simple tune, either singing unaccompanied or playing on an instrument. In case of singing you may use either staff or solfa notation.

OR:

Demonstrate competence in playing a musical instrument by either carrying a tune or playing it as an accompanied to a song chosen by the examiner.

3. Transpose a simple tune from staff notation to tonic solfa, treble or bass clef,

OR:

Transpose a simple tune from treble clef to bass-clef or vice versa.

4. Know (both tune and words) at least 12 songs or rounds, African, Asian or European music, suitable for use in community singing.

CHIPUKIZI NATURALIST

1. Keep a diary for six months that records dates and places of at least ten birds, ten plants, ten trees, ten butterflies and/ or moths as well as short



account of other animals seen. Illustrate the records with pencil sketches or photographs, carbon impressions of leaves, pressed specimens or cutouts.

 Make a collection of 20 different species of wild flowers, ferns, grasses and weeds, giving names and places where they were found. Give a short description of at least ten of the specimens,

OR:

Make a collection of photographic or carbon impressions, sketches or plaster casts of the leaves of 20 different trees and five shrubs. Give names, places and dates of where the specimens were found. Give a description of ten of the trees and three shrubs indicating where they come from,

OR:

Make 15 sketches of animals or birds from life and give the life history of five of them,

OR:

Keep a simple aquarium for three months, stocked with specimens you have collected. Discuss your observations with the examiner.

CHIPUKIZI OARSMAN

 Take charge of a small dingy or similar craft in response to orders that shall include: sculling over the stern, anchoring, bringing alongside and making fast.

Demonstrate the right way to board a boat with either stores or people. Show how to trim it correctly.
 Use a heaving line

3. Use a heaving line from a boat.

4. Name and explain the safety rules applicable to boating.

5. Demonstrate how to board a dingy from the water

6. Name all parts of a boat and gear and draw and label a diagram of a boat.

CHIPUKIZI OBSERVER

1. After one minute, be able to remember 24 out of 30 different articles and objects. (This test to be performed twice with different articles or objects each time.

Every remembered article or object to be

2. Using hearing alone, recognize eight out of ten simple sounds.

adequately described.)

3. Using smell alone, recognize four out of six familiar liquids or solids blindfolded.

- 4. Follow two simple nature trails (each one kilometre long) containing at least 20 signs (these 20 should be composed of at least five different kinds of signs) made of natural materials. Test to be performed on ground the Scout is unfamiliar with and, if possible, in varying weather conditions.
- Give an accurate account of an incident lasting not less than one minute and involving at least three persons. This report, oral or written, must include a full description of one of the persons involved (to be selected by the examiner).

CHIPUKIZI PHOTOGRAPHER

 Take pictures with any camera, develop and print three photographs of wildlife (birds nests, trees, nature scenes, etc). Take three photographs of different aspects of a potential

campsite. Take three photographs of people (such as a group of Scouts), who should not be aware they are being photographed.

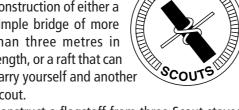
2. Discuss 12 photographs supplied by the examiner and



- arrange them in order of merit and/or appeal. State your reasons for ordering them thusly.
- 3. Name three main differences between still-life and motion picture photography and mention one of the latest developments in any of the two fields.

CHIPUKIZI PIONEER

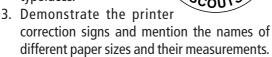
- 1. Demonstrate (with ropes, etc) two of the following:
 - Two types of holdfast for different types of soil.
 - A West Country Whipping.
 - An Eye Bowline.
- 2. Pass or re-pass the Scouting skills tests in Tawi Stage.
- 3. Supervise t h e construction of either a simple bridge of more than three metres in length, or a raft that can carry yourself and another Scout.



- 4. Construct a flagstaff from three Scout staves using sheer end-to-end lashings and fixed with adjustable guy-ropes.
- 5. Demonstrate a satisfactory method of purifying contaminated water, OR:
- 6. Demonstrate three methods of lighting a fire without using matchsticks.

CHIPUKIZI PRINTER

- 1. Set up by yourself a handbill or page of type and produce machined prints.
- 2. Describe the point system of type and mention the names of three common typefaces.



4. Briefly describe the process involved in any machine printing.

CHIPUKIZI PUBLIC SPEAKER

- 1. Recite from memory a piece of good prose and some lines of verse in either English or Kiswahili.
- 2. Make a five-minute speech to the troop on a subject chosen by



- yourself and approved by the examiner. This may be done at a campfire or troop meeting.
- 3. Read aloud or recite a piece of prose chosen by the examiner, who will judge diction, emphasis and poise. (The Scout may practice reading the piece first.)
- 4. Discuss and explain the most important rules of good public speaking.

CHIPUKIZI RADIO MECHANIC

- 1. Connect a wireless receiver to its external connections including aerial, earth and power supply.
 - Demonstrate knowledge of the safety precautions necessary with main sets.
- SCOUTS 2. Construct a very simple wireless receiver and tune it to a local broadcast or other transmitter signals receivable on headphones or loudspeaker. Kits may be used.
- 3. Soft solder a joint between two copper wires smaller than 16 SWG.
- 4. Run the wiring for an extension loudspeaker neatly from one room to another and ensure that both loudspeakers operate simultaneously and satisfactorily.
- 5. Demonstrate knowledge of how to minimize interference from domestic appliances, with broadcast and television receivers.

CHIPUKIZI READER

- 1. Prior to the test, give the examiner a list of at least six books of reasonable size (other than school set books) from those that you have read during the previous 12 months. Not more than three books by any one author.
- 2. Discuss these books with the examiner, explain why you read them and answer questions on the contents of the books.
- 3. Demonstrate how to care for books.
- 4. Write a summary (of not more than 200 words) on the contents of one of the selected books.

CHIPUKIZI REPRODUCTIVE HEALTH EDUCATION

- 1. Make a list of the traditional roles of boys and girls in the community and explain how society helps to form these roles.
- 2. Visit the nearest health centre and write down



3. Explain how to prepare a baby's food and demonstrate how to bathe a baby properly. Learn two lullabies and sing them to the patrol.



- 4. Find out three main causes of teenage pregnancies and how to prevent it.
- 5. Demonstrate how to make oral dehydration salts and name four ways of preventing diarrheal diseases.

CHIPUKIZI ROPE MAKER

- Name at least three fibre plants and produce fibre from one of them.
- 2. Make out of fibre, collected by yourself, a three-strand rope of minimum length three metres and diameter 10mm.



- 3. Demonstrate four different types of rope and how to make each of them.
- 4. Name five uses of rope and demonstrate at least four of them.
- 5. Demonstrate how to care for a rope.
- 6. Make three of the following splices: Back Splice, Short Splice, Long Splice and Eye Splice.

CHIPUKIZI SAILOR

- 1. Explain the movement of currents.
- 2. Describe the different parts of a boat (spar, sails, rigging, etc).
- 3. Demonstrate and explain how to right a capsized boat and board it again.
- 4. Get a sailing boat under way, come about and return to shore, using the appropriate orders to the crew (if any). Demonstrate how to sail under normal weather conditions.
- 5. Demonstrate and explain how to use a life jacket.

CHIPUKIZI SCRIBE

- 1. Write a letter from memory on a subject discussed verbally five minutes earlier.
- 2. Name the Kenyan surface postage rates, the airmail rates to Africa and the rest of the world,

- and name any three-parcel delivery services other than the post office.
- 3. Reduce a passage (chosen by the examiner) of about 200 words to 50 words, while still retaining the essential meaning of the passage.
- 4. Write a satisfactory report of a meeting, camp, etc.
- Keep a patrol log satisfactorily or a personal log of your Scout activities for at least six months.

CHIPUKIZI SIGNALLER

1. Send and receive a message of not less than 80 letters at rate 6 (30 letters per minute) in Semaphore; or rate 4 (20 letters per minute) by flag in Morse.

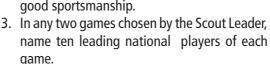


- 2. Send and receive a similar message in Morse on:
 - A buzzer at rate 5 (25 letters per minute).
 - A lamp at rate 4 (20 letters per minute).
- Demonstrate that you know recognized procedures when sending and receiving messages.

Note: 80% accuracy is required for all tests.
Outdoor stations for sending and receiving
to be not less than 80 metres apart.
Buzzer stations to be in separate rooms.

CHIPUKIZI SPORTSMAN

- 1. Name the rules of two outdoor games. Be capable of acting as a referee or other official in one such game.
- 2. Take an active part in at least two types of team games and show reasonable proficiency and good sportsmanship.



4. Name at least one indigenous African game or children's game and teach one other person how to play it.

CHIPUKIZI STAMP COLLECTOR

1. Collect not less than 1,000 stamps in good condition.



SCOUTS

- 2. Neatly mount and systematically arrange your collection.
- 3. Identify 12 stamps shown by the examiner and identify simple watermarks.



4. Demonstrate a knowledge of the basic concepts of stamp collecting.

CHIPUKIZI SWIMMER

- 1. Swim 25 metres with clothes on and undress in water with feet off the bottom.
- 2. Swim 25 metres breaststroke, 25 metres backstroke and 25 metres any style (making 75 metres total).
- 3. Recover an object at least 1 kg weight lying six feet underwater. Use your hands to recover the object.
- 4. Execute a neat dive or stride jump from the pool or bankside.
- 5. Demonstrate the cardio-pulmonary resuscitation (C.P.R) method.

CHIPUKIZI TRACKER

1. Demonstrate an ability to stalk and use cover, camouflage, winds, shadows and background by doing the following by day: (In rural areas): Cross 1km of open country to



(In towns): Without being seen, follow another person (appointed by the examiner) for 1 km and report on their actions.

- 2. Conceal yourself against three different backgrounds. If possible, do this under varying weather conditions.
- 3. Do one of the following by night:
 - Approach, unseen and unheard and within a reasonable distance according to local conditions, an observer whose position is known.
 - Locate two observers stationed at a reasonable distance apart (according to conditions prevailing at the time of the test)

- and pass between them without being observed.
- 4. Give proof of having stalked and studied at least four wild animals or birds in their natural state by describing the results of your observations or by producing sketches or photographs taken.
- 5. Make at least three plaster casts of the track of animals, one of which must be wild.

CHIPUKIZI UTAMADUNI

- 1. Fulfill all requirements in the Sungura section under Utamaduni Badge.
- 2. Stage one play or two dances from a Kenyan community.



- 3. Identify traditional costumes as worn by different age groups in your community.
- 4. Draw or make a model of a traditional home.
- 5. Make one traditional musical instrument and demonstrate how to use it.
- 6. Describe the traditional value of domestic animals.
- 7.Identify or name at least three traditional medicines or poisonous trees or fruits.
- 8. Cook a traditional dish of your community for your patrol.

CHIPUKIZI WORKER

- 1. Execute some work in beaten brass, sheet, iron or copper.
- 2. Exhibit the tools used and demonstrate the uses of each.



- 3. Explain the compositions and properties of solders and fluxes.
- 4. Make and solder a tin to measure, with a lid
- 5. Convert waste metal into a usable item using metal work skills.
- 6. Name at least three metal working machines and explain their functions.

CHIPUKIZI YOUNG FARMER

To gain this badge the Scout must complete all the tests of one of the following categories:



A. Agriculture

- 1. Cultivate one acre (1/10 hectare) and grow at least three types of crops, bearing in mind the requirements of crop rotation.
- Keep records of crops planted (quantities, dates, position) and show the examiner some of the products.
- 3. Describe the system of farming recommended in your district.
- 4. Name the food crops grown in your district, state time of planting and harvesting, as well as method of marketing and approximate local cash value.

B. Poultry:

- Keep at least six chickens for a minimum of 12 months and demonstrate a practical knowledge of:
 - Advantages/disadvantages of two popular breeds in relation to their value as egg producers and eating (taste).
 - Handling birds and recognizing those that are not healthy.
 - The common diseases of poultry prevalent in the area and how to deal with them.
- 2. Demonstrate the treatment of a broody hen, and then explain how to feed chicks and young birds and the different methods of rearing them. Describe how to produce poultry in sufficient number for commercial purposes.
- 3. Explain how to prepare a chicken for cooking.

C. Rabbits

 Keep and rear rabbits for at least 12 months. Make a hutch. Then, measure different rations to show the

- appropriate proportions of cereals, roots and green stuff.
- Describe the best breeds, the weight and the qualities of a good rabbit for eating.
- 3. Skin a rabbit and prepare it for market.

D. Cattle

- Keep and rear a young calf for at least 12 months (or up to the age of weaning. The calf may be reared either on its mother or bucket-fed).
- 2. Demonstrate:
 - How to milk a cow.
 - How to handle a calf.
 - How to feed calves and older cattle.
- 3. Name two main cattle diseases and explain how they are treated.

E. Sheep or Goats

- 1. Keep and rear a kid or lamb for at least 12 months.
- 2. Demonstrate a practical knowledge of handling, feeding and managing a sheep/ goat.
- 3. Describe the damage goats or sheep can cause.
- 4. Name two main diseases of sheep or goats and explain how to treat them.

F. Pigeons

- 1. Keep and care for pigeons for at least 12 months.
- 2. Describe the proper diet and feeding schedule of pigeons.
- 3. Explain symptoms of the main pigeon diseases and how to treat them.
- 4. Demonstrate ability to handle birds, including attaching messages or rubber rings to bird legs.

Join Scouts Fight Drug Abuse

If this book is lost and you find it, please send it to the address shown on page 1 or to:
The Kenya Scouts Association
P.O Box 41422 Nairobi
Tel: 568111,570794
Fax: 573799



This record book has been produced with the generous support of UNFPA and UNDCP Kenya.



THE KENYA SCOUTS ASSOCIATION

CHIPUKIZI SCOUT

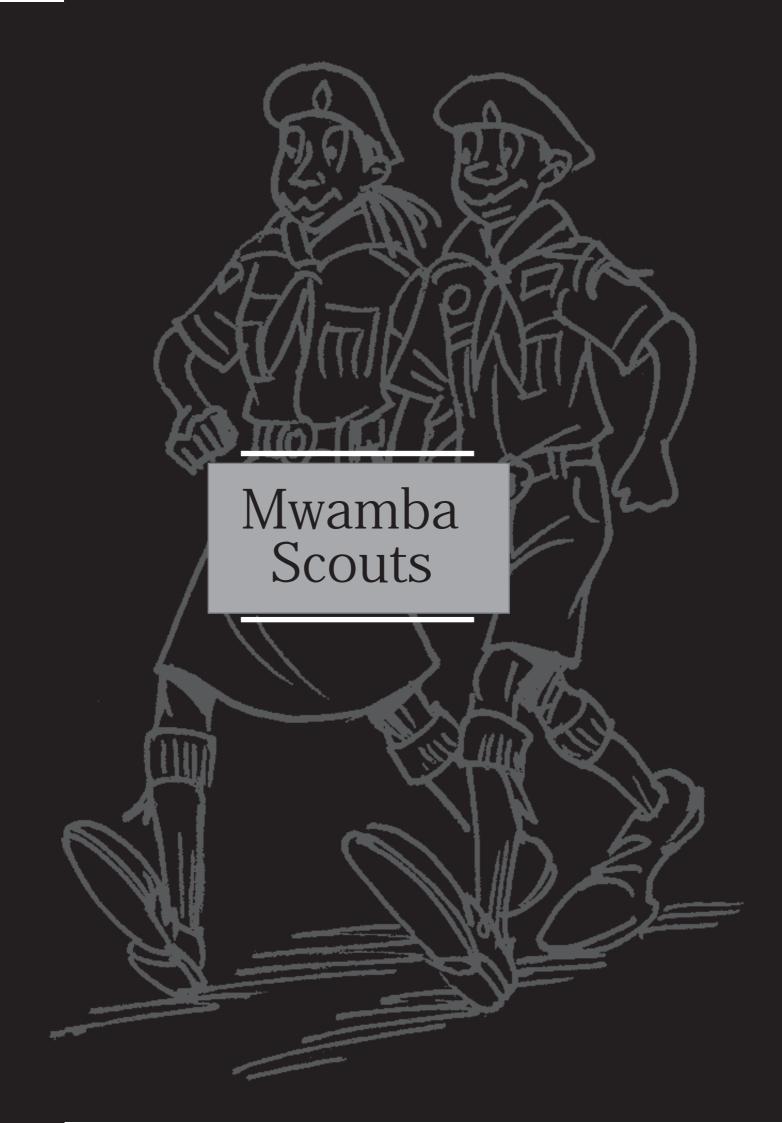
MEMBERSHIP

and

progress record card

KAS No: 02124

CHIPUKIZI SAMPLE CARD



The Mwamba scouts promise:

On my honour,
I promise that I will do my best;
To do my duty to God, and my Country;
To help other people at all times;
To obey the Scout Law.

THE MWAMBA SCOUT LAW:
As in Chipukizi and Jasiri sections

THE MWAMBA SCOUT MOTTO:
"Look Wide."

THE MWAMBA SCOUT SECTION COLOUR:

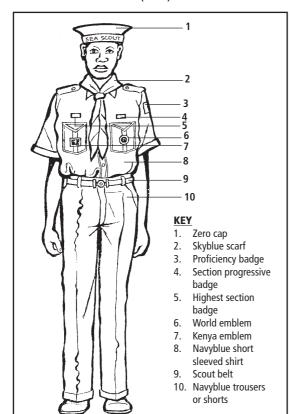
Maroon

THE MWAMBA SCOUT AGE BRACKET:

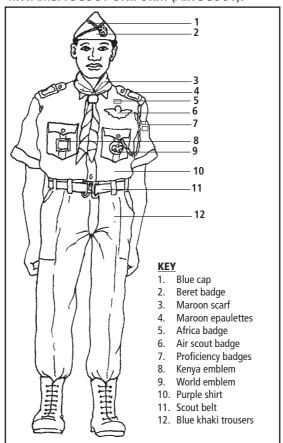
Mwamba Uniforms

MWAMBA SCOUTONIFORM (BOY) 10 Green beret Beret badge Maroon scarf Maroon epaulettes Short/long sleeved khaki shirt Africa scout badge Mwamba scout badge 8. Proficiency badges World emblem 10. Scout belt 11. Grey khaki trousers 12. Simba badge 13. Kenya emblem

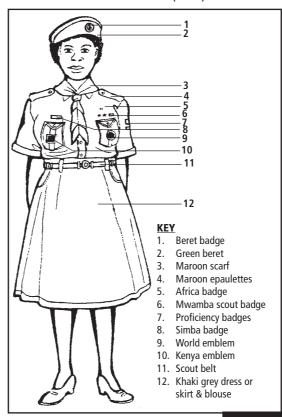
MWAMBA AND JASIRI SECTION SEA SCOUT UNIFORM (BOY):



MWAMBA SCOUT UNIFORM (AIR SCOUT):



MWAMBA SCOUT UNIFORM (GIRL)



Introduction

The Mwamba Scout section is meant for young people between ages 15 and 18 years. The requirements for Mwamba Scouts include:

- 1. A Pre-Investiture stage compulsory for all young people joining Scouting for the first time at this stage.
- 2. Three compulsory stages (Mwanzo, Mwangaza and Kilele) each with a corresponding badge.
- A series of proficiency badges designed to test individual skill, interest or choice. A Scout may attempt any proficiency badges after Investiture but none may be won before attaining the Mwanzo Badge.
- A Bushman's Thong and corresponding Airman and Seaman's Badge for Air and Sea Scouts respectively. These are attained on completion of the Kilele Stage and several specified proficiency badges.

5. The Simba Scout Badge. This is the highest badge that a Scout can attain in this section.

PRE-INVESTITURE STAGE

This section is meant for new Scouts who have never been in the movement before. Before the new Scout is "invested" —(officially joins) — as a Mwamba Scout he must do the following to the satisfaction of the Mwamba Scout Leader:

- State the Mwamba Scout Motto and age bracket.
- 2. Demonstrate the Scout sign, salute and handshake.
- 3. Say the Scout Law and Promise and explain their meanings.
- 4. Describe the origin and history of Scouting.
- 5. Tie the following knots: Reef Knot, Clove Hitch, Sheet Bend and Fisherman Knot.
- 6. Demonstrate how to hoist and break the National Flag.

Note: The Investiture Ceremony is conducted as in the Chipikuzi Scout Section.

Mwamba scouts standard badges

MWANZO STAGE

Before being awarded the Mwanzo Badge the Scout must satisfactorily complete the following tests to the satisfaction of the Mwamba Scout Leader:

1. SCOUTING SKILLS

(a) Make a rope at least

three metres long and use it to tie the following knots:

- Reef Knot
- Sheet Bend
- Clove Hitch
- Fisherman's Knot
- (b) Do at least three of the following:
 - Demonstrate how to find your way without the aid of a compass.
 - Demonstrate how to stop bleeding, dress a wound and how to use a n d care for a First Aid Kit.
 - Construct a shelter or pitch a tent with your patrol.
 - Explain and demonstrate what to do in case of fire or accident.
 - Make a stave of at least your height and show how to use it to estimate distance and heights.

2. CONSERVATION

- (a) Plant a tree and care for it for a period of at least three months.
- (b) Do one of the following:
 - Demonstrate an understanding of the food chain by either organizing a game based on it or constructing a model.
 - Draw a vegetation map of the local area showing the vegetation types found there.

3. HEALTH AND SANITATION

- (a) Demonstrate proper care of clothes by:
 - Making simple repairs.
 - Washing.
 - Ironing.
 - Folding and storing.

(b) Name at least five diseases that can be prevented by immunization and draw a functional immunization chart.

4. PHYSICAL DEVELOPMENT

- (a) Lead the patrol in body building exercises for at least two months or for eight troop meetings.
- (b) Act as a referee for at least one game and teach somebody how to play it.

5. SCOUTING SPIRIT

- (a) Participate in a community service activity with the patrol or troop for at least eight hours.
- (b) Do a good turn daily for at least forty days and report to the Mwamba Scout Leader.
- (c) Illustrate the Scouting spirit by making a handcraft item like a carving, drawing, painting, etc.

6. SPIRITUAL DEVELOPMENT

- (a) Lead the whole troop in an interdenominational prayer.
- (b) Explain how to relate the Scout service to ones religious beliefs.
- (c) Read a passage from a holy book and interpret it according to your understanding.

7. CITIZENSHIP

- (a) Organise a cultural dance with the patrol for campfire entertainment.
- (b) Sing the national anthem in Kiswahili and English and explain its meaning.
- (c) Recite the loyalty pledge and comment on its meaning.

8. EDUCATION AND LITERACY

- (a) Read at least two of the following (for at least one of them present a summary to the Scout Leader):
 - Scout Leaders Programme Handbook.
 - Scouting for Boys.
 - Any three issues of the Kenya
 - Scouts Magazine.
 - Any three conservation bulletins (Swara, Komba, etc).



 Keep a record book on current issues related to Scouting for a period of at least one month.

9. AGRICULTURE

- (a) Take part in starting a patrol project on beekeeping, vegetable gardening, fish farming or any other similar project. Participate actively in maintaining the project with the patrol for at least three months and keep a record of the projects' progress.
- (b) Demonstrate the proper maintenance and use of any four farm implements such as an axe, panga, jembe, etc.

10.REPRODUCTIVE HEALTH EDUCATION Do any three of the following:

- (a) Draw and label the human reproductive system and explain to the patrol the functions of each part.
- (b) Describe to your patrol a difficult decision you had to make and discuss the factors that influenced your decision.
- (c) Find out from elderly relatives about the taboos associated with courtship, marriage and sex and report to your patrol.
- (d) Find out the average family size in your community and discuss with your patrol the advantages and disadvantages of various family sizes.
- (e) Define drug, drug abuse, drug abuser, drug addiction and drug dependency.
- (f) Explain the following classes of drugs: stimulants, sedatives, curative.

MWANGAZA STAGE

Before gaining the Mwangaza
Badge the Mwamba Scout must
have completed and passed the
Mwanzo Stage and must also
do all of the following to
the satisfaction of the
Mwamba Scout Leader:

1. SCOUTING SKILLS

- (a) Demonstrate how to whip a rope using either Sailor Makers Whipping, Eye Splice, Short Splice or Back Splice.
- (b) Tie and explain the uses of the following knots:
 - Bowline.
 - Round Turn and two half hitches
 - Sheep Shank

- Fireman's Chair Knot
- Manharness
- Rolling Hitch
- (c) Make a trestle and at least two functional camp gadgets.

2. CONSERVATION

- (a) Plant at least ten trees and care for them. Participate in a rural tree planting forestry programme for at least three days (not necessarily continuously).
- (b) Name four endangered animals or plant species and for any two of them suggest at least four methods of protecting each.

3. HEALTH AND SANITATION

- (a) Do one of the following:
- Dig a compost pit with the patrol
- Collect litter in the home or locality for at least one month.
- (b) Explore the immediate environment with the patrol, identify five real or potential health hazards and suggest possible solutions.
- (c) Implement at least two of the suggested above with the help of the patrol.

4. PHYSICAL DEVELOPMENT

- (a) Explain the importance of physical fitness and name three diseases that can be prevented by regular exercise.
- (b) Take part in a local game (football, volleyball, netball, etc) at least five times.
- (c) Take part in organizing a local sports meeting.

5. SCOUTING SPIRIT

- (a) Participate in a community service project for at least four days.
- (b) Explain the patrol system and the history of Scouting in Kenya and the rest of the world.
- (c) Explain how Scouting is organised within the local association.

6. SPIRITUAL DEVELOPMENT

- (a) Make a list of at least five world religions. Briefly describe the origin and major teachings of at least two of them.
- (b) Participate actively in organizing a local religious activity.

7. CITIZENSHIP

- (a) Take active part in celebrations of at least two national or social days.
- (b) Identify at least two nearby projects funded by bodies such as the United Nations or non-

governmental organizations and explain how they are run,

OR:

Draw a chart or model showing the organization of the Government in Kenya.

8. EDUCATION AND LITERACY

- (a) Teach a patrol of new Scouts the Scout Law and Promise and explain the meaning in either English or Kiswahili.
- (b) Help in at least two sessions of adult literacy classes or any community education or service project.

9. AGRICULTURE

- (a) Explain the common diseases of at least two local food crops and suggest at least three control measures for each.
- (b) Observe common domesticated animal which provides a food source and state its major feeding, breeding and other habits. Make a drawing of the animal showing its physical structure or describe its appearance.
- (c) Demonstrate the correct techniques of sowing, weeding and harvesting any one crop.

10.REPRODUCTIVE HEALTH EDUCATION

Do any three of the following:

- (a) Prepare a display with your patrol depicting commercial exploitation of sexuality in your community.
- (b) Visit a family planning resource centre or expert and find out about family planning resources and how they are made accessible to the community. Present a brief report of your findings to the patrol.
- (c) Complete a list of common beliefs concerning what a pregnant woman should or should not do. Find out (with the help of your patrol and of experts) which of these beliefs are true and which are not.

OR:

Compile a list of some of the problems and attitudes associated with inter-cultural marriages and discuss with your patrol ways in which these can be overcome.

