

童軍技能評審計劃

Scoutcraft Accreditation Scheme



課程範圍

Syllabus

(2011年5月 May 2011)

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Scoutcraft Accreditation Scheme



Introduction

1. The Scoutcraft Accreditation Scheme (the Scheme) was launched in April 2000 by the Scout Association of Hong Kong to enable Scout members and other users of the great outdoors to acquire, develop and sharpen their wilderness skills. Under the Scheme, Certificates of Proficiency are awarded to persons certifying their level of proficiency and qualifications in an approved wilderness Skill Programme after their attainment has been assessed and authenticated.

Scoutcraft Authority

2. The Scoutcraft Authority is established to administer the Scoutcraft Accreditation Scheme.

3. The Scoutcraft Authority (the Authority) gives recognition and accreditation to the proficiency level attained by individuals in the specified wilderness and outdoor Skill Programme in accordance with the provisions of the Scