

Australian Scout Youth Uniform Standards





Scouts
AUSTRALIA

Scouts Australia wishes to acknowledge the traditional custodians of the lands where we play the game of Scouting. We would also like to pay respects to their leaders past, present and emerging.

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AUSTRALIAN SCOUT PUBLICATION

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The Uniform

What it is.

Where to get it.

How to wear it.

When to wear it.

**And anything else you ever
wanted to know about it.**



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About These Standards

The original draft of these standards was completed by the National Youth Council following a survey conducted in early 2012. Amongst other things, the results of this survey highlighted how members found it a challenge to know all the policies and rules about the Australian Scout Uniform (hereafter referred to as the “Uniform”) and where to find appropriate guidance. While writing the survey report, the team stumbled across a uniform information booklet produced by Girl Guides Australia, and so they decided to, well, borrow that idea. However, other things happened and this project was put on the shelf for a few years. Now is the time to pick it back up, and so, we have this booklet.

We clearly needed a single, or central, source of truth for the Uniform. That is what these guidelines aim to provide. This is the first time we will have captured all Uniform-related items in one single location. Ever wondered what youth badges can be worn where? We acknowledge that there are some things this guide may not clarify for you, although we have tried to cover everything you need to know about the Uniform. Hopefully, any missing pieces you require clarification on are dependent on the location you are Scouting in!

Please note, that these standards relate to those members participating in the youth program. As such, Adult Members (other than Rover Scouts) are not included. For Adult Members, please refer to the Adult Uniform Standards..

The Australian Scout Uniform

Purpose

The Uniform is a collection of items of clothing that unify all members of Scouting in Australia. Sharing similarities with other Scout Uniforms throughout the world (in particular your scarf/ neckerchief and the World Scout Emblem badge), it clearly identifies you, its wearer, as a member of a National Scout Organisation, of the World Scout Movement, and all of the wonderful things associated with that.

The Uniform forms part of what is known as Tier 1 in our symbolic framework. The symbolic framework is one of eight elements in the Scout Method. Along with the Scout sign, Scout salute and left handshake, the Uniform is a unique and distinguishing feature of Scouting, locally, nationally and globally. Each National Scout Organisation has its own Uniform, but each feature the World Scout Emblem badge, and all members wear a scarf (or neckerchief – the language varies depending on where you come from).

The Uniform is designed to be light and comfortable to wear, looking formal but not unfriendly, and wearable in many situations. The Uniform also offers us the opportunity to display badges celebrating our achievements or recognising our identity. Not all of our achievements may result in a badge. However, in Scouting, we choose to recognise many achievements with badges and woggles that can be worn as part of the Uniform.

The Australian Scout Uniform

A Brief History

The first version of the Scout Uniform was based upon what Lord Baden-Powell, the founder of the World Scout Movement, wore in the British Army. It included a khaki shirt, shorts, and wide-brimmed hat. The original design had long sleeves, but these sleeves could be rolled up. Shorts were used as they were thought to be practical for the lifestyle of typical Scouts of the time, which included spending lots of time camping and in the outdoors. Many Scouts chose to wear long pants when not in the outdoors, to fit in with the fashion of the day.

The scarf/neckerchief would identify its wearer as a Scout, as well as where they came from. But, the scarf also has many hidden functions – it can be used as a sling, bandage, or as a means of keeping warm.

Over time, many ergonomic changes have been made to the Uniform. The materials were changed from thick, itchy and scratchy wools and cottons, to more light, breathable and comfortable fabrics. Various Uniforms have also been developed at different times for different youth and young adults in different age sections.

In 2004, Australian Scouting looked to modernise its public image, as well as reduce the overall cost of membership, by introducing a new Uniform style and colour. Although this was the third new Uniform style since the 1980s, it was by far the most significant change to date, principally because of the colour change from the more traditional green, to a dark blue. Members were split about their feelings towards this change, which also prescribed no particular below the waist wear, and no specified hat. Youth members' shirts included a coloured yoke (covering the shoulders) representing their section, also a new a feature.

In late 2020, a long-sleeved shirt was added to the Uniform options. This provides youth members (and adult leaders) with the opportunity to wear a lightweight and sun smart option, especially for those regularly operating in hotter climates.

Who wears the Australian Scout Uniform?

Youth members and Youth Program participants (Joey Scouts through to Rover Scouts, Youth Helpers)

All youth members are required to wear their respective Uniform to Uniformed events (more information on these in 'When to wear your Uniform', below). Which events qualify as these vary between Scout Groups and Units.

Youth Helpers wear the Uniform of the section they are a member of when they are attending the Unit they are helping – so a Venturer Scout helping out at their local Cub Scout Unit wears their Venturer Scout Uniform. Girl Guides may also wear their Guide Uniform with a Youth Helper badge when they assist in a youth helper capacity in a Scouting Formation. This requires permission from their Guide Unit's Leader.

In the event that a Youth Helper is not a member of a Scouting or Guiding section they wear the adult navy-blue Uniform shirt with the World Scout Emblem badge, Australian flag badge and Youth Helper badge.

A separate guide outlining the adult uniform, the Adult Uniform Standards, can be found in Key Resources on the Scouts Australia website.

When to wear your Uniform

For the purposes of this booklet, we've got two different definitions of 'Uniform', described below. These two definitions cover the different circumstances in which you'll wear your Uniform, and while they're not officially recognised, they are both used in practice throughout the country.

'Standard' Uniform

This is what you'll generally wear to your weekly meetings, and at some events and camps where you are asked to wear Uniform, but may also be somewhat active while wearing it. The actual standard for this Uniform will vary from Scout Group to Scout Group, or even Unit to Unit.



'Full' or 'Formal' Uniform

This is what you wear to important events – award ceremonies, Annual Report Presentations (ARPs), ANZAC Day, formal Scout dinners, and any other important events where there'll be significant or momentous things happening. A good rule of thumb is this: If you're wearing Uniform, but you'll mainly be sitting down or standing still in it, you'd might as well be safe and wear the formal Uniform.



The components of the formal Uniform are as follows – Scout shirt; scarf; neat below the waist wear with Scout belt (where appropriate); neat, practical footwear (individual choice of black or brown shoes; boots or joggers); and optional official headwear and/or jacket in appropriate circumstances.



Compulsory parts of the Uniform

Shirt

Your shirt, along with your scarf, is the most distinctive part of your Scout Uniform. All the shirts are navy blue, with a different coloured shoulder panel for each section on the short-sleeved shirts – Joey Scouts are tan; Cub Scouts - yellow; Scouts - green; Venturer Scouts - maroon; Rover Scouts - red; and adult leaders – navy blue. Youth helpers wear their own section’s Uniform shirt when helping out in other Sections (e.g., A Venturer Scout helping at a Cub Scout night would wear their Venturer Scout shirt). Rover Scouts who are also adult leaders may wear either their Rover Scout shirt or a navy-blue adult leaders shirt whilst performing the duties of their appointed position.



is looking particularly crumpled, give it an iron. Crumpled creases aren’t the fashion statement you want to be remembered for.

There are two styles of Uniform shirt – a polo shirt available mainly to younger age sections, and a button up shirt available to all sections. There are different cuts for the button up shirt, in the form of Rover Scout and adult leader female or unisex cuts, however this difference does not exist for any of the other age sections.