(d) Describe some of the physical and emotional changes associated with puberty,

OR:

Discuss with the patrol how they feel about parenthood and list down the responsibilities of being a good parent.

- (e) Problems associated with alcoholism.
- (f) Explain the mental, social and sexual behaviors after taking drugs.

KILELE STAGE

In addition to passing the Mwangaza Stage, the Mwamba Scout must do the following to the satisfaction of the Mwamba Scout Leader to gain the Kilele Badge:

the mba

1. SCOUTING SKILLS

- (a) Carry out the following:
 - Lead a patrol to a destination designated by the leader using a map or following woodcraft signs.
 - Set a trail not less than one kilometre long using woodcraft signs.
- (b) Help in organizing a camp for a younger section and take part in it if possible.
- (c) Camp for at least ten nights, two of which must be continuous.
- (d) Explain the basic rules of road safety and lead the patrol in dealing with a mock "road accident."

2. CONSERVATION

- (a) Study either two mammals or birds or one reptile or fish. Make a report in English or KiSwahili on the animal's body form, breeding, social and feeding habits, etc, to the Mwamba Scout Leader.
- (b) Establish a tree nursery or trenched garden with the patrol.
- (c) Illustrate the water cycle with a drawing or a model and identify at least four methods that can be used to prevent soil erosion in the locality.

3. HEALTH AND SANITATION.

- (a) Demonstrate how to prepare and apply dressings on the hand, knee and foot.
- (b) Demonstrate how to deal with the following ailments:
 - Fractured limbs.
 - Bleeding from any part of the body.
 - Shock
- (c) Identify the major pressure points in the body.
- (d) Explain the dangers of any two infections and contagious diseases such as AIDS, colds or diarrhea and explain at least three preventive measures of each.

4. PHYSICAL DEVELOPMENT

(a) Take part in any field or track event as specified in the Mwamba Athlete proficiency badge and conform to the standard requirement of the event.

(b) Organise and take part in a 20km patrol route march over challenging terrain and lasting at least one day and make a verbal report.

5. SCOUTING SPIRIT

- (a) Establish contact with at least one local or overseas pen pal and exchange letters or ideas at least five times.
- (b) Describe the structure of the World Organization of the Scout Movement (WOSM) by making a model drawing.
- (c) Identify at least four ways in which Scouts could help the local community and explain them.

6. SPIRITUAL DEVELOPMENT

- (a) Organise and conduct a Scouts Own.
- (b) Compose a prayer that can be said in a multi-denominational gathering and recite or write it down.

7. CITIZENSHIP

- (a) Demonstrate how to organise a patrol or troop parade.
- (b) Discuss the relationship between birthrate, food production and national distribution of wealth.
- (c) Draw a diagram or make a model showing the Kenyan Government's administrative organization from the village to the provincial level.

8. EDUCATION AND LITERACY

- (a) Describe common ways of running a troop library including protection of books, indexing and issuing procedures.
- (b) Design two suitable teaching aids for use in an adult literacy class.

9. AGRICULTURE

- (a) Demonstrate how cereal or other food used in camping can be preserved to last longer.
- (b) Design suitable teaching aids for use in an adult literacy class.

10.REPRODUCTIVE HEALTH EDUCATION

- (a) Find out with the patrol the situation of child abuse and rape in the community and outline five things that can be done to prevent it.
- (b) Compile a list of ten items depicting disaster or tragedies affecting families as reported in the media (fires, accidents, divorce, etc). Discuss these with your patrol and suggest how each could have been avoided.

- (c) Prepare and present to your patrol a short talk on "popular myths on sex in our society today."
- (d) Identify at least four ways by which you can recognize a drug addict.
- (e) Make a poster encouraging drug demand reduction.
- (f) State and explain the steps leading to drug addiction.
- (g) Explain how you will help a friend who is a drug addict to overcome the problem.
- (h) Explain the effects of drug abuse in the family and the community.

THE BUSHMANS' THONG

This is a plaited leather thong worn on the right shoulder. Before being awarded the Bushman's Thong, a Mwamba Scout must:



- Hold the Kilele Badge.
- Hold the Senior Venturer Badge and any three other proficiency badges.
- Make his/her own thong. The necessary materials are obtainable from the local Association badge secretaries or the Scout headquarters.

THE AIRMANS BADGE

This badge is worn on the left shoulder. To attain it a Mwamba Scout must hold the Kilele Badge the Venturer Badge and any three other proficiency badges.



Chipukizi jobman badge

THE SEAMANS BADGE

This badge is worn on the right shoulder. To attain it a Mwamba Scout must hold the Kilele Badge, the Venturer Badge and any three other proficiency badges.



NOTE: The above three badges are alternatives and only one may be worn. The Seaman's and Air man's badges ar e restricted to Sea and Air Scouts.

THE SIMBA BADGE

This is the highest badge that a Mwamba Scout can attain. The badge is a warded with a corresponding Simba Scout Certificate. Both the badge and the certificate are only awarded with the



approval of the Executive Committee of the Kenya Scout Council.

The Patron, Chief Scout, Chief Commissioner or their appointee may present the Simba Badge at a suitable occasion. The award of a Simba Badge not only acknowledges that a Mwamba Scout has attained a high level of Scoutcraft training but also that he/she has in various ways used the acquired knowledge for the benefit of society.

On acquisition, the Simba Badge may be worn as long as one remains a Mwamba or Jasiri Scout, or until it is replaced by the Chief Scout Award Badge in the Jasiri Section. But should one train and become a Scout Leader of any section then the Simba Badge, like all others, must be surrendered.

Before being awarded the Simba Badge, a Mwamba Scout must satisfy the following conditions:

- 1. Hold the Kilele Badge and the Bushman's Thong, Airman or Seaman's' Badge.
- 2. Hold the following proficiency badges:
 - Mwamba Venturer, or President Awards Scheme silver medal
 - Mwamba Lifesaver or Swimmer Badge.
 - Mwamba Conservation Badge or any Mwamba Health Badge.
- 3. Satisfy both the Area Commissioner and the L.A. that he has, over a period of at least six months, given regular service to the community. (Note: A Mwamba Scout who holds the Instructor Badge, Aid to the Handicapped, Presidents Award Gold, etc, may qualify under this rule.)
- 4. Produce evidence of good conduct and service to the community. This evidence may be in form of a recommendation from a reputable person not related to the Scout and is accepted at the L.A.'s discretion.
- 5. Be at least 16 years of age.

Mwamba scouts proficiency badges

MWAMBA AFRICA FRIENDSHIP BADGE

- 1. Demonstrate elementary knowledge of the geography, history and people of at least three African countries other than your own.
- AFRICA SCOUTS
- 2. Have corresponded regularly for not less than six months with a Scout of another country.
- 3. Have knowledge of the organization and activities of international Scouts.
- 4. Camp or hike at least five days with Scouts of another country. Produce a log book covering your impressions and demonstrate a fair understanding of other Scouts.

MWAMBA AID TO THE HANDICAPPED

- 1. Carry out one of the following:
 - (a) Render regular part-time services of a useful nature and in a cheerful manner for not less than two



- hours per week for 18 months to any of the following: blind, dumb, crippled, aged or otherwise physically handicapped people, as may be acceptable to the examiner.
- (b) Render the same service to an institution for the care of orphans, disabled, aged or other home or centre as may be acceptable to the examiner.

- (c) Render full-time voluntary service of a useful nature for four periods of not less than two weeks each in any of the institutions named in (b) above.
- 2. Describe the causes of the particular disability from which the handicapped person so helped suffers.
- 3. Describe facilities and means available for making a disabled person more independent.

MWAMBA AIRCRAFT MODELLER

1. Make any two of the following, one of which shall be of the Scout's own design, accompanied by his working drawing. (The use of a kit in one section is permitted.)



- (a) Rubber-driven model to fly for 60 seconds.
- (b) Glider (two launched with 50m maximum line) to fly for 90 seconds.
- (c) Glider (hand-launched) to fly for 40 seconds.
- (d) Engine-powered model (15 seconds maximum motor run) to fly for 90 seconds.
- (e) Waterplane (to rise off water) to fly for:
 - Seaplane 30 seconds.
 - Flying boat-40 seconds.
- (f) Flying scale model to fly for 20 seconds.
- (g) Control line: Start your model and get it airborne in five minutes. Perform at least 15 laps demonstrating control of the model by performing such maneuvers as are appropriate to its type, followed by a smooth landing. (Example: trainer, sports, team racer or scale: climb and dive. Stunt: climb, dive and loop. Speed: ten laps level at 1.9m.)
- 2. Discuss the models with the examiner, with special reference to the methods of construction and the general aero-dynamic principles affecting flight (how lift is obtained, cause and effects of drag, stall and method(s) of curing.)

MWAMBA AIR MECHANIC

To gain the badge you must complete to the satisfaction of the examiner all the tests in one of the following schemes:



Scheme A:

- Explain the basic principles of operation (including a description of how the engine propels an aircraft) of:
 - Piston engine.
 - Turbo jet engine.
- Recognize and name the main components (crankshaft, piston, compressor, turbine, reduction gear, etc).
- 3. Describe the reasons for cooling the various components, and methods used to do so.
- 4. Drill and tap a hole and fit a stud in metal; or drill and ream a hole to a good finish with a hand reamer.
- Show correct use of spanners, and demonstrate two methods of fastening and locking nuts, understand the importance of properly locked nuts on an airplane engine.
- Read a simple engineering drawing of not more than four views, properly dimensioned and projected.

Scheme B:

- 1. Explain briefly the principles governing the theory of flight.
- 2. Drill and tap a hole and fit a stud in metal; or rivet two small plates together by hand.
- 3. Explain briefly aircraft controls and the main airframe components.
- Explain the approved methods of supporting, towing, picketing and ground handling of aircraft. Demonstrate aircraft marshalling signals.
- 5. Demonstrate simple fabric repairs.
- 6. Read a simple engineering drawing of not more than four views, properly dimensioned and projected.

MWAMBA AIR NAVIGATOR

 Explain what is meant by latitude and longitude and be able to explain the differences between a great circle and a thumb line.



- 2. Explain what is meant by magnetic dip, variation deviation, heading track and drift.
- 3. Explain reasonably the conventional signs used in air maps and which types of land-marks are most useful in cross-country flying.



4. Plot the true heading required to make the track between two places on a chart, given an airspeed and a forecast wind velocity. Given a time of departure, work out the estimated time of arrival (E.T.A.) from a timed fix indicated on the chart during an imaginary flight, work out the track made good, actual wind velocity, new track required, true heading to steer and revised E.T.A.

MWAMBA AIR SPOTTER

1. Recognize correctly from photographs or silhouettes shown for ten seconds each, at least eight aircraft types.



- 2. Keep a log for a period of not less than one month, reporting on aircraft seen, giving identity or salient feature, as well as approximate heading.
- 3. Recognize and name the international aircraft markings, either service or civil, of at least ten countries.
- 4. Distinguish the various marks of two aircraft types selected by yourself. (Each type to have more than one mark or series number.)

MWAMBA ANIMAL HUSBANDRY

1. Take care of/raise for at least six months one of the following: chicken, rabbit, bees, fish, or other suitable animals as agreed with the examiner.



- 2. As part of the project above, find out from local experts as much useful information as possible about the animal of one's choice and present a report to the examiner and your patrol.
- 3. Using local materials, construct a hutch or home for the animal of your choice.
- 4. Find out from veterinary officer or other expert the common diseases and pests that effect the animal being raised.
- 5. Explain how to recognize disease symptoms and give the required treatment.
- 6. Explain the importance of hygiene and clean environment for domestic animals.
- 7. Demonstrate three ways of saving on home food budgets by using cheaper but equally nutritious substitutes for commonly used food types.

MWAMBA ARCHAEOLOGIST

1. Explain one of the early periods of human history (Pleistocene, Miocene, Eocene, etc) and describe one of the cultures of the people of the period chosen.



- 2. Draw a sketch map to scale of one of the East African prehistoric sites.
- 3. Describe the value of conservation and reconstruction of antiquities.
- 4. Explain the importance of proper digging for antiquities and of keeping accurate records.
- 5. Produce a log with sketches and/or photographs of a "dig" you have assisted with; or a survey you have made of a site that has produced items or archaeological interest.

MWAMBA ARTIST

1. Demonstrate knowledge and ability in one of the forms of art as given in the rules for Chipukizi Artist's Badge.



- 2. Display, with particular reference to:
 - · Any necessary preparation of media and materials.
 - Examples of art masterpieces that you have seen or books which you studied on art and your opinion of them.
 - Opportunities for further study of art.

MWAMBA ASTRONOMER

1. Name the chief stars and constellations visible in your latitude and understand how to express technically the position of particular star at any given time.



- 2. Tell the time by the stars (approximate).
- 3. Show the Cardinal points using the stars.
- 4. Explain what is meant by: the galactic system, star clusters, black holes and red shift.
- 5. Make a simple astronomical model to illustrate some feature of the solar system.
- 6. Discuss the instruments used and the work carried out in an observatory.

MWAMBA ATHLETE

To gain this badge you must pass the required standards for one event from any three out of four groups below. The achievement is calculated after three tries of any chosen event



for which the participant must score at least 24 points. Alternatively, if the participant shows a six-point improvement by the third try, and convinces the examiner of your determination, you may be awarded the badge. This alternative is mainly for handicapped Scouts and may only be applied at the discretion of the examiner.

