



Rambler badge

The Rambler badge is based on a recommendation by the District Commissioner or The Regional Commissioner. If it is agreed upon by the Regional Commissioner, the rover scout leader can appoint an examiner to test any of the requirements in the Rambler badge by themselves.

1. Service

The service activities used for rover scout badge award cannot be counted towards the ramble badge. However, those who have trained or received training in the scout, venture scout, or rover scout section can be recognized for the rambler badge.

Complete either A or B.

- A. To complete one or more leadership training courses, and serve as least 30 hours on scout activities; this includes all kinds of scout training courses.

_____ date _____ sign

Any of the following can be counted as service:

- a) Work as a trainer in the cub, scout, venture or special scout section.
 - b) Serve in the scout headquarters or any of the scout's camping.
 - c) Work as a staff member in any of the special scout; venture scout, scout or Cub Scout organized activities.
 - d) Become a service staff member or quartermaster in the scout headquarters, district or region.
- B. 1) Volunteer service in an approved scout activity outside the group.
Activities include: _____
_____ date _____ sign
- a) In three months, work as a leader or a training staff in a scout group for at least eight times.
 - b) Serve as a staff member or a helper for at least twelve times in Cub Scout, scout, and venture scout or special scout activities.
- 2)
- a) Plan and organize a service activity with other rover scouts or anyone of the adult association. These service activities must be for at least three months and include thirty hours of service.
 - b) Complete any skill test and do service based on that skill. These service activities require special skill in order to be counted as service. Training and service must be for at least three months and include thirty hours of service.

_____ date _____ sign

2. Scout Skills (Rover Scout Epaulettes)

- 1) Camp in a wilderness or suburban area for at least three night and able to demonstrate the following camping skills:
- Prepare a backpack and be able to list what you or your group brought for the camp.
 - Select a campsite, set up and pack a tent.
 - Build your camp area: this includes all the gadgets that are required for this camp.
 - Food storage.
 - Use a cooking stove or a lightweight stove to cook meals.
 - Clean up all the garbage and leave no trace
 - Plan the schedule for camping activities.
 - Logbook: this includes a complete log for each day with all the details of the events held.

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- 2) Be able to master the following sixteen scout knots: reef knot, figure eight, sheet bend, sheepshank, clove hitch, bowline, timber hitch, fisherman's knot, simple whipping, western whipping, highwayman's knot, square lashing, diagonal lashing, end to end lashing, eye splice, cross splice and crown splice.

date

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- 3) Know all the pioneer structures and be able to build two of the following pioneer work:
- Monkey bridge that is at least twenty five feet long;
 - A trestle bridge no shorter that twenty five feet long;
 - An observer tower no lower then fifteen feet high;
 - An aerial runaway no shorter then thirty feet long;
 - A drum raft that can take at least two people.

date

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date

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- 4) In open are, use matches and natural materials to start a fire; use a native cooking method to cook the following foods:

date

sign

- a) Egg b) Vegetables c) Fish d) Flour/Bread e) Meat

- 5) Have a basic knowledge of first aid; this includes; bites, burns, sunstroke, wounds and other.

_____ date

_____ sign

Note: once all the skill tests are finished, one is eligible to wear the rover epaulettes.

3. Expedition

Join an approved hiking training course; details about the hiking course is listed in appendix B. Lead a three to six person hiking team and plan a four-day three night hiking trip, in a suburban or an unfamiliar area. You must hike eighty kilometers or use other transportation to complete the same amount of distance.

_____ date

_____ sign

- Two practical journeys of the same kind should be taken before the actual journey takes place; there is no limit on the distance of travel for the practical journey.

_____ date

_____ sign

_____ date

_____ sign

The hikers must finish two or more jobs that the expedition has chosen. After the expedition, the hikers will have to hand in the expedition report. They will have one month to complete it.

4. Life Experience

Complete one of the following:

- 1) Pass an educational, professional or work qualification exam with a diploma.
- 2) Join an approved educational host course, which is three months long and includes twelve training lessons.
- 3) With other rover scouts or adults, research on social problems and write a report to one of the members of an organization, or the leader of the rover crew.
- 4) Completion of the scout Woodbadge Part II training may be counted as life experience.

_____ date

_____ sign

5. Physical Recreation

Take part in physical activities (sports individual or team) and gain hrs. For participation. To qualify earn 50 hours over a minimum of 25 weeks

_____ date

_____ sign

6. Meeting

Have an interview with the district commissioner or the regional commissioner.

date

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