The Uniform should be worn properly, with all badges sewn on neatly and correctly, the shirt and collar straight, and nothing showing underneath. This doesn’t mean that you can’t wear a shirt underneath it, particularly in cold weather – but the shirt shouldn’t be visible underneath your Uniform shirt. For events where you’re required to wear full/formal Uniform, or if your shirt



A long-sleeved button up shirt embroidered with the Scouts Australia logo has recently been made available. This can be worn as both an activity shirt and a Uniform shirt by all members.

Compulsory parts of the Uniform

Belt

Scouts Australia has a uniform belt. When wearing the standard Uniform, it will generally depend upon the Formation you're with as to whether you need to wear it or not – but when wearing the Uniform formally, this should be worn, unless it cannot be worn safely with your below-the-waist wear. Specifically, you should wear the Scouts Australia belts available from your Scouting retailer. Generally speaking, these will be dark blue, although Sea Scouts may wear a white belt. The unisex shirt is designed for it to be tucked in when wearing the belt, so be prepared to tuck your shirt in at formal events. It's best to check with whoever's in charge to find out whether you need to tuck it in. It should be noted that the female shirt is a different cut to the unisex shirt, and in some cases may not be able to be tucked in.

Shoes

First and foremost, these should be appropriate to the activity you're taking part in. In all but a very few cases, this will mean closed-toe shoes – these are compulsory on almost all activities and camps. The official ruling in Scouts Australia's Policy and Rules is "Neat, practical footwear. Individual choice of black or brown shoes; boots or joggers."

When wearing your Uniform formally, your shoes should be neat – some formal activities or events will require lace-up or buckled, polished leather school style shoes, or similar, with appropriate socks (colour coordinate with your pants). On some occasions, a specific colour will be requested, so best to check the information about the specific event before you attend, just in case.

Each Branch may have variations to what is outlined, and this information is available on their websites or by contacting the Branch office. On other activities, abide by the guidelines provided, choose comfortable and supportive shoes, and use your initiative – you can't hike in heels!

Additional parts of the Uniform

Below the Waist Wear

This is where it gets tricky. Check with your Scout Group or Unit Council for their standards for informal wear. In some groups, denim is acceptable; others it's not. Some groups don't define the type of below the waist garments you wear, but do define the colour. Others just want to ensure they're practical and safe for the activity, or are perfectly happy with school uniform pants. If your Group or Unit doesn't set a standard, or you're unsure about it but won't have the opportunity to ask, try for something in neutral colours that is suitable for the activity in which you're taking part – e.g., a mini skirt probably isn't going to be ideal for rock climbing. So, make sure it's appropriate for the activity!

For formal wear – Nationally, we don't specify what colour your below the waist garment should be for formal events, but your Branch, Region, District, Group, Unit, or event organiser may do so, and often this is either black, navy or beige/stone. The same colour guidelines will apply for skirts/shorts/culottes/trousers, as detailed below. Make sure you check the details of the formal event you are attending and ask someone if you are not sure! You do not have to buy Scouts Australia branded pants – your pants can be bought from anywhere.

Skirts, Shorts, Culottes, Kilts...

Scouts Australia's Policy and Rules states:

“Branch Chief Commissioners may approve alternative or additional Uniform (apart from the approved Scout Shirt, Scarf and Belt) which recognises the cultural heritage and/or religious requirements of a member.

In approving alternative Uniform, the Branch Chief Commissioner shall give consideration to acceptable Uniform in other culturally relevant National Scout Organisations and to the Values of Scouts Australia.”

This means specific items, whether that is below the waist wear, headwear or other alternate garments may be approved for cultural and/or religious purposes.

Though full-length pants or trousers are fairly standard with the Uniform, you are welcome to wear shorts (particularly if you're from the hot northern states), skirts, culottes or kilts. Just make sure that they abide by your Branch's colour scheme, and that additional or alternate uniform items for cultural or religious reasons have been approved by your Branch Chief Commissioner.

Additional parts of the Uniform

Headwear

Inspire Apparel, formerly Snowgum, produces a line of Scout-branded headwear, including bucket hats, wide brimmed hats, and peaked hats. These are all acceptable with the Uniform. When wearing the standard Uniform, any hat will be accepted, as being sun smart is what's important, but marching on ANZAC Day in a fluoro pink baseball cap and Scout Uniform isn't a great look, so branded headwear is preferred and you may be asked to remove unofficial headwear on certain occasions. Remember to check with the event organiser for formal occasions, especially if you're going to be in the sun for long periods of time.

Some events may include a hat as part of the event merchandise, with an expectation that you will wear this at that event. An example of this is the Akubra wide-brimmed hats that have been worn at recent World Scout Jamborees by the Australian Contingents.

Jackets

Inspire Apparel produces polar fleece and softshell navy-blue jackets, but anything that's fairly neutral (i.e., does not have another organisations logo on it) will usually be accepted for other events. Just remember that your jacket or jumper must come off for certain occasions when you're on display, and that includes that bright orange hoodie that sticks out from under your shirt! Don't forget, that you can wear a shirt underneath your uniform to help keep you warm – just make sure it can't be seen!

Additional parts of the Uniform

Awards

On really special occasions – award ceremonies, trips to Government House or Parliament, Annual Report Presentation (ARP) events, etc. – you might be asked or make the choice to wear any awards that you have earned or been recognised with. In the event you have previously been awarded a medallion, they should be worn neatly around the neck, and only one should be worn at a time.

When in formal wear (such as a suit) but not in uniform, lapel pins can be worn to indicate the receipt of certain awards. Sometimes known as a ‘mufti’ badge, lapel pins are a small metal pin, often worn with clothes other than Uniform on the collar of a shirt or lapel of a jacket. They are available for all members in the form of the World Membership pin, mother and father pins for Queen’s Scout Awardee, most peak awards and adult recognition awards (only applicable to Rover Scouts for the purposes of this document). Occasions for wearing these may include formal dinners and corporate events, weddings, and funerals.

Badge placement is a common discussion point, and it can be very easy to be confused as to what goes where. This section of the guide outlines the badge placement, including diagrams, images and explanations. The Uniform is laid out into three themed panels which align with Tier 1 of the one program symbolic framework.

This is:

RIGHT SLEEVE – MY IDENTITY

This panel recognises where you do most of your Scouting, and the additional awards you have achieved.

LEFT SLEEVE – MY JOURNEY

This panel celebrates and recognises your achievements from your time in Scouting. For youth members, this is the growth across the Achievement Pathways, mainly the Outdoor Adventure Skills, the Special Interest Areas, and your peak awards.