EVENT	TIME (POINTS)	TIME (POINTS)
Running (a) 100 metres (b) 200 metres (c) 400 metres (d) 800 metres (e) 1500 metres (f) 5000 metres	12.0 sec (8pts) 27.0 sec (8pts) 56.0 sec (8pts) 2.15.0 min (8pts) 4.55.0 min (8pts) 15.10.0 min (8pts)	11.0 sec (12pts) 24.5 sec (12pts) 49.5 sec (12pts) 1.48.5min (12pts) 4.00 min (12 pts) 14.5 min (12 pts)
Jumping (a) Long Jump (b) High Jump (c) Pole Vault	5 metres (8pts) 1.3 metres(8pts) 2.3 metres (8pts)	5.3 metres (12pts) 1.7metres (12 pts) 2.8 metres (12pts)
Throwing (a) Discuss (b) Javelin (c) Hammer (d) Shot putt	30.5 metres (8pts) 33.1 metres (8pts) 25.2 metres (8pts) 9.3 metres (8pts)	33.1metres (12pts) 38.0 metres (12pts) 27.3 metres (12pts) 10.2 metres (12 pts)
Swimming (100 II) (a) Freestyle (b) Butterfly (c) Backstroke (d) Breaststroke	netres) 1.48 sec (8 pts) 1.55 sec (8pts) 1.50 sec (8pts) 1.50 sec (8pts)	1.20 sec (12pts) 2.05 sec (12 pts) 1.48 sec (12pts) 1.48 sec (12pts)
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MWAMBA BOATSWAIN

- 1. Hold the Chipukizi Boatswain Badge.
- 2. Explain the different kinds of canvas, use a palm and needle, make a cringle, sew a flat and round seam,



herringbone and make a small repress to sails.

- 3. Overhaul and repair a set of standing rigging in wire or cordage for an open sailing boat.
- 4. Make the following: Turk's Head, two kinds of

- Sennit, Long Splice, Chain Splice, and be able to point a rope (any method) and Sailmaker's Whippings.
- 5. Explain the different types of purchase tackle and rig a handy-billy.
- 6. Make a kitbag or similar article in canvas.
- 7. Demonstrate proficiency pulling, boat or canoe or sailing dinghy.

MWAMBA BOOK FAN

 Read five books, write a summary on each of them and make the books and summaries available to the examiner.



- 2. Set up your own library with a minimum of thirty books on any of the following topics: nature, children, adventure stories, animal stories, fantasy or fairy tales, poetry, religion, politics and science.
- 3. Join a public library or reading club if there are any in your town, or set up a reading group, or participate in running your school library for three months.

MWAMBA CAMPER

- 1. Hold the Chipukizi Camper Badge.
- 2. Have camped at least ten nights since reaching the age 15.
- 3. Camp for the weekend at a site (other than the one under Test No. 6,



- below,) and report on the differences and advantages and disadvantages of this (ground, soil, trees, aspect and general suitability as a camp site).
- 4. Demonstrate a practical knowledge of good camping standards and apply that knowledge in planning a camp for at least three patrols. Planning should encompass everything from finding the site to the return home.
- 5. Make one of the following, which must be waterproof: small tent, groundsheet, rucksack, collapsible water bucket or other similar article.
- Help satisfactorily at a permanent campsite for not less than six months, or, where this is not possible, take sole charge of a camp for a weekend (such camp to have not less than eight campers and to be visited by the examiner.)



MWAMBA CITIZENSHIP

1. Draw in full colour the coat of arms and national flag of Kenya and explain their meaning to your patrol or troop.



- 2. Recognize twenty flags of African states and five from other continents.
- 3. Name ten national and five international heroes in the field of international understanding.
- 4. Read and comment on "The United Nations Human Rights Charter" or organise and take part in a debate on Universal Human Rights.
- 5. Organise and take part in a debate on the relationship between birthrates, food production and national wealth distribution.
- 6. Define the Kenyan administrative structure using a model or drawing and compare it to that of another country.

MWAMBA COMPUTERIST

- 1. Be able to name computer parts.
- 2. Be able to identify the different icons on the windows page.
- 3. Be able to shut down/ switch off the computer



4. Use the computer to answer messages on e-mail.

MWAMBA COOK

1. Cook for a patrol in camp demonstrating following skills: boiling, frying and making of bread, cakes, puddings and hot drinks.



- 2. Prepare and serve hot food punctually.
- 3. Draw up a properly balanced diet showing the quantities and cost for a camp lasting one week and serving at least two patrols. The examiner will lay down a limit for the cost of catering.
- 4. Explain how to prepare a hot two-course meal and a hot drink without utensils except sufuria.
- 5. Demonstrate how to store food safely and hygienically.

MWAMBA CONSERVATION

1. Visit a forest and explain its importance with respect to the vegetation, animals, birds, soil conservation, etc.



2. Draw a map of Kenya

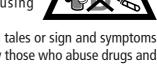
indicating ten major national parks or reserves.

- 3. Establish a nature trail of at least 10m or help maintain such a trail.
- 4. Participate with your patrol in a conservation project for at least five days (not necessarily continuous).
- 5. Make posters, exhibitions, demonstrations and handouts, or address a public meeting, on conservation.
- 6. Explain any five of the following as related to conservation in the locality: balance of nature, carrying capacity, renewable and nonrenewable resources, organic and inorganic photosynthesis, biocides, recycling of materials, biodegradable and dumping.
- 7. Explain with examples the effects of five of the following: ecological balance, floods, predators, over-population, insecticides, fire, settlement, urbanization, overgrazing/ overstocking, deforestation, erosion, overfishing, depletion of the ozone layer.
- 8. Name at least four conservation agencies in Kenya.

MWAMBA DRUG ABUSE PREVENTION

1. Name six most commonly abused and substances in Kenva.

2. For each of the drug/ substance mentioned above give three dangers of abusing



3. What are the tell tales or sign and symptoms that help identify those who abuse drugs and substances.

MWAMBA ELECTRICIAN

- 1. Display an elementary knowledge of the terms and measurements used in electrical work.
- 2. Demonstrate how to make connections in electrical wiring and replace defective switches, lamp holders, fuses and fuse wires correctly.





 Make a simple electromagnet and then construct a Morse buzzer set which can operate between two rooms.

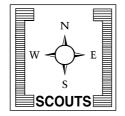


- 4. Explain the difference between A. C. (Alternating Current) and D.C. (Direct Current).
- 5. Explain the purposes of the fuses and earthing in electrical appliances. Discuss the precautions to be taken when handling electrical apparatus.
- 6. Explain the action to be taken in case of electric shock.
- 7. Carry out one of the following:
 - Read a domestic electricity meter and calculate the cost of current consumed since the last reading.
 - Explain how to operate a small electricity generating plant.

MWAMBA EXPLORER

- 1. Hold the Chipukizi Explorer Badge.
- 2. Take part in an expedition with not less than two and not more than five other Scouts. The

expedition may be on foot or bicycle. An expedition on foot may cover 32 km in wild country. An expedition by bicycle will cover at least 80 km, avoiding



class roads as much as possible. expedition must be planned to extend over at least four consecutive days (with three nights in different camp sites) spent away from home, under canvas, rough shelter, or in the open. All necessary equipment and food must be carried and members of the party should prepare all meals. All Scouts in the party will take an equal part in the planning arrangements before and during the expedition, but it is not necessary that all participants should be undergoing the test. The route will be chosen by the Scouts themselves, but must be approved by the examiner beforehand. The expedition, whether on foot or bicycle, must be a test of determination, courage and physical endurance. To be successful, a high degree of cooperation and honour should be exhibited amongst those taking part.

- 3. In addition to your general log of the expedition, each member of the party must submit a full report on two of the following subjects:
 - The agriculture and industry of the locality and the use to which the land is put.
 - The history of the locality, giving particulars and history of any antiquities or places of special interest.
 - The soil, trees, shrubs and flowers found in the area.
 - The weather conditions (using Beauport letters and symbols) including wind force and direction, cloud type and amount, temperature, pressure and rainfall.
 - Water resources, under the following headings: rate of flow, use for irrigation, fish and other water-life, vegetation, erosion of banks, suitability for drinking, suitability for swimming.
 - The people encountered in the course of the expedition, their customs and ways of life.

The logs must in each case give the mileage covered, and be accompanied, as much as possible by explanatory sketches, maps and photographs.

MWAMBA FIREFIGHTER

Note: A Scout who has passed the scheme of tests for urban areas and is transferred to a rural area must remove his badge until he has passed the test for rural areas. The same applies to a Scout who has passed the tests for rural areas and is transferred to the urban area.

Scheme A: (Towns)

- 1. Hold the Chipukizi Firefighter Badge.
- 2. Explain the history organization and functions of the fire service closest to your home.



- 3. Identify the potential fire dangers posed by six of the following and give appropriate precautions:
 - Domestic heating.
 - Cleaning spirits.
 - Petrol.
 - Coal or charcoal fires.
 - Electric irons and fuses.
 - Gas, kerosene and other domestic fires.



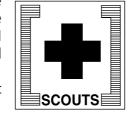
- Fireworks.
- Candles.
- Bonfires.
- Smoking materials.
- 4. Plan the fire precautions and seating arrangements for a Scout gathering.
- 5. Explain the dangers of fire at camp and show what precautions should be taken.
- 6. Explain the methods of fire rescue and then demonstrate how to crawl with an unconscious person.
- 7. Demonstrate how to carry an unconscious person using the Fireman's Lift.
- 8. Demonstrate the use of a foam extinguisher and Hose Reel Garden hose. Demonstrate the use of a mat for beating or smothering.
- Demonstrate the "running out" of a length of fire hose, connecting it to a hydrant and how to hold and use it for fire fighting.
- 10. Following an inspection of a fire station, be able to answer questions on the working of a fire station and the general use of equipment carried on fire appliances.

Scheme B (Rural areas):

- 1. Hold the Chipukizi Fire Fighter Badge.
- 2. Know and explain the possibilities of fire danger in:
- Oil lamps and stoves and petrol-burning appliances.
 - Burning garden/field rubbish.
 - The focusing of the sun's rays.
 - Spontaneous combustion.
- 3. Explain exactly what should be done and why in the event of an outbreak of fire at a neighbour's house.
- 4. Demonstrate the following: improvising ropes, Chair Knot, crawling through smoke, rescue of injured persons, a bucket chain.
- 5. Demonstrate how to deal with the following types of fire: clothes, petrol, motor vehicle, bushes and grass fires.

MWAMBA FIRST AIDER

- 1. Hold the Chipukizi First Aid Badge.
- 2. Know how to diagnose and demonstrate the treatment for all fractures to limbs and for dislocated jaw.



- 3. Demonstrate treatment for internal bleeding.
- 4. Demonstrate four methods of carrying a

- patient: two when alone, and; two with another Scout.
- 5. Know how to deal with cases of suspected poisoning.
- 6. Demonstrate the revised C.P.R. method of respiratory resuscitation. Using a training model, demonstrate the mouth-to-mouth method of respiratory resuscitation. (In no circumstances will a living person be used for demonstration, training or testing purposes.)
- 7. Competently lead a team of three to four Scouts to deal with an incident staged by the examiner. Such incident to be based on the foregoing Chipukizi First Aid and Mwamba First Aid Badge tests and to be conducted in as realistic a manner as possible and under conditions similar to those the Scout is likely to meet. All action proper to the circumstances must be actually carried out, and the examiner will test for coolness, resourcefulness, correct action and proper treatment at all stages.

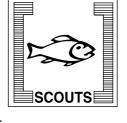
Note: The First Aider Badge is worn on the left arm. Possession of the St. John Ambulance or Red Cross Senior Certificate does not exempt you from being tested in any part of the above.

MWAMBA FISHERMAN

To gain the badge the Scout must complete to the satisfaction of the examiner all the tests of one of the following schemes:

Scheme A:

- 1. Catch, prepare and cook fish sufficient for two people.
- 2. Demonstrate simple repairs to a rod (whipping a broken rod, whipping on snake rings, etc). Make a cast using a "blood knot" and attach dropper flies.



3. Tie three varieties of flies and show ability to cast.

OR:

Make a spinner or spoon, and make a ledger

- 4. Understand the dangers of wading and the precautions to be taken.
- Have knowledge of the waters within a radius of 24km from your fishing headquarters and know all local rules applicable and closed seasons.

- 6. Keep a satisfactory log of your angling experiences, with details of weather, catch, baits and weights for one season.
- 7. Describe and discuss with the examiner one of the following:
- Wet and dry fly fishing
- Varieties of bait and their uses in coarse fishing
- Three different kinds of fish, where they are to be found, and how best to catch them.

Section B:

- Have a practical knowledge of, and have taken part in, at least one of the various methods of catching fish for the market by means of trawls, traps, nets, lines as well as shell-fish methods. Have practical experience of at least two of these methods.
- 2. Be able to describe the use and construction of one of the following types of net: seine, trammel, trawl, moored or ring net. Make small repairs to a net.

OR:

Show how to construct a fish-trap made from natural materials.

- 3. Demonstrate that you can handle a canoe or small boat single-handedly. Know the usual storm and distress signals.
- 4. Know the correct local names for the common fish caught in your locality.

MWAMBA FORESTER

- 1. Name and identify 20 varieties of trees. Explain their uses as timber and fuel.
- 2. Explain briefly the structure of a tree and how it feeds, breathes and makes timber.



- Describe the dangers to which trees and forests may be exposed (fire,
 - insects, disease, animals, etc) and discuss the methods of combating these dangers.
- 4. Prepare soil and successfully transplant a young tree other than a seedling. Explain how to deal with wounds in growing trees.
- 5. Explain how to use a crosscut saw and wedges.
- 6. Demonstrate the general principles of felling, trimming, logging up, moving and stacking timber, and calculate the amount of useful timber in a given tree.
- 7. Take part in forestry activities (as part of the Scout Forestry Campaign) for a minimum of one day.