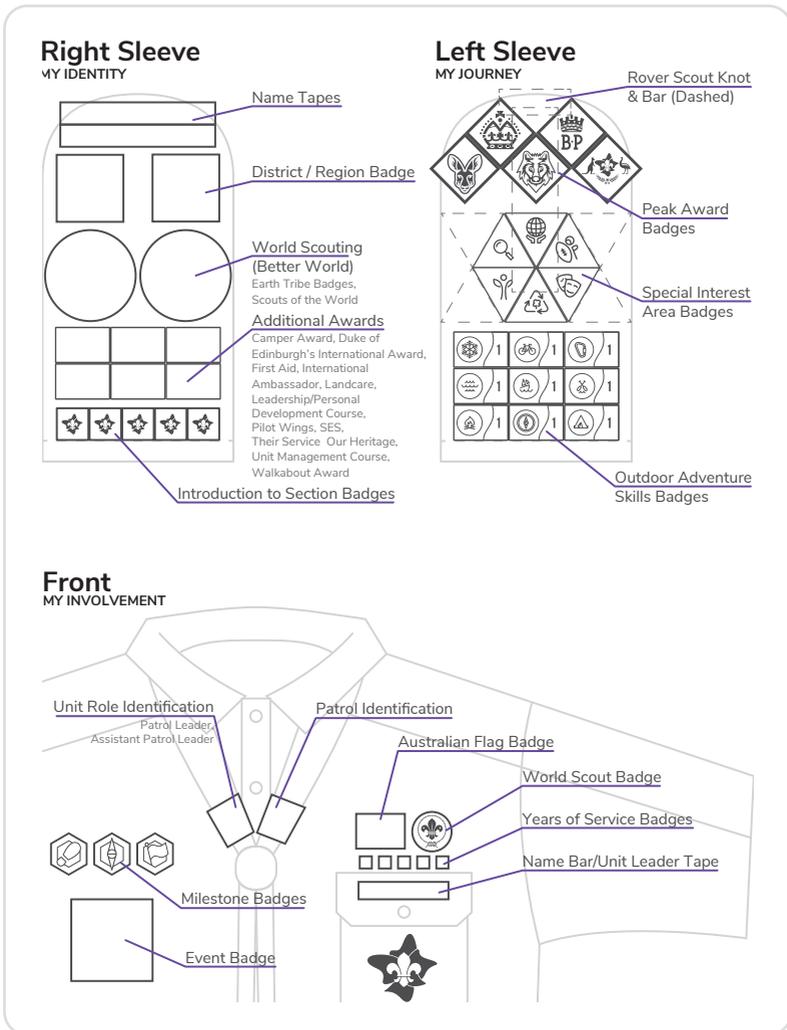
FRONT PANELS AND SCARF – MY INVOLVEMENT

These parts of the uniform recognise your active involvement in the movement, and especially the program. For youth members, this includes the Program Essentials Milestones, special events, Patrol identification, and your formal leadership roles.

Badge Placement

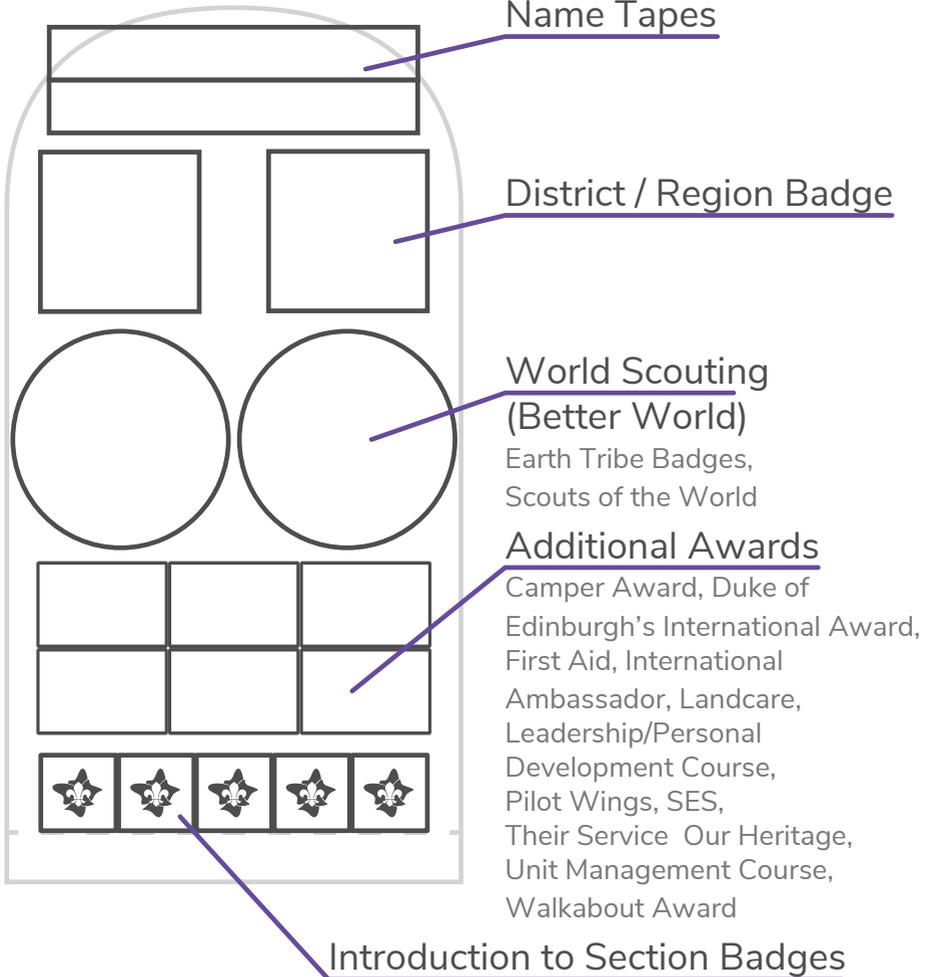
An explanation on what each of these includes follows the uniform layout diagram. The diagram below contains the nationally approved badge placement diagram for youth members.

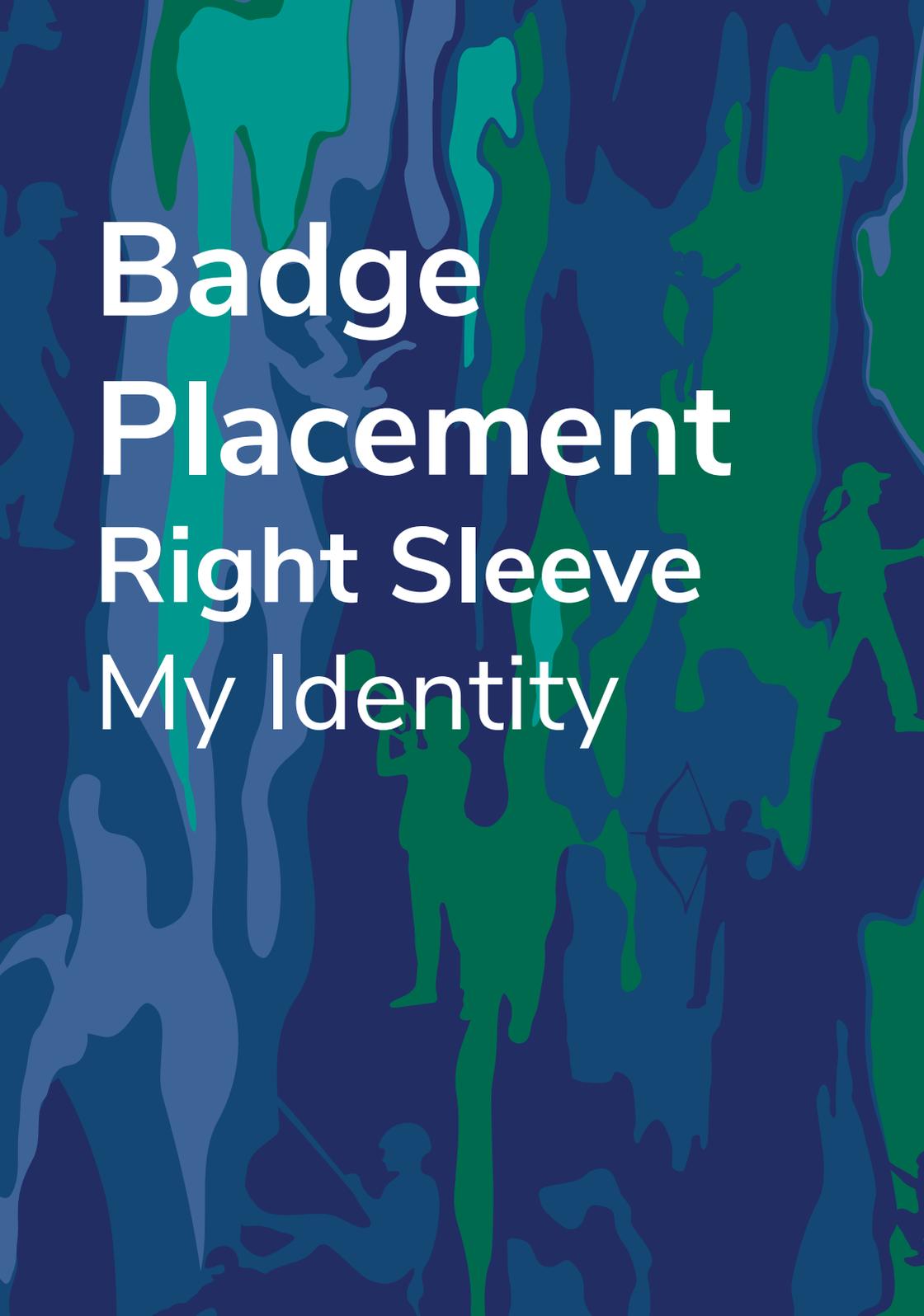
Note that we've not included individual Branch variations here – so your Branch may do a couple of things slightly differently. Check with your Branch office, if needed.



Right Sleeve

MY IDENTITY





Badge Placement Right Sleeve My Identity

Badge Placement

Right Sleeve – My Identity

Name Tapes, District and Region Badges

This is space made available to wear the badges and tapes that identify Scouting connections and locations. Some young people are involved in more than one formation and may have two tapes they could wear.

1st OTWAY RANGES SCOUT GROUP

SOUTH AUSTRALIA BRANCH

There is also space made available for both a District and a Region badge. Not all Branches have both Districts and Regions, so there may only be one badge in this spot.

Badge Placement

Right Sleeve – My Identity

World Scouting Badges

World Scouting Badges – Better World Framework

The World Organization of the Scout Movement offers a range of programme initiatives that members may choose to engage with. Over the years, these have been known under different names, most commonly referred to as the Better World Framework, and they form key components in the Scouts4SDGs initiative. The Better World Framework is a set of coordinated programmes, campaigns, calls to action, and events designed to develop the competencies of young people to become global active citizens by taking action around issues related to sustainable development, directly in line with the Purpose and Mission of Scouting.

These key programs are included in the initiative, some of which have associated achievements that are represented by the awarding of a badge:

1. Messengers of Peace
2. Earth Tribe – Champions for Nature, Plastic Tide Turners, and Scouts Go Solar
3. Scouts of the World Award
4. Dialogue for Peace
5. Patrimonto Scout Badge
6. HeForShe (note: there is an action kit to support members, but there is no badge) These programs are linked to the global Sustainable Development Goals (SDGs).

Find out more at:

www.scout.org/better-world-framework

WOSM (the World Organization of the Scout Movement) Better World Framework should not be confused with the Special Interest Area project area (and badge) called “Creating a Better World”. Projects in this area could certainly be inspired by the Framework but could also be anything else that “helps create a better world”.

Badge Placement

Right Sleeve – My Identity

World Scouting Badges



Champions for Nature Challenge

Become a champion for nature and biodiversity by developing sustainable habits for an eco-friendly and healthy lifestyle.

- Complete a self-assessment
- Increase your knowledge through completing at least 2-3 activities
- Take action through a community service project.

The time required will vary depending on the section you achieve this badge in.

More information can be found at:

<https://scouts.com.au/what-we-do/international/earthtribe/>



Plastic Tide Turners Challenge

Build healthier and more resilient oceans, lakes and lands by understanding how pollution affects every corner of the world.

- Complete a self-assessment
- Do a plastics audit
- Increase your knowledge through completing at least 4-5 activities
- Take action
- Review, reflect or report on your actions

The time required will vary depending on the section you achieve this badge in.

More information can be found at:

<https://scouts.com.au/what-we-do/international/earthtribe/>

Badge Placement

Right Sleeve – My Identity

World Scouting Badges



Scouts Go Solar Challenge

Discover the power of the sun and learn about how energy and the climate are interconnected.

- Complete all required activities from the Solar Energy Handbook

The time required will vary depending on the section you achieve this badge in.

More information can be found at:

<https://scouts.com.au/what-we-do/international/earthtribe/>



Scouts of the World Award

The Scouts of the World Award challenges all young people, Scouts and non-Scouts, to think about global issues and act upon them in their local community.

Designed for young people aged 15-26, the Award requires an individual to research/investigate an issue, develop a plan of action and then complete at least two weeks voluntary service focussed on addressing the issue or problem that is related to the Sustainable Development Goals.

More information can be found at:

<https://scouts.com.au/blog/2017/12/05/scouts-of-the-world-awards/>

Badge Placement

Right Sleeve – My Identity

World Scouting Badges

Dialogue for Peace

The Dialogue for Peace programme invites Scouts to discover how they can incorporate dialogue into their everyday lives.



Structured in three parts, Scouts should learn about the principles of dialogue, participate in activities that develop dialogue skills (do) and review their learning through a report (receive).

More information can be found at: <https://scouts.com.au/what-we-do/international/betterworld/>

Patrimonito Scout Badge

Through the World Scouting-UNESCO World Heritage Recognition Programme, Scouts who successfully complete the Scouts of the World Award at any of the UNESCO World Heritage properties worldwide will receive both the Patrimonito Scout badge and the Scouts of the World Award.



Designed for young people aged 15-26, the Award requires an individual to research/investigate an issue, develop a plan of action and then complete at least two weeks voluntary service focussed on addressing the issue or problem that is related to the Sustainable Development Goals at a UNESCO World Heritage site.

More information can be found at: <https://scouts.com.au/what-we-do/international/betterworld/>

Badge Placement

Right Sleeve – My Identity

World Scouting Badges



HeForShe

Scouting is proud to have given generations of young people equal opportunities to grow and develop their full potential through empowering and enriching experiences regardless of their background.

The program associated with this movement requires members to learn why to act, make a commitment and act, completing community service as part of the project.