Explain how to select an axe (name the parts), how to take care of it and the safety rules of axemanship.

MWAMBA GARDENER

- 1. Name 12 trees, shrubs and flowers in a park or garden.
- Make a plan for a vegetable garden measuring approximately 23m x 9m for supplying

vegetables for one year, listing the vegetables seeds necessary.

3. Display some of the vegetables you have grown.



- 4. Show a shrub or fruit tree pruned by you and discuss the principles and purposes of pruning.
- 5. Discuss and show the examiner how to propagate plants by seeds, division, cuttings, layering, budding and grafting.
- Give a list of the types of fruit grown in the district and from this list select four types of fruit and name three varieties of each (local names will do).
- 7. Give the planting distances of four types of fruit selected in Test No. 6, above.
- 8. Explain the importance of controlling pests and diseases and explain how and when to use sprays, dusts and grease-bands.
- 9. Explain how to cultivate and maintain the fertility of garden soil.

MWAMBA HANDICRAFT

- 1. Select one of the following and pursue it for a period of not less than one year. Make at least six appropriate articles:
 - Basketwork
 - Metalwork
 - Marguetry
 - Pottery
 - Printing
 - Spinning
 - Weaving
 - Carving in wood or stone



- 2. Discuss with the examiner the work done in Test No. 1 above, with reference to:
 - Tools and materials.
 - Possible projects for the future.
 - Sources of information consulted.



MWAMBA HELMSMAN

- 1. Hold the Chipukizi Helmsman Badge.
- 2. Demonstrate knowledge of different local sailing crafts.



3. Point out and name parts and uses of sails, running and standing rigging, masts and spars for ketch, yawl and cutter types of sailing craft.

- 4. Be able to sail a boat and be able to tack, wear, reef, make and shorten sail and be able to get under way and come alongside from any reasonable direction. Anchor correctly and be able to sail up to, and make fast, a buoy.
- 5. Describe a sea anchor and understand its use in an emergency.
- 6. Show how to leave a sailing craft with all sails and gear properly stowed.
- 7. Discuss the "rules of the road" at sea and have a thorough knowledge of any local hazards peculiar to local sailing waters.

MWAMBA HIKER

1. Demonstrate methods of packing and carrying

a complete hiking kit for a 24 hours hike. The pack should not weigh more than 14 kg, including food. Be prepared to justify your choice of kit.



2. Take part in three hikes (the routes, which should avoid roads as much as possible, to be chosen by the Scout and approved by the examiner). During each hike, kit is carried and the Scout sleeps out. The distance of two hikes to be at least 16km each: distance of the other to be not less than 48 km, with two nights camping out. Logs of high standard are to be produced.

- 3. Select a route for 24km hike from a 1:50,000survey map, not necessarily of your own district, giving reasons for your choice of route.
- 4. Using a map, select three areas 1km square in size suitable for a good hike campsite, giving reasons for choice of the areas.
- 5. Make one article of a hiking kit such as a small tent, sleeping bag, campfire blanket, rucksack or a food or toilet necessaries, etc.
- 6. Show knowledge of personal hygiene and the care of feet and footgear.

MWAMBA INTERPRETER

Pass the following tests in any two languages other than your own:

Note: A second language in a group of related languages (Kelenjin, Luhya, MijiKenda, Kikuyu, Embu, Meru and Kamba group) is not admissible.

 Translate a speech before an audience. The speech (or passage) will be selected and read by the examiner (or someone appointed by



the examiner) lasting approximately 15 minutes.

- 2. Have a simple conversation lasting about ten minutes. Introduce some of the basic Scout vocabulary (the words: Scout, patrol, camp, tent, etc).
- 3. Write a letter of approximately 200 words dealing with a simple topic chosen by the examiner.
- Read aloud and intelligibly and give approximate translations (with out the help of a dictionary) of a paragraph of average difficulty from a book, newspaper or periodical.

MWAMBA JOBMAN

Carry out ten of the following activities (chosen by the Scout). Of the ten, the examiner will choose

at least six activities to be completed for the benefit of the Scout's neighbourhood, school, church or community. The examiner must see to it that the materials needed for the activity are available.



- Glaze a window and paint it.
- Whitewash a ceiling or distemper a room.
- Repair defective plaster.
- Perform minor repairs to furniture (chairs, beds, etc).
- Re-hang a door and repair door fittings (handles, locks, etc).
- Lay and adjust paving.
- Mix concrete and perform simple repairs with it.
- Repair a puncture and change the wheel of a car or motorcycle.



- Prepare tools for lighting a fire (made from natural materials) and produce fire.
- Make a Morse buzzer set which can operate between two rooms.
- Make a blackboard and easel; paint the blackboard with the correct type of paint.
- Make at least two children's toys.
- Construct a pit latrine (the pit itself having been previously dug).
- Make a footbridge suitable for carrying pedestrians and cyclists over a small stream or gully at least one meter wide.
- Construct a weatherproof notice board for village or church.
- Construct a simple and durable bus-stop shelter.
- Construct a seat or bench for public use.

MWAMBA LIFESAVER

- 1. In the water, demonstrate four methods of rescue (one to be the "unigrip"). Demonstrate three methods of release from the clutch of a
 - drowning person. These techniques are subject to the size of the rescuer, the patient to be carried at least 14m in each method.



- 2. Dive from the surface to depth of at least 1.5m and bring up a stone, brick or iron object of not less than 2.3kg in weight, at least two out of three times.
- 3. Swim 46m wearing shirt and buttoned shorts, and undress without touching the bottom.
- 4. Throw a lifeline to within one yard of a small object 11.3m away. The thrower should be up to the waist in water.
- Lead a team to deal with a simulated emergency, such as the rescue of an unconscious person from a burning house or a person in contact with a live electric wire, etc.
- Demonstrate the CPR resuscitation method. Using a training model, demonstrate mouthto-mouth respiratory resuscitation. (In no circumstances will a living person be used for demonstration, training or testing.)

MWAMBA MAP MAKER

1. Make a map on the ground, by triangulation using prismatic compass or plane table, of an area of about 16 hectares, chosen by the examiner, at a scale of approximately 1:1000.

- The area should include fields, buildings and a pond or similar features.
- 2. Make a map of a 3km road with a compass and field book showing all main features and



objects within a reasonable distance on both sides to a 1:50,000 scale. The field book must be produced for inspection.

- 3. Enlarge such portions of a 1:50,000 survey map (as the examiner may choose) to a scale of 75mm to 1.6km.
- 4. Draw a simple cross section from a 1:50,000survey map. (Line chosen to include varied features, gradients, etc.)
- 5. Demonstrate a working knowledge of both metric and British unit scales.

MWAMBA MECHANIC

 Demonstrate that you understand the working of internal combustion engines and know the names and functions of all the principal parts.



- Diagnose simple running faults such as misfiring, closing jet, incorrect mixture and over-oiling.
- 3. Demonstrate the following: oil and/or grease chassis points, attend to oil level in gear box and back axle and top up the battery. Mend a puncture, Check order of firing. Clean and test spark plugs.

MWAMBA MESSENGER

- 1. Hold the Chipukizi Communicator Badge.
- 2. Carry a verbal message of not less than 40

words and deliver it correctly after a journey of at least 8km, in the course of which you must meet and deal with some emergency staged by the examiner.



- 3. Make a report, including a sketch map of the scene, of an emergency such as a motor accident, giving adequate details for the police and doctor.
- 4. Write a message dictated by the examiner and deliver it along an indirect route indicated only by map references to a destination about 8km away.



MWAMBA METEOROLOGIST

- 1. Pass Test No. 3 and No. 4 of the Chipukizi Meteorologist Badge.
- 2. Keep a daily record of personal observations of the weather for a period of one month. Note under each of the following headings: wind force and



direction, cloud type and amount, weather (using Beauport letters), temperature, pressure, rainfall.

- 3. Explain the purpose and principles of the simple thermometer, wet and dry-bulb thermometer(s), barometer, anemometer.
- 4. Explain how synoptic weather maps are produced and be able to understand a simplified version of such a map.
- Explain the following: relative humidity, dewpoint, isobar, millibar, isotherm, Buys-Ballot's Law, cold front, warm front. Illustrate any explanation with diagrams.
- 6. Construct a wind-vane, and a simple rain gauge.

MWAMBA MKULIMA

 Run a small food garden, for at least six months, and produce at least three types of vegetables.



2. With the help of local experts, record the

importance of crop rotation, the effect of soil erosion on crop productivity, the types and uses of natural fertilizers (compost, manure, wood ash, mulching, etc) and report this to the patrol or examiner.

- 3. Apply and show the effects of one of the natural fertilizers named above.
- 4. Improvise three simple farm implements (hoe, bucket, liquid manure container, wood ash spreader) and use these in a garden.
- 5. Make compost manure for an agricultural plot using kitchen waste, weeds, etc.
- 6. Identify three common pests and rodents that attack the crops you are growing and describe what can be done to control them.
- 7. Practice how people cook a balanced diet by cooking three different balanced dishes.

MWAMBA MOUNTAINEER

- 1. Demonstrate knowledge of a prominent
 - mountain area by producing journey notes and logbooks of not less than three trips. These notes and logbook must show that you are personally acquainted with the principal routes



to the summit of each mountain, as well as points of interest.

- 2. Find your way to a given point in a mountainous area using a compass and the best survey map available for the purpose.
- 3. Draw an intelligible rough sketch map giving information to be determined by the examiner, covering the mountain areas in Test No. 1.
- 4. Identify peaks from a distance.
- 5. Discuss local weather conditions.
- 6. Demonstrate knowledge of the kit and equipment required for use in mountains.
- In a mountainous area, demonstrate what should be done in emergencies (being overtaken by darkness, mist, snow) and the first aid treatment of fractures, bruises, concussion shock and mountain sickness.
- 8. Demonstrate how to construct a mountain stretcher.

MWAMBA MUSICIAN

- 1. Perform a 15 minute music programme at a camp fire, consisting of:
 - A solo item performed by yourself, and;



- Lead community
 singing in well-known songs
 (African, European or Asian), and;
- Teach a new song or round.
- 2. Read at sight from staff notation a simple tune, either singing unaccompanied or playing an instrument.
- 3. Either explain the construction, tuning and playing of an African or Asian musical instrument, with demonstrations as required by the examiner,

OR:

Give a brief description of the life and work of at least three world famous composers (Bach,

Handel, Mozart, Haydn, Beethoven, Brahms, etc), and three world famous African Musicians.

MWAMBA MZALENDO

1. Prepare a map clearly showing the boundaries of the district in which the Scout is living and

the parliamentary constituencies therein.

2. Explain how the Kenya Government raises the money necessary to meet its expenditure during the current financial year (and



how it is spending this money).

- 3. Explain the functions of the National Assembly and the various forms of local government and how they raise their funds.
- 4. Demonstrate a general knowledge of the organization and administration of your own church or religious community.
- 5. Explain in general terms the effect of local geographical conditions in the neighborhood in which you live on either:
 - Agriculture

OR:

- Industry
- 6. Explain the functions of the three arms of the Kenya Government and the district focus strategy.
- 7. Design and make a simple item than can help a disabled person.

MWAMBA NATURALIST

- 1. Display evidence of an intelligent interest in the field of nature with particular regard to one of the following:
 - Trees and shrubs.
 - Wildflowers.
 - Bird life.
 - Butterflies, moths or other insects.
 - Wild animals.
 - Ferns or grasses.
 - Shore, pond or marine life.
 - Rock or fossils.

Produce collections, specimens, logbooks, photographs, cuttings, etc. to illustrate your interest.

- 2. Discuss with the examiner your observations and the sources of information (books, museums, journals, etc) you may have used.
- 3. Study the influence of two of the following on

the global environment and give a report to the examiner:

- Depletion of the ozone layer.
- Dumping of poisonous industrial waste.
- Overuse of pesticides.
- Large-scale pollution of the environment.

MWAMBA PHOTOGRAPHER

- Demonstrate understanding of the mechanism of your camera, shutter, stops and focusing device.
- 2. Demonstrate knowledge of lighting, both indoor and outdoor subjects.
- 3. Recognize common faults in composition, exposure, developing and fixing from photo examples shown by the examiner.



- 4. Shoot, develop and print pictures of:
 - Three portraits.
 - Three landscapes.
 - Three pictures from unusual angles (for example: Scout taken up a tree).
 - Three photographs of Scouts in action.
 At least one of these must be taken indoors.

MWAMBA PIONEER

- 1. Hold either the Chipukizi Backwoodsman Badge or Pioneer Badge.
- 2. As a member of a patrol (that you should either lead or take a leading part in) demonstrate knowledge of:



- The construction of a "ten-minute" tower.
- The moving of heavy weights by the use of levers and tackle.
- Anchorages and sheer legs.
- Raft making.
- Simple and light bridge construction.
- The building of an aerial runway.
- 3. Make the following: Scaffold Hitch, Water Bowline and the Spanish Bowline.
- 4. Lead a patrol in making a camp kitchen or demonstrate your ability to construct and use instructional pioneering models.
- Prepare a meal for yourself and a companion consisting of at least meat (except in the case of vegetarians), two vegetables and bread. Do not use utensils: use backwoods methods.



- 6. Prove your skill by finding your way alone across unknown country not using roads, without maps or making inquiries, to an end point invisible from the starting point:
 - By compass and by day: a distance not less than 3km.
 - Without compass and by stars: a distance of not less than 1.5km.