More information can be found at: <https://scouts.com.au/what-we-do/international/betterworld/>

<https://scouts.com.au/blog/2018/09/25/advancing-gender-equality-with-heforshe-action-kit/>

Badge Placement

Right Sleeve – My Identity

Additional Awards

ADDITIONAL AWARDS

Additional Awards are awards that do not necessarily directly form part of the youth program Achievement Pathways, but rather are supplementary or additional to the program. These may be linked with partner organisations (e.g., Landcare, Duke of Edinburgh International) or may recognise Scouting skills and experiences that may occur with and beyond the program (e.g., Walkabout, Camper, International Ambassador). In some cases, they may also be representative of external qualifications (e.g., First Aid, Mental Health First Aid).

There have been some changes to the Additional Award badges recently.

Most Additional Award badges have been redesigned in order to fit comfortably on Uniform shirt sleeves. The dimensions of all these badges are 25mm x 36mm.

When wearing the long-sleeved shirt, ensure that the badges are placed in exactly the same position. No badge is to be below the elbow on this type of shirt.

The requirements to achieve each Additional Award are available in the Youth Member Guides, Supporting Guide to the Additional Awards and in Scouts | Terrain.

These Additional Awards remain part of the program:

Badge Placement

Right Sleeve – My Identity

Additional Awards



Walkabout Award

(in increment of distances)

This award recognises the number of kilometres a Scout has hiked (or travelled) on Scouting activities.

Only wear the highest number of kilometres.

Once earned, these badges can continue to be worn through all age sections as a youth member.



Camper Awards

(in increment of nights)

This award recognises the number of nights a Scout has camped on Scouting activities.

Only wear the highest number of camping nights.

Once earned, these badges can continue to be worn through all age sections as a youth member.



Duke of Edinburgh's International Award

Some Scouting members may choose to participate in the Duke of Edinburgh's International Award through Scouting, or external to Scouting.

Members who achieve their Duke of Edinburgh's International Bronze, Silver or Gold Awards may wear this badge on the uniform.

Youth members wear the highest level they have achieved.

Once earned, the highest level can continue to be worn in Venturer Scouts and Rover Scouts.



Badge Placement

Right Sleeve – My Identity

Additional Awards



Landcare Australia

Scouting members may be eligible for the Landcare Australia badge when they participate in events and activities that accumulate to over 10 hours of action towards a Landcare project or endorsed activity in a 12-month period.

This can only be worn in the age section it was earned, though it can be earned multiple times.



Their Service, Our Heritage

Scouting members must participate in at least 2 or 3 activities (age section dependent) focussed on increasing knowledge and awareness of veterans and their service in the defence force.

This badge will change background colours each year.

Only wear one at a time, the most recent one awarded.

This can only be worn in the age section it was earned, though it can be earned multiple times.



SES Badge

Scouting encourages members to engage and be involved with their communities. The State Emergency Service (SES) is another community-based organisation. Through engagement with the SES, of which the requirements and commitment level is age section dependent, Scouts can earn this badge.

This badge can only be worn in the age section it was earned.

Badge Placement

Right Sleeve – My Identity

Additional Awards



First Aid Badge

Formal First Aid qualifications enable us to be prepared in the case of an accident or emergency. This badge can be achieved through the completion of a formal First Aid qualification.

This can be worn for as long as the Provide First Aid qualification is current.



Mental Health First Aid Badge

Mental Health First Aid is a formal qualification that focusses on providing initial assistance and support to others experiencing mental health-related challenges.

This can be worn by Venturer Scouts and Rover Scouts for as long as the qualification is current.



Scout Wings

Scouting members who have formal training and qualifications as a pilot can wear the Scout Wings on their uniform.

Once earned, this badge can continue to be worn through all age sections as a youth member.



Language Emblem Badge

Scouting members who are able to speak (hold conversations) and write in another language, including sign language, may be eligible to wear a badge denoting the language, or that they can speak a second language.

Once earned, this badge can continue to be worn through all age sections as a youth member.

Badge Placement

Right Sleeve – My Identity

Additional Awards



Unit Management Course Badge

This is worn when Scouts have completed a Scouts Australia Unit Management Course, focussing on developing teamwork and leadership skills.

It is only worn in the section it was earned.



Leadership/Personal Development Course Badge

This is worn by Scouts who have completed a personal development course within or external to Scouts Australia.

It is only worn in the section it was earned.



International Ambassador Badge

When a Scout travels overseas as part of a national contingent or Branch friendship tour, they shall deliver a report or presentation of their experience to other members of their Unit, Scout Group or local community in order to earn this award.

Once earned, this badge can continue to be worn through all age sections as a youth member.



SDG Challenge

This is worn by Scouts once they have completed one or more projects with a focus on taking action towards the Sustainable Development Goals.

More information can be found at scouts.com.au/sdg

Badge Placement

Right Sleeve – My Identity

Introduction to Section Badges

Introduction to Section Badges

Scouts earn the Introduction to Section badge when they commence their membership of a new age section. They work towards completing the requirements during their transition from the previous section.

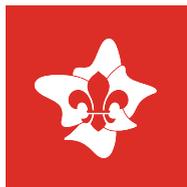
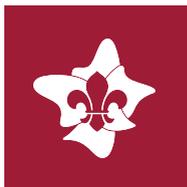
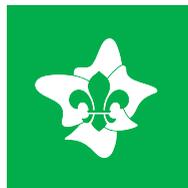
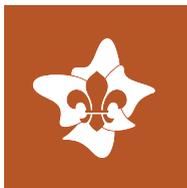
To achieve the Introduction to Section requires youth members to:

1. Learn about their section and Unit, how they operate and what they can do as part of the Unit and/or the section
2. Reflect on the meaning of the Promise and Law
3. Reflect on the Unit Code and behavioural expectations
4. Set some goals for them to achieve during this age section

New members to Scouting also complete the requirements alongside Introduction to Scouting. This occurs while they are attending their Unit, but have not yet been invested.

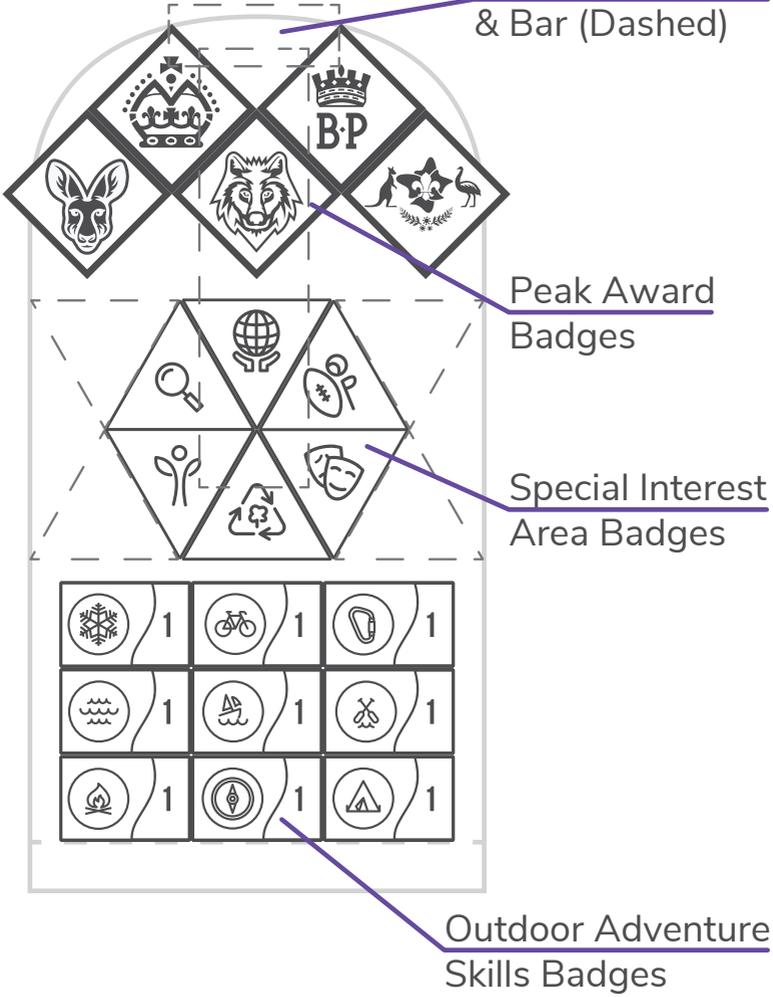
Scouts are normally presented with the Introduction to Scouting badge during their Investiture Ceremony (for new members), or their Transition Ceremony (for members moving between age sections), and are awarded by a Patrol or Unit Leader from the section that they are transitioning into.

Scouts can wear all the Introduction to Section badges on their Uniform that they have earned throughout their one program journey.



Left Sleeve

MY JOURNEY





**Badge
Placement
Left Sleeve
My Journey**

Badge Placement

Left Sleeve – My Journey

Peak Award Badges

Peak Award Badges

When a Scout has earned a peak award in any section, they may wear that peak award badge on their Uniform for the remainder of their one program journey as a youth member. Only the new design peak award badges are to be worn. Branches have put in place processes for youth members to obtain a new design peak award badge if they were previously presented with an old-style badge.

The name of some of the peak awards has changed, and is (or will be) reflected in all materials developed to support the Achievement Pathways:

Badge Placement

Left Sleeve – My Journey

Peak Award Badges

To achieve the peak award requires a youth member to:

1. Complete Milestone 3 for their age section
2. Complete six (6) Special Interest Areas for their age section
3. Complete the core Outdoor Adventure Skills to a specific Stage
4. Complete a minimum number of Outdoor Adventure Skills progressions
5. Complete an Adventurous Journey
6. Complete a Leadership/Personal Development/Unit Management course of a minimum duration (excluding Joey Scouts who presently do not have this as a requirement nor available)
7. Complete a Personal Reflection

Peak award badges should be centred on the sleeve and allow for the next one to be added and remain centred.

For example, Cub Scouts can attach their Joey Scout Challenge Award badge left of centre and allow for their Grey Wolf Award badge to go to the right of centre.

Or, a Venturer Scout who has achieved all three previous peak awards, would attach them as shown in the diagram, and add the Queen's Scout Award when it is earned, keeping the layout centred.

Joey Scout
Challenge Award



Grey Wolf Award



Australian
Scout Award



Queen's Scout
Award



Baden-Powell
Scout Award



Badge Placement

Left Sleeve – My Journey

Rover Scout Knot and Bar

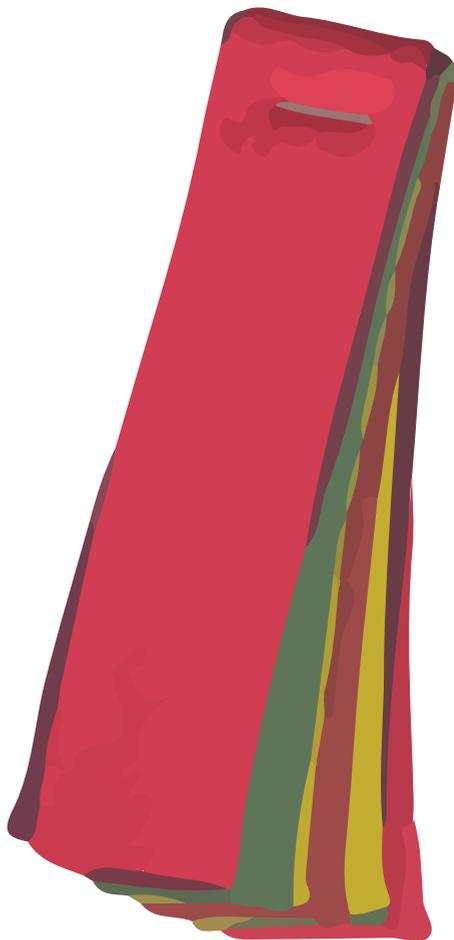
The Rover Scout Knot and Bar

The Rover Scout Knot is a collection of five cloth ribbons or tapes, one coloured for each age section in the Scouts Australia program. Red for Rover Scouts is the outer-most colour. The Knot can be held together by a gold-coloured metal bar, with the word ROVERS inscribed on it, and a pin to attach to the Uniform sleeve, on the back (the metal bar is optional, and other discrete ways of attaching the ribbons are also okay).

Although the program and symbolic framework of the Rover Scout section has changed, the Rover Knot and its colours symbolise the goals of all young people involved in Scouting, as a one program, one journey through a series of developmental age groups. This fits the Tier 1 symbolic framework element of the Scout Method.

In addition, the educational objectives of the Rover Scout section are the educational objectives of the Scouts Australia youth program as a whole. Rover Scouts are reminded of the inspirational role that they play for younger members, by wearing the Rover Scout Knot and Bar.

The Rover Scout Knot and Bar is presented as a whole set to Rover Scouts during their investiture ceremony or transition ceremony.



Badge Placement

Left Sleeve – My Journey

Special Interest Areas Badges

Special Interest Areas Badges

The six Special Interest Areas are designed to be adapted to meet the different developmental needs of each Scout. The six Areas are the same for each age section, however a Special Interest Area project completed by a Scout during their time in one age section does not carry through to the next age section.

NOTE: STEM is an initialism for Science, Technology, Engineering, Mathematics

Scouts cannot wear Special Interest Areas badges on their Uniform that they earned in one age section, in another age section.



Badge Placement

Left Sleeve – My Journey

Special Interest Areas Badges

To achieve a Special Interest Area, Scouts must:

- Identify an area they would like to explore further, or a skill they would like to improve
- Set some goals and develop a plan
- Agree on the Plan> with their Unit Council
- Put effort into following through with their plan and developing or improving their knowledge and/or skills

Review their goals and development

The minimum time each of these is required to take varies between age sections. These are:

- Joey Scouts: 2 hours (Plan>, Do> and Review>)
- Cub Scouts: 4 hours (Plan>, Do> and Review>)
- Scouts: 8 hours (Plan>, Do> and Review>)
- Venturer Scouts: 12 hours (Plan>, Do> and Review>)
- Rover Scouts: 18 hours (Plan>, Do> and Review>)

Within one age section, Scouts can wear on their Uniform as many Special Interest Area badges as they earn¹. The diagram shows how additional badges can progress out from the central hexagon.

There is no requirement to wear one of each Special Interest Area in the centre arrangement of the Uniform (as in the diagram). It is acceptable to wear two of one, and none of another, for instance.



¹ Note that this is a change in policy and that the Program Handbook (v.1.1) requires amendment in the next edition.