MWAMBA PUBLIC HEALTH

- Know what is meant by public health what
 it is and how the field of public health
 developed.
- Display a general knowledge of the functions of the human body and how it works.
- 3. Display knowledge of the modern methods of preventing diseases.
- 4. Know the rules of healthy living in camp. Construct to a high degree of efficiency: a camp incinerator; a properly screened and fitted latrine suitable for a patrol camp for seven days; a grease pit; a camp urinal; a camplarder protected from flies for use in storing perishable food.

SCOUTS

- 5. Know how to improve and safeguard your own personal health.
- Understand the dangers of infectious and contagious diseases, including venereal diseases, as well as the measures taken to prevent them.
- 7. (In towns:) describe the methods used in your area to ensure sanitary storage, collection and destruction of house refuse, and understand the importance of such measures,

OR:

(In rural areas): explain what measures should be taken for the disposal of house refuse and why.

MWAMBA PUBLIC SPEAKER

- 1. Demonstrate the duties of a chairman by taking the chair at a meeting.
- 2. Speak on a prepared subject to an audience of not less than ten people, speech to last not less than ten and not more than 15 minutes.



3. Propose a vote of thanks, at five minutes notice.

- 4. Make an impromptu speech lasting three to five minutes. The subject to be chosen by the Scout from three subjects offered to him/her by the examiner only five minutes beforehand.
- Explain the ordinary rules of debate and take a leading part in not less than six debates or set discussions.

MWAMBA QUARTERMASTER

To gain this badge the Scout must complete (to the satisfaction of the examiner) all the tests of either of the following schemes:



Scheme A:

- 1. Act as quartermaster for a Scout group or section for at least six months.
- 2. Demonstrate knowledge of the proper methods of storing tents, tools, cooking equipment and ropes. Show that you are carrying these methods out in practice.
- 3. Demonstrate ability to re-haft and re-wedge an axe or jembe.
- 4. Demonstrate two of the following:
 - Repair a tear in a tent.
 - Replace a guy-line on a tent.
 - Re-proof a small tent (e.g. hike tent).
- 5. Demonstrate either:
 - How to sharpen an axe using a flat and a carborundum stone,

OR:

- How to sharpen and reset a saw.
- 6. Show that you have an efficient, simple record-keeping system for an equipment store, including issues and returns. Demonstrate a knowledge of how to make provision in your records for the replacement of expendable items and how to deal with depreciation.

Scheme B:

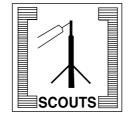
- 1. Act as a quartermaster of a Scout unit lasting at least five days.
- 2. Demonstrate knowledge of how to store food and equipment in camp.
- 3. Produce a set of menus that you have actually used at a troop camp. The menus should cover at least a period of 48 hours, Be prepared to discuss the menus.
- Demonstrate that you understand the need for a balanced diet in camp and that you are able to produce it at reasonable cost and keep simple accounts.



- 5. Demonstrate two of the following:
 - Repairing a tear tent.
 - Replacing a guy-line on a tent.
 - Re-proofing a small tent (e.g. hike tent.
 - Re-hafting an axe.
- 6. Give the examiner a list of the tools that you would take to camp, including those required for emergency repairs. Show that you can use and take care of all of them and give reasons for your inclusion of each tool in the list.

MWAMBA RADIO MECHANIC

 Assemble a simple radio receiver in temporary form and be able to draw a diagram of your layout using the correct technical symbols.



- 2. Locate and repair a simple fault in the family's television set, or another set.
- Demonstrate an elementary knowledge of how a Thermionic Valve works as an amplifier or detector. Know the functions of a condenser, a resistor, and a transformer.
- 4. Explain the main characteristic of long, medium, short and ultra-short wave bands, and show how these characteristics dictate the uses to which the bands are put.
- 5. Demonstrate the method of charging and how to care for accumulators.
- 6. Solder and use simple tools such as cutters, pliers and screwdrivers.

MWAMBA REPRODUCTIVE HEALTH EDUCATION

- 1. Find out the main causes of teenage pregnancies and explain how these can be prevented.
- 2. Draw a large map of Africa and write on it the names and population figures of any ten African countries of your



choice. Determine the area size of each chosen country and calculate the population density.

- 3. Identify five advantages and five disadvantages of:
 - Urban living.
 - Rural living.
- 4. Explain the dangers involved in taking drugs, smoking and drinking and organise a role-play (mime, spoken, etc) that could be used to

- discourage a friend who has started smoking or drinking.
- 5. Draw a poster or chart that can be used in child health campaigns.
- 6. Explain four different ways of planning a family.

MWAMBA ROCK CLIMBER

- 1. Find your way to a given point in a mountainous area using a compass and the best map available.
- 2. Demonstrate what should be done in a
 - mountainous area in emergencies (being overtaken by darkness or mist, etc) and the first aid treatment of fractures, bruises, concussion and mountain sickness.



- Demonstrate how to coil a rope, how to select a belay and how to belay yourself. Generally understand the principles and safety/first precautions of rock climbing.
- 4. Take part in at least five rock climbs of standard not less than "moderately difficult," such climbs to be led by an experienced climber who will judge and report on your competence.
- 5. Demonstrate ability to abseil down a rock face of not less than 5m height.

MWAMBA SIGNALLER

1. Send and receive a message of not less than 150 letters at rate 9 in Semaphore (45 letters per minute).



- 2. Send and receive a similar message in Morse:
 - On buzzer at rate 8(40 letters per minute).
 - On lamp at rate 6 (30 letters per minute).
- Demonstrate that you know a recognized procedure when sending and receiving messages.
- 4. Improvise at least two methods of sending a message (one Morse and one Semaphore). Send the message at least 1km at or over the rate of four (20 letters per minute).



Note: 90 per cent accuracy is to be required in all tests. Outdoor sending and receiving stations to be a minimum of 183m apart; buzzer stations to be separate rooms.

MWAMBA STAMP COLLECTOR

 Show that you have started to specialise by producing a written-up collection in a looseleaf album of either:



 Selected issues of countries from a general collection,

OR:

Stamps of one country or group of countries.

OR:

- Stamps illustrating a subject or theme like Scouting, flowers, wildlife, printing processes, etc.
- 2. Show that the stamps you have collected are in good condition, well mounted and arranged.
- 3. Demonstrate by actual specimens that you know terms chosen by the examiner on the subject of stamp collecting.

MWAMBA STORAGE EXPERT

- 1. Describe the main traditional methods of staple food preservation
 - and assess their effectiveness.
- 2. Describe a safe use of post-harvest food crop treatment, including modern methods of preservation.



- 3. Describe three common insects that attack food crops in your area, and explain how this can be prevented.
- 4. Construct or help in the construction of a model grain store or other preservation gadgets such as a solar drier.
- Make a survey of traditional storage methods in the community and report to the patrol or examiner.

MWAMBA SWIMMER

- 1. Swim 100m in any over-arm or crawl style.
- 2. Swim at least 1km without stopping.
- 3. Perform the following dives:



- Racing dive from the edge of the bath or bank.
- Dive from a board not less than 2m above the surface of the water.
- Neat dive from a springboard, or a running dive from the side or bank.
- 4. Perform fancy diving into water (such as the swallow dive, backwards and forwards somersaults, diving from a height of 20m).
- 5. Satisfy the examiner that you are capable of instructing a non-swimmer in the basic principles of swimming.
- 6. Swim 50m with clothes on (shirt and buttoned shorts) and undress in the water without touching the bottom.
- 7. Using a training model, demonstrate the mouth-to-mouth method of respiratory/ resuscitation. (In no circumstances will a living person be used for demonstration, training or testing purposes.)

MWAMBA TRACKER

- 1. Hold either the Chipukizi Observer Badge or Tracker Badge.
- 2. Recognize and explain two different characteristics of three different types of simple human tracks.
- SCOUTS
- 3. Solve, with reasonable accuracy, three tracking "stories" in sand or other suitable natural material.
- 4. Make six plaster casts of the tracks of birds, animals, cars or bicycles. All casts to be taken unaided and correctly labeled with date and place of making. At least two must be of wild birds or animals.
- 5. Lay a trail of at least one-half kilometre containing at least four different kinds of signs made of natural materials, four to six signs to be used. The route should be over ground with which the Scout is unfamiliar. Roads may be crossed but not followed. The trail should be followed successfully by Scouts of Mwangaza Standard.

MWAMBA TRADITIONAL MEDICINE

 Make a list of ten traditional medicines found in the locality, with the names of the sickness or diseases they are said to cure.



- 2. Name at least four traditional doctors from your area. Visit one of them and assist them for a period of time with their work. Then, report to the troop.
- 3. Together with the patrol, set up a nursery of herbs and medicinal plants.
- 4. Conduct a survey of traditional medicines in the locality. Then make a brief presentation on these medicines to the troop.

MWAMBA VENTURER

1. Complete an adventure journey as a member of a patrol in which you have played a leading part. The journey, which may be short in length, must include at



least five "incidents" such as rescues from fire or heights, compass work, night work, decoding. Water incidents are to be included by Sea Scout Troops.

- 2. Perform six of the following:
 - Climb a tree to a height of 9m from the ground.
 - Vault a fence two-thirds your own height.
 - Using a 15m line, throw the line to fall between two pegs placed at a distance of at least 13m, and separated from each other by at least 1m. Do this twice out of every three times.
 - Swim 18m wearing clothes.
 - Climb a rope or creeper to height of 4.6m from the ground.
 - Row a boat a distance of half a kilometre.
 - Sail a boat on a triangular course of not less than half a kilometer and come alongside correctly.

MWAMBA WORLD FRIENDSHIP

 Demonstrate an elementary knowledge of the geography, history, and people of at least three countries other than your own.



- 2. Correspond regularly and for not less than one year with a Scout of another country (either individually or as part of troop "link up"). (Note: such contact should initially be made through Scout Headquarters.)
- 3. Demonstrate knowledge of the organization and activities of World Scouting and Guiding.
- 4. Do at least three of the following:
 - Camp or hike at least five days with Scouts of another country (either in your own country or elsewhere). Produce a logbook covering the event and your impressions of it, and show a fair understanding of Scouts of the other country and their national culture.
 - Keep an album or scrap-book for at least one year, which depicts the national affairs, sports, culture and Scouting activities of another country.
 - Know the main points of the United Nations Charter and the main principles of the Declaration on Human Rights. Explain these in simple terms.
 - Take part in a practical activity of an international character such as the collection or distribution of relief supplies, the reception or settlement of new emigrants or refugees, or assist in some project of a non-political organization for the promotion of world peace and brotherhood.
 - Write a short essay on some aspect of contemporary world affairs.

HIV/AIDS "Do not spread fear, Spread the facts"

If this book is lost and you find it, please send it to the address shown on page 1 or to:
The Kenya Scouts Association
P.O Box 41422 Nairobi
Tel: 568111,570794
Fax: 573799



This record book has been produced with the generous support of UNFPA and UNDCP Kenya.



THE KENYA SCOUTS ASSOCIATION

MWAMBA SCOUT

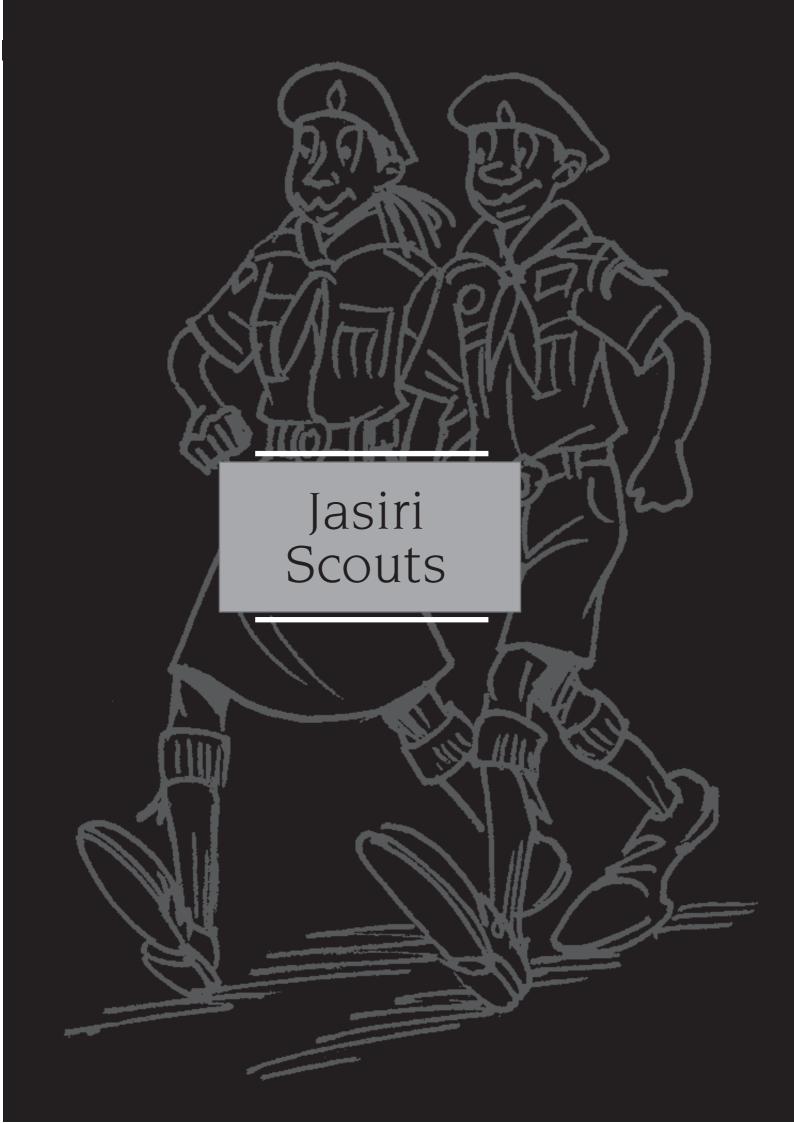
MEMBERSHIP

and

progress record card

KAS No: 01419

MWAMBA SAMPLE CARD



The Jasiri scout promise:

On my honour, I promise that I will do my best, To do my duty to God and my Country, To help other people at all times, To obey the Scout Law.