Badge Placement

Left Sleeve – My Journey

Outdoor Adventure Skills Badges

Outdoor Adventure Skills Badges

Outdoor Adventure Skills is a framework for skill development in some adventurous and traditional Scouting activities. The Outdoor Adventure Skills are structured in the format of Plan>Do>Review>, outlining specific skill statements that a youth member is expected to work towards and achieve.

There are nine broad activity areas covered by the Outdoor Adventure Skills, with many of these dividing into more specialised activity streams as a member progresses through the Stages.

The nine areas are:

1. Bushcraft (including Pioneering and Survival Skills)
2. Bushwalking
3. Camping
4. Alpine (including Cross-Country Skiing, Downhill Skiing, Downhill Snowboarding and Snow Camping & Hiking)
5. Cycling (including Cycle Touring and Mountain Biking)
6. Vertical (including Abseiling, Canyoning, Caving and Climbing)
7. Aquatics (including Life-saving, Swiftwater Rescue, Snorkelling, Scuba Diving and Surfing)
8. Boating (including Sailing and Windsurfing)
9. Paddling (including Canoeing, Kayaking, Sea Kayaking and Whitewater Rafting)



Badge Placement

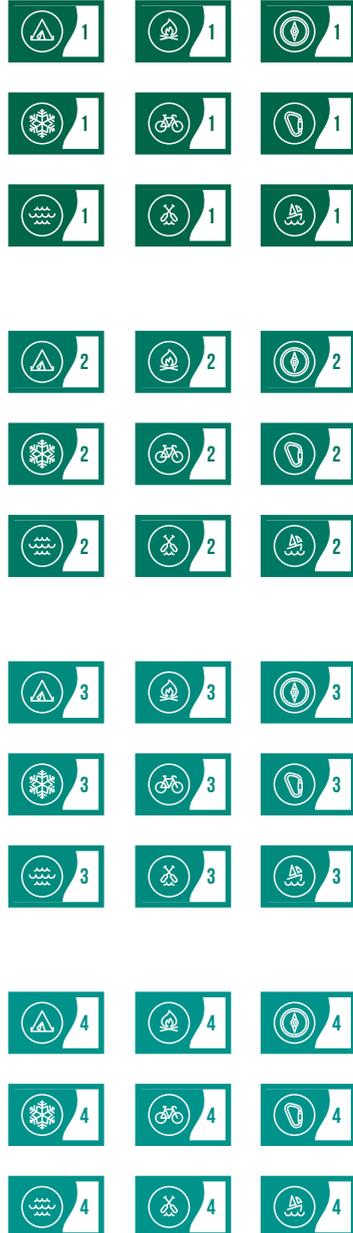
Left Sleeve – My Journey

Outdoor Adventure Skills Badges

The Outdoor Adventure Skills span the whole program. That is, the Stage achievements of the Outdoor Adventure Skills that a Scout completes in one age section carries forward on to the next age section. Therefore, badges presented to Scouts also carry forward to the next age section.

Only wear the badge for the highest Stage achieved in an Outdoor Adventure Skill area.

When a Scout completes progressions across different streams within one Outdoor Adventure Skills area, only the highest Stage of the stream is worn on the uniform. Additional badges are presented but are not worn (e.g., if a Scout earns a Stage 5 progression in the Caving stream of Vertical and a Stage 4 progression in the Abseiling stream of Vertical, they would wear a Stage 5 Vertical badge on their uniform, but would also be presented with a Stage 4 badge to keep).



Badge Placement

Left Sleeve – My Journey

Outdoor Adventure Skills Badges

All progressions contribute to achieving the peak award requirements of the Outdoor Adventure Skills, regardless of what is actually shown on the Uniform.

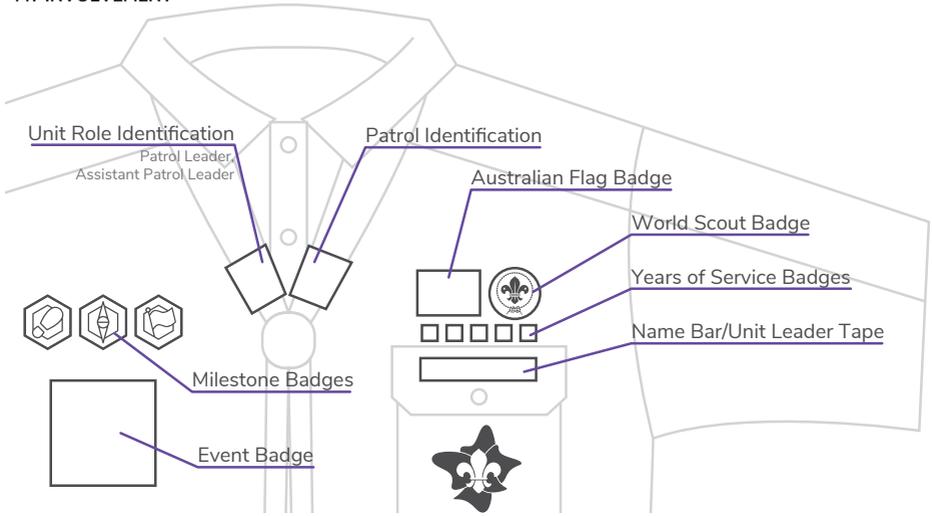
When attaching Outdoor Adventure Skills badges to the Uniform, start from the bottom of the sleeve, and align the badge along the hem.

The actual position of the badges that represent the skill areas doesn't matter. The diagram is a suggestion only.



Front

MY INVOLVEMENT





Badge Placement Front Panels and Scarf My Involvement

Badge Placement

Front Panels and Scarf – My Involvement

Milestone Badges

Milestone Badges

The Program Essentials Milestone badges demonstrate active involvement in a diverse Scout program that all Scouts are a part of, complete with opportunities for all Scouts to actively participate, to assist, and to lead activities.

The Program Handbook gives advice on which Milestone a Scout should start working on, depending on when they joined Scouting in the appropriate age section. This means that some Scouts might only wear a Milestone 3 badge in the section they begin their Scouting journey in.

To achieve each Milestone, Scouts must participate, assist and lead activities, events and programs across the four Challenge Areas² for their Unit and/or section. The exact description of what participating, assisting and leading might look like in each section is outlined in the Program Handbook, and whilst the guidance exists and progressively increases with age and experience, it is largely centred on an individual's personal best.

The specific number of activities required for each Milestone is as follows:

MILESTONE 1

6 participates in each of the 4 Challenge Areas

- 6 x Community
- 6 x Creative
- 6 x Outdoors
- 6 x Personal Growth

2 assists across 2 Challenge Areas

For example:

- 1 x Community
- 1 x Outdoors
- 1 lead in any Challenge Area

Total: 27 activities/events/programs

MILESTONE 2

5 participates in each of the 4 Challenge Areas

- 5 x Community
- 5 x Creative
- 5 x Outdoors
- 5 x Personal Growth
- 3 assists across at least

2 Challenge Areas

For example:

- 1 x Creative
- 2 x Personal Growth
- 2 leads in any Challenge Area

Total: 25 activities/events/programs

² The Challenge Areas are Community, Creative, Outdoors and Personal Growth.



Badge Placement

Front Panels and Scarf – My Involvement

Milestone Badges

MILESTONE 3

4 participates in each of the

4 Challenge Areas

- 4 x Community
- 4 x Creative
- 4 x Outdoors
- 4 x Personal Growth
- 4 assists across at least 2 Challenge Areas

For example:

- 3 x Community
- 1 x Outdoors
- 4 leads in any Challenge Area

Total: 24 activities/events/programs

Each Milestone is also concluded with a Milestone Review/Reflection.

Only Milestone 3 is required to achieve the Program Essentials Milestones component of the peak award.

Once a Scout has completed a Milestone, they wear this badge for the remainder of their time in the current age section. Milestones don't carry over to the next age section, with each badge coloured to the sectional colours.

When attaching, Milestone badges should be placed in the order and position shown in the diagram at the start of the section, in line with, or below the line of, the Australian flag on the opposite shirt panel. You may find it easier to align these badges with the top of the pocket.



Badge Placement

Front Panels and Scarf – My Involvement

Special Event Badges

Special Event Badges

No special event badge may be worn on the Scout uniform unless it has been approved by the National or Branch Chief Commissioner.

The badge is to be no larger than 75mm wide and 75mm high, so if your badge is bigger than that, it's definitely not been approved! Perhaps sew it on your blanket instead.

Only one event badge may be worn on the uniform at any one time.

There is no time limit to the wearing of special event badges, unless set by the approving Chief Commissioner – just make sure that when you get a new one, you take the old one off first.



Badge Placement

Front Panels and Scarf – My Involvement

Scouts Australia Organisation Badges



Australian Flag Badge

All members of Scouts Australia wear the Australian Flag badge on their uniform and are presented with one on their initial investiture into the Scout Movement.



World Scout Emblem Badge

All members of the World Scout Movement (which includes invested members of Scouts Australia) wear the World Scout Emblem badge.

For youth members, this badge also represents the achievement of the Introduction to Scouting, which is a prerequisite for their investiture.

Badge Placement

Front Panels and Scarf – My Involvement

Messengers of Peace & Years of Service Badges

Messengers of Peace Ring Badge

Not shown on the Uniform diagram, this WOSM badge is part of the Better World Framework and is awarded when a Scout completes a Messengers of Peace project.

It is a ring-shaped badge that fits around the World Scout Emblem Badge.

Once earned, Scouts can wear the Messengers of Peace ring badge for the remainder of their time as a member. They should, however, remember that their continual duties include being a Messenger of Peace, and therefore be ensuring they contribute to the community through engagement in projects on a regular basis, and at least once a year.



Years of Service Badges

Years of Service badges indicate how many years that a Scout has been involved in the youth program in each age section. Only one is worn per section, the highest achieved, and they can remain on the Scout's Uniform for the remainder of their time as a youth member.



Badge Placement

Front Panels and Scarf – My Involvement

Leadership Badges

Unit Leader Badge

The Unit Leader is the primary leadership role within the unit. Generally, a Unit will have no more than three Unit Leaders at any given point, and some younger section Units may not have a Unit Leader at all. This all depends on the dynamics of the Unit and the patrol system in place, and other opportunities members have for leadership. The Unit Leader should guide and direct both youth leaders and adult leaders and are responsible for maintaining a quality balanced program.

This role is usually a long-term appointed leadership role in the Unit. The Joey Scout section doesn't normally appoint a Unit Leader, while Venturer Scout and Rover Scout Units may elect their Unit Leader every six-months or annually.

This role is identified on their Uniform with a sew-on badge. It is only worn while the Scout is appointed as a Unit Leader.

If a Scout is wearing a Unit Leader badge, then they would not normally wear a patrol identifier scarf slide, as Unit Leaders are not members of home Patrols (although may be a part of a Project Patrol).

Leadership and Patrol Scarf Identification

Scarf slides are simple loops of material that fit around the scarf and identify Patrols and leadership roles.

Scarf slides for Patrol identification are available in a range of plain colours.

Patrols and Units are most welcome to design and make their own Patrol identification scarf slides. This idea supports Group Life and Tier 2 of the symbolic framework element of the Scout Method.

Scarf slides could also be used for Project Patrols, and an easily changeable identifier supports the idea of flexibility in Patrol makeup, especially for Project Patrols.

The Patrol Leader and Assistant Patrol Leader slides are navy blue and white stripes. One stripe for Assistant Patrol Leaders, two stripes for Patrol Leaders.

It is up to the Unit how to best make use of scarf slides.

Variations

Branches

Each Branch may have different requirements for their members regarding both the 'formal' and 'standard' Uniforms a member may wear. This advice might be consistent across all activities and events, or it may differ between events. Either way, check your Branch website for further details and information, and be sure to check event details carefully, just in case the event requirements differ from the 'normal' expectations of your Branch.

Scout Shows

If you take part in a Gang Show, a Showtime, or another kind of Scout show, there will often be a separate set of Uniform guidelines in place. The Director of the show should make this clear to you, so ask them if they do not. A particular colour of below the waist garments will probably be set, along with the show's scarf, so that when you're all on stage together, you will all look consistent and professional!

Scouts Australia National Uniform

Should you ever end up wearing your Uniform as a representative of the National Team (National Rover Council, as a National Commissioner, etc), here are preferences for Uniform:

- Beige/stone pants and black shoes should be worn
- you must ensure you are conforming to the standard badge placement (as this Guide explains).
- A Scouts Australia National scarf (white, with the blue/green gumtree edging and the Scouts Australia logo embroidered on the back) is also worn, and is usually presented to you on your investiture into the role.
- Remember though, you will still be a member of your home Branch while holding a national appointment, so you'll need to find the right line between your Branch and the national requirements – some people have two Uniforms!

Variations

International

If you take the opportunity to travel internationally with Scouting, there may be some specific Uniform requests that you may need to adhere to.

Firstly, representing Scouts Australia internationally is an honour and a privilege! Therefore, you should ensure your Uniform is well kept, neat and presentable, especially on formal occasions. Generally speaking, you will be expected to wear the Scouts Australia International scarf – presently, this is a yellow scarf with green and white ribbon, with a kangaroo embroidered on it. Commonly, the expectation will be beige/stone pants and black polished shoes, especially for official delegations to conferences, but be sure to check the contingent information, or with the contingent team in the event this may be different.

Buying Your Uniform

Buying your uniform may vary from Branch to Branch.

Across Australia, you can buy your Uniform online from The Scout

Shop: scoutshop.com.au

In New South Wales, Northern Territory, Queensland, South Australia, Tasmania and Western Australia there are Scout Shops and Scout Outdoor Centres from which you can buy your Uniform.

In Victoria, you can also purchase a uniform from the Snowgum Factory Outlet.

Additional Information

If you'd like to read for yourself the Scouts Australia Uniform Policy, you can find it in the latest edition of the Scouts Australia Policy and Rules. You can also find further information about the Uniform from your Patrol Leader, Unit Leader, or adult leaders (especially regarding what to wear to Unit or Group events). Although this information is correct in terms of Scouts Australia policy at the time of publishing, we don't guarantee that we have covered absolutely every single situation. If you're ever unsure about a specific event, and our guidelines aren't helping, get in touch with the event organiser and ask them about it, particularly for events that are highly visible to the public.

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