THE JASIRI SCOUT LAW:

As in Chipukizi and Mwamba Scout sections.

THE JASIRI SCOUT MOTTO:

"Service."

THE JASIRI SCOUT KNOT:

Bowline

THE JASIRI SCOUT SECTION COLOUR:

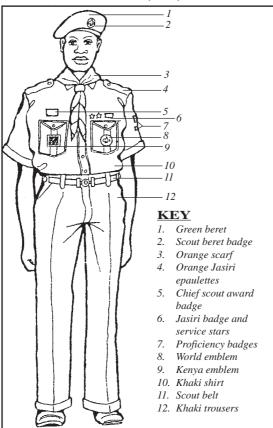
Orange

THE JASIRI SCOUT SECTION AGE BRACKET:

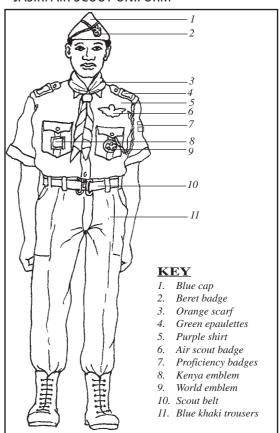
Age 18 to 30 years.

Jasiri uniforms

JASIRI SCOUT UNIFORM(MEN)



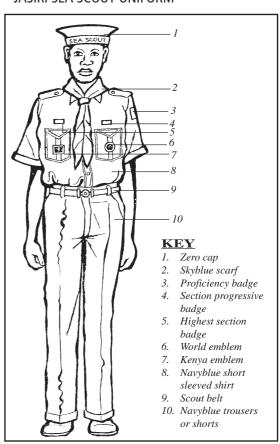
JASIRI AIR SCOUT UNIFORM



JASIRI SCOUT UNIFORM(WOMEN)



JASIRI SEA SCOUT UNIFORM



Introduction

The Jasiri Scout Section is meant for young people age18 and above. This is a co-educational section open to both men and women. The aim of the Jasiri Section is to offer activities that constitute an advanced interpretation of the



principles of Scouting and are sufficiently challenging to interest a young adult.

The Jasiri Scout Motto is "Service." Many of the items in the Jasiri programme are aimed at a practical demonstration of the spirit of service to God, to others, and to self — the fundamental principles of Scouting.

ORGANIZATION OF JASIRI

The "crew" is the basic unit of the section. For a crew to be recognized, there must be at least six members and the crew must be registered in the normal manner. When a new person joins the crew



before Investiture, they are known as a Jasiri Novice. They officially become Jasiri Scouts after Investiture.

Every crew has a warranted Jasiri Scout Leader who may be chosen from the crew. This person may have one or two assistant Jasiri Scout leaders to assist him/her. However, the emphasis in the Jasiri section is self-motivated leadership that focuses on areas in which a Jasiri feels most competent. If there is no crew member qualified to lead the crew, then a Scouter from elsewhere can be invited to come and help. A crew can also choose a mature, experienced person to act as the crew adviser. The crew adviser need not necessarily be a member of the crew but should well be versed in Scouting.

A Jasiri crew should formulate a simple method of dealing with all its affairs, including relations with other crews and Scout units.

THE JASIRI PROGRAMME

Jasiri Scouting is for young adults. The Jasiri programme is organised to give maximum variety and choice to the Jasiri. The programme is divided into two main parts:

- 1. Pre-Investiture training: This is the section that every Jasiri novice is required to complete successfully before they are invested as Jasiri Scouts. This section is aimed at giving the aspiring Jasiri the basics of Scouting and is compulsory to all. On completion of this section, the Jasiri is invested and presented with the World Scout Badge, the Kenya Emblem, the section scarf and the Jasiri Badge.
- 2. Post-Investiture training: On completing the pre-investiture training, the Jasiri is allowed to embark on the projects, proficiency badges, challenges and awards of their choice. This section is designed to challenge participants to put their

disposal of others, especially younger members of the Scout Movement. In this section, Jasiri Scouts are challenged to use their knowledge and potential to develop creative approaches to service activities. For instance, through the Project Badge the Jasiri can develop their own programme of activities and implement them without any outside interference. The general scheme for Jasiri is as outlined below:

PRE-INVESTITURE STAGE

Scouting knowledge at the

Before being invested as a Jasiri, the novice must complete the following tests to the satisfaction of the Jasiri Scout Leader and the crew or appointed examiner:

- Explain the Scout Law and Promise and demonstrate how to apply them in a spirit of service to others.
- 2. Explain the meaning of the Scout salute, sign and the Jasiri Scout Motto.
- 3. Outline the History of Scouting with emphasis on Kenya and be familiar with current Scout literature.



- 4. Tie and explain the uses of the following knots:
 - Reef knot
 - Clove Hitch
 - Sheet Bend
 - Bowline
- 5. Prepare a meal under camp conditions to the satisfaction of the crew.
- 6. Demonstrate the basics of First Aid and the principal rules of health.
- 7. Explain the design and meaning of the national flag and demonstrate how to hoist and break it.
- 8. Attend at least four crew meetings and complete a probationary period of three months, both of which may be extended at the discretion of the crew.

INVESTITURE CEREMONY: THE VIGIL

The vigil is the Jasiri Scout process of selfexamination before being invested. This selfexamination could differ from crew to crew. However, as it is intended for people of more or less the same age group it is possible to give an example that could be used or be modified to suit every crew's needs:

THE QUESTION:

"As one grows older, time passes mor e quickly. Comparatively speaking life only lasts for a short time and soon passes away."

Examine yourself:

- 1. Am I making the best use of the life that God has given me?
- 2. Am I frittering it away, doing nothing that counts, wasting it?
- 3. Am I contributing to things that are doing good to anybody?
- 4. Am I forwarding my own interests at the expense of others? Am I advancing my own enjoyment of money-making or promotion without trying to help other people?
- 5. Whom have I helped in my life? Is there anyone else I can help?

"We get no r eward or pay for doing ser vice, but that makes us free men and women in doing it. We are not working for the employer. We ultimately work for God and our own conscience. This means that we are human." The Jasiri Scouts section of the Scout Movement can be described as a "community for service." If we join it we shall get the opportunity of training for, and giving services in, many ways that would not have otherwise been open to us.

"Service is not something we do "in our spare time." Service should be a life attitude that constantly finds outlets for practical expression."

Further self-examination:

- 1. Am I joining Jasiri Scouting only for the fun I get out of it?
- 2. Am I determined to put self-sacrificing service into my Jasiri Scout experience?
- 3. What do I mean by service?
- 4. Do I really think of others rather than myself, in my plans or undertakings?
- 5. What sort of service am I best fitted to give at home, at work and in my spare time?

"As the success of our service will depend to a great extent on our personal character, we must discipline ourselves in order that we may be a good influence on others."

Final self-examination:

- 1. Am I determined to try and give up bad habits acquired in the past?
- 2. What are the weak points in my character?
- 3. Am I absolutely honest, truthful and trustworthy?
- 4. Am I loyal to God and my country, my employers, those under me, the Scout Movement, my friends and myself?
- 5. Am I good tempered, cheerful and kind to others?
- 6. Am I sober, clean-living and clean-speaking?
- 7. Have I pluck and patience to sustain myself when things go wrong?
- 8. Have I a mind of my own, or do I allow myself to be carried away by the persuasion of others?
- 9. Am I strong minded enough to resist temptation (drinking, drugs, harm to others)?
- 10. If I am weak in some of these things, do I resolve here and now, with God's help, to do my best to correct them?

"Conclusion: May God give me strength to go forward henceforth a real person, a true citizen, and a cr edit to my countr y." The individual concerned should carry out the vigil in a quiet place where they will not be disturbed. Every question must be considered carefully. After going through the entire self-examination, the Jasiri Novice informs the crew that they are prepared to become a Jasiri Scout. Then the Jasiri Novice may be invested into Jasiri.

INVESTITURE

The young person, after self-examination, is brought before the Jasiri Scout crew. The crew should be in uniform and should stand before a table, upon which is set a basin of water and a napkin. The Jasiri Scout Leader stands facing the candidate(s), each of whom should have a bowline tied loosely around their waist. The Jasiri Scout Leader calls them by their names, and then says:

LEADER: Have you come with a desire to

become a Jasiri Scout in our

worldwide community?

CANDIDATE: I have.

LEADER: In spite of difficulties you have

experienced in the past, are you now determined to do your best to lead a clean life, to be honorable, truthful and straight in all your dealings, clean in what you think, in what you say and all

you do?

CANDIDATE: I do.

LEADER: Do you understand that by

becoming a Jasiri Scout you are joining a worldwide community dedicated to helping you carry out your ideals, but which also asks you to obey our rules and carry out our motto of service to

others?

CANDIDATE: I do.

LEADER: Are you willing to give us a sign,

here in the presence of us all, that you are prepared to wash away your past misdeeds and that you are determined to commence afresh?

CANDIDATE: I am (washes his/her hands and

dries them).

LEADER: Understanding these things then:

make (or renew) your Scout Promise, bearing in mind that you are expected to interpret it not from a child's point of view but from the perspective of a young

adult.

CANDIDATE: On my honour, I promise that I

will do my best, To do my duty to God and my country, To help other people at all times, To obey the

Scout Law.

LEADER: (Performs left-handed handshake

with the new Jasiri Scout and

says):

I trust you on your honour to keep (or continue to keep) your

promise.

(The leader then fastens on the new Jasiri Scout's knot and presents him with his badges

saying):

Let this, your Jasiri knot, remind you of the three younger sections of our Movement. Let it remind you of your duty to the younger ones, of your responsibility, as a Jasiri Scout, to the younger ones and of your responsibility, as a Jasiri Scout, to set for them at all times as an example worthy of your best self.

CONCLUSION: The crew gathers round the new Jasiri Scout shaking his hands and

welcoming him.

Jasiri scouts awards and badges

Immediately after being invested, the Jasiri Scout proceeds to attempt some of the various projects and challenges in the Jasiri programme. The choice of which item to do is left to the Jasiri. However, the Jasiri Scout should note that some tests are compulsory.

To ascertain that one has passed (and hence qualified) for a badge, it will sometimes be necessary to seek the help of the local association or even Scout headquarters. The Jasiris should, however, always strive to satisfy their crew of proficiency and ability before all others.

JASIRI AFYA

- 1. Describe five diseases that kill children and say how they can be prevented.
- 2. Write an essay or prepare a short talk on the dangers of drug abuse
- 3. Explain dangers of mosquitoes, rat, lice, etc, and show how to eradicate them.



- 4. Participate or initiate and carry out a project dealing with communication of health information to the community.
- 5. Name five communicable diseases and help to start a project that can prevent three of them (building a toilet, clean water project, anti-malaria campaign, etc).
- 6. Explain the dangers of any three sexually transmitted infections (STIs) and outline measures to prevent them.
- 7. Describe the value of breastfeeding a baby and the possible dangers of bottle-feeding.
- 8. Name at least five medicinal herbs known in Kenya and describe how they are prepared and for what disease they are effective.

THE CHIEF COMMISSIONER'S CHALLENGE BADGE (C.C.C.)

The local association, on the recommendation of the Jasiri Scouts Leader, grants the C.C.C. badge.

The conditions for its award are as follows:



 The Jasiri must prove competent to instruct and examine a Mwamba Scout for three of the following Mwamba Proficiency Badges: Mwamba Explorer, Mwamba Hiker, Mwamba Map Maker, Mwamba Mountaineer, Mwamba Traditional Medicine, Mwamba Rock Climber, Mwamba Reproductive Health.

Note: The Jasiri need not serve as an actual instructor or examiner.

- 2. The Jasiri must be qualified in first aid to at least the standard of the Mwamba First Aid Badge and must have attained the Jasiri Spirit Badge.
- 3. The Jasiri must complete, as a member of a team of Jasiris, a journey extending more than four consecutive days (with three night out) or two journeys each extending more than 48 hours (each with two nights out) excluding traveling time. The journey must be organised by the Jasiri and approved to be of a sufficiently high standard by the Jasiri Scout Leader and Area Commissioner. It may take place in any part of East Africa, but it must present a definite test of endurance as well leadership. The Jasiri must submit a log of the expedition to the Jasiri Scout Leader and crew as soon as possible and not later than one month after the completion of the expedition

Note: A holder of Gold A ward in the President's A ward scheme may be exempted from doing Test No. 3.

THE CHIEF SCOUT AWARD. (C.S.A)

The Chief Scout Award is granted by the Executive

Committee of the Kenya Scouts Council on the recommendations of the local association, Area Commissioner and Jasiri Scout Leader. If the Jasiri so desires, the Award may be presented to him by the patron of the association (if



any) or Chief Scout at a suitable occasion. Before being awarded the Chief Scout Award a Jasiri Scout must:

- 1. Hold the Chief Commissioner's Challenge Badge, the Project Badge and the Service-Training Star.
- 2. Set a personal example of the Scout way of life and the Jasiri motto, "Service." This to be determined by the Jasiri Scout Leader and the crew
- 3. Interview with the Area Commissioner (or a specially-deputized Assistant Area Commissioner) that will give particular attention to the service that the candidate is rendering to the Scout Movement and to the community generally.

JASIRI CONSERVATION

 Be familiar with the current literature on conservation activities.
 Be able to instruct for the Conservation test of any Scout section.

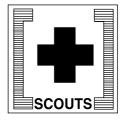


- 2. Know the major SCOUTS conservation and environmental agencies and societies that operate in Kenya and be acquainted with at least one member of staff of one of them.
- 3. Initiate and lead the crew in implementing a worthwhile project in any area of conservation suitable to his/her locality. Involve the local people as much as possible in the project.
- 4. Prepare and give a talk and demonstration by Scouts or a group of local people on some aspect of conservation that is of particular significance to the local scene.
- 5. Lead a group of young people on an expedition with the object of:
 - Finding examples of how man has damaged nature, as well as examples of how man has improved nature.
 - Writing down the rules of good behaviour on nature excursions.
- 6. Explain the global implications of any three of the following:
 - Global warming.
 - Depletion of the ozone layer.
 - Desertification.
 - Dumping and industrial pollution.
 - Nuclear proliferation.

A report on all these activities should be submitted to the crew for assessment and forwarded to the National Scout Headquarters for records.

JASIRI FIRST AIDER

1. Be able to instruct Scouting First Aid Skills to members of any section of the movement (Sungura to Mwamba Scouts).



Gain the Adult Certificate of the St. John's Ambulance or the Home Nursing Certificate, OR:

Know and be able to put into practice or demonstration:

- Principles and practice of First Aid.
- Structures and functions of the body (the skeleton, the skull, the backbone or spine, the ribs, the joints, the tissues, the muscles, the skin, the trunk and its contents, the chest cavity, the abdominal cavity and functions of the body.)
- Breathing and resuscitation. (Know the causes of asphyxiation, the signs and symptoms of asphyxia and the general rules for the treatment of asphyxia. Know how to deal with suffocation from poisonous gases and electrical injuries.)
- Treatment of wounds and bleeding, both minor and severe.
- Treatment of shock.
- General rule and the guiding principles for the treatment of unconsciousness.
- Treatment of injuries to bones and joints.
 Know the common causes of fractures, the types of fractures, general signs and symptoms of fractures.
- Demonstrate the use of slings, bandages and splints for the various types of fractures.
- The treatment of burns and scaldings.
- Treatment of injuries from: crushing, blasts and the treatment of poison cases.
- How to deal with motor accidents and causalities.
- 3. Prepare a talk or demonstration on safety in the home and homestead that could be given by any member of the crew to a group of people in their locality.

JASIRI INSTRUCTOR

On the recommendation of the Jasiri Scout, the Area Commissioner grants the Jasiri Instructor Badge. Before being granted the badge, a Jasiri must:

1. Hold the Scoutcraft Star.

2. Arrange a public display or presentation with your troop or pack on training covered during

a troop or pack meeting,





Preside at a troop

or pack meeting on similar lines to the above. The end of the training period to be attended by members of the crew or by the Area Commissioner.

3. If pursuing Sungura Scout Work, instruct on Nyota I and II subjects as well as two proficiency badges. Show a reasonable knowledge of current Scout literature,

OR:

Demonstrate knowledge or ability to instruct in any three Chipukizi Scout Proficiency badges,

OR:

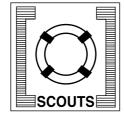
Demonstrate a reasonable knowledge of "Scouting for Boys," or any other Scout book selected by the crew.

NOTE: The badge is worn on the right breast. It must be surrendered as soon as the Jasiri ceases to act as an instructor.

JASIRI LIFESAVER

1. Be able to teach swimming skills at any level

of Scout training from Sungura Scouts to Mwamba Scouts (including rescue techniques).



- 2. Do any three of the following:
 - Swim at least 500 metres in either salt or fresh water using any stroke.
 - Swim at least 250 metres using the lifesavers backstroke.
 - Demonstrate the stride jump from the side of pool and how to improvise a float from a shirt or jacket and bring up an object of at least 5kg.
 - Demonstrate the cardio pulmonary resuscitation method of artificial respiration, or any other recommended method in current use.
 - Describe the principles of respiration, asphyxia and blood circulation.
- 3. Demonstrate, with another Jasiri, two methods of defense against a struggling, drowning person and two methods of releasing oneself.

- 4. Demonstrate two methods of removing a person from deep water.
- 5. Demonstrate the method of rescue by rear approach and bring the person to the place of entry (a distance of at least 30 metres).
- 6. Using the stride jump, swim to a person 30 metres way, approach from the side and bring them back to the point of entry using any method.
- 7. Give a short talk on water safety, with special references to young people swimming together.

JASIRI MKULIMA

Do either of the following:

A. STORAGE

1. Describe the important traditional methods used by people in your area to preserve the staple food crop and



- assess the effectiveness of these methods.
- 2. Describe the safe use of post-harvest food crop treatment including modern methods of preservation.
- 3. Identify and describe three common insects that attack the food crops in your district and methods used to fight them.
- 4. Name and describe three common rodents that are a menace in your locality and how they can be controlled.
- 5. Construct or take an active part in the construction of either a model grain store,

OR:

A solar drier.

B. FARMING

- Display a thorough knowledge of five major food crops and their climatic requirements.
- 2. Demonstrate general methods of intercropping and crop rotation and explain when to plant, weed and harvest the crops.
- Maintain a food crop plot for an entire growing season using crop husbandry, OR:

Demonstrate skill in the maintenance and proper care of one of the following for at least four months: rabbits, chicken, fish, bees.

JASIRI MOUNTAIN RESCUE

 Be aware of and describe the treatment for ailments due to attitude (common mountain sickness, sunstroke, exposure and pulmonary edema). Describe the common hazards of mountaineering (wind, snow, ice, hail rain, poor visibility, etc) and be aware of the preparations needed to counteract them.

2. Make a list of the personal kit to be taken on а mountain expedition approximately three days. Itemize a first aid kit to be carried on an



expedition of ten people for four days.

- 3. List the main causes of mountain accidents. Demonstrate the main distress signals. Explain first aid procedures on the mountain. Explain mountain rescue posts and police posts in the vicinity of the highest mountain in the country and method of contacting any local rescue team.
- 4. Explain the various types of stretchers used in mountain rescue.
- 5. Describe the organization of a rescue party, search techniques and the evacuation of a casualty.
- 6. Take part in the mock evacuation of casualty from a cliff using appropriate methods.
- 7. Describe the equipment for night work, etc.
- 8. Improvise rescue equipment.
- 9. Take part in a mountain rescue practice with a team of mountaineers or mountain rescue experts (Mountain Club of Kenya, Kenya Police College, mountain parks, armed forces, outward bound programmes, etc).

JASIRI MWALIMU

- 1. Explain the current status of literacy in the country.
- 2. Take part in an adult education/literacy workshop, course or community education activity.



3. Be actively involved in organizing literacy classes or campaigns

for a period of at least twelve months.

- 4. Make teaching materials relevant to literacy classes or campaigns.
- 5. Teach at least two people how to read and
- 6. Make posters or literacy materials, and after consultation with the authorities, display them in an appropriate place.

JASIRI MZALENDO

- 1. Make a brief outline of the major political developments in the history of Kenya.
- 2. Tell the history and the design of the national flag and give an adult interpretation of the national anthem.



- 3. Teach at least two persons to sing the national anthem in Kiswahili or English.
- 4. Make a written outline history of the ruling party as well as any two of the following:
 - The National Youth Service.
 - The cooperative movement.
 - The central organization trade union.
 - The parastatal system.
 - Any two of the sports leagues.

THE PROJECT BADGE (COMPULSARY)

The L.A., on the recommendation of the Jasiri Scout Leader, grants the Project Badge. The conditions for its award

are as follows:

1. The Jasiri must choose, plan and devote at least six months to a project, and must keep a record of activities. At



least three times during the period the Jasiri must report progress to the Jasiri Scout Leader and crew and produce the record of activities supported by appropriate models, charts, maps or other exhibits. On these occasions the Jasiri may seek advice or assistance from the crew if necessary.

- 2. "Project" may be defined as self-imposed task demanding skill, application and care. The Jasiri picks the subject of his/her project. It should preferably be something which bears no direct relation to the Jasiri's means of livelihood or area of experience. Alternatively, the project could be a subject in which the Jasiri is already well versed, with the intention of higher achievement. The Jasiri Scout Leader and crews should formally approve the subject chosen for a Jasiri's project.
- 3. When the Jasiri is satisfied that they have completed the selected project, the result of the project must be demonstrate to the Jasiri

Scout Leader and crew. The Jasiri Scout Leader and crew, after seeking any necessary expert advice, then decide if the Jasiri has reached a satisfactory standard of attainment.

Note: The Project Badge is worn on the right arm of the shirt.

JASIRI REPRODUCTIVE HEALTH EDUCATION (COMPULSARY)

- 1. Do one of the following:
 - Research some of the problems associated

with cross-cultural marriages and report to the crew.

 Present a 20 minute play or talk that demonstrates the dangers of early sexual experimentation.



- 2. Assist in the preparation of the marriage of a friend or relative and share the experience with crew members.
- 3. Explain at least five problems associated with teenage pregnancy.
- 4. Do one of the following:
 - Assist in setting up a community information centre on reproductive health education, child abuse or rape in cooperation with members of your crew or other agencies.
 - Design or assist in designing a programme that can be used to provide reproductive health education knowledge to younger members of the Scout Movement.
 - Collect examples of myths prevailing in the community concerning sex, sexuality and pregnancy. Discuss with experts and members of your crew suggested ways these myths can be dispelled and plan a project to do so.
- 5. Design a project with your crew that will be of benefit to the community in the field of reproductive health education. This project must involve at least six members of the crew for a period of not less than one month. While the project design is left to the discretion of the crew, it must be of benefit to the community and in keeping with principles of Scouting.

THE SCOUTCRAFT STAR

The local association, on the recommendation of the Jasiri Scout Leader, grants the Scoutcraft star. The conditions for its award are as follows:



A. If previously a Scouter, the Jasiri must:

- Bring proof from his Area Commissioner that he/she has carried out duties satisfactorily for a period of not less than six months.
- 2. Prepare for, attend and qualify at a Preliminary Training Course, or produce a certificate to show that they have already qualified.
- 3. If they have not yet qualified at a Preliminary Training Course, gain all the knowledge necessary to instruct in a proficiency badge of the Scout's own choice from any Scout section (two in the case of Sungura badges).
- 4. If they have already qualified at a preliminary training course before becoming a Jasiri Scout: gain all the knowledge necessary to instruct in two proficiency badges (three in the case of Sungura Scouts) of their own choice from any Scout section.

B. If not a Scouter, the Jasiri must:

- 1. Complete ten nights' camping, half of which is to be spent assisting a troop camp. Keep a log and submit it to the crew.
- 2. Gain the knowledge necessary to instruct and examine in any three-proficiency badges of your own choice from the Scout section you intend to lead.

Note: The Scoutcraft Star is worn on the right arm.

JASIRI SPIRIT

- Explain the fundamentals of Scouting and how they relate to a Jasiri's life.
- 2. Explain the Law and Promise:

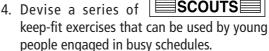


- Give examples of activities that can help Scouts put it into action and apply three of them.
- 3. Tell the history of Jasiri Scouting with emphasis on Kenya. Describe the spirit of adventure in Jasiri Scouting.
- 4. Explain the meaning of community service and community development. Take part in, or organise three activities related to both.
- 5. Read and comment on three different chapters that relate to the life of a Jasiri from a holy (religious) book.
- Organise or take an active part in the implementation of a religious activity or project.
- 7. Together with others, organize a project to instruct younger Scouts on, "The place of God in Scouting."
- 8. List five major world religions. Name the main differences and the main similarities between them.

JASIRI SPORTSMAN

- Choose any popular sport (including indigenous sports). Explain the rules and the sport's value to human development and demonstrate skill in playing it.
- 2. Organise or take part in organizing sporting activities for younger Scout sections for at least three months.

3. Organise or take part in a 24-hour journey of at least 50km on foot or on bicycle and make a report on the trip.



SCOUTS

JASIRI UTAMADUNI

- 1. Make and design a traditional costume and demonstrate how to wear it correctly.
- 2. Describe a traditional way of worship or sacrifice in your own community and at least one in another community.



- 3. Cook at least one traditional dish for a patrol/crew and at least one from another community.
- Preserve food using traditional methods.
 Design a cheap food store for a rural area.
 This should be an improvement of a traditional one.
- Identify and prepare at least two traditional machines or gadgets that will satisfy the examiner.



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THE KENYA SCOUTS ASSOCIATION



JASIRI SCOUT

MEMBERSHIP AND PROGRESS RECORD CARD

"B.-P's." Last Message



ear scouts - If you have ever seen the play 'Peter Pan.' You'll remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die he might not have time to get it off his chest. It's much the same with me, and so, although I'm not at this moment dying, I shall be doing so one of this days. And I want to send you a parting word of goodbye.

Remember, it's the last you'll ever hear from me, so think it over.

I've had a most happy life and I want each one of you to have as happy a life too.

I believe that God put us in this jolly world to be happy and enjoy life. Happiness doesn't come from being rich, nor merely being successful in your career, nor by self-indulgence. One step towards happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and so can enjoy life when you are a man.

Nature study will show how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you've got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than you found it, and when your turn comes to die, you can die happy in feeling that at any rate you've not wasted your time but have done your best.

"Be prepared" in this way, to live happy and to die happy-stick to your scout promise- even after you've ceased to be a boy - and God help you do it.

Your friend,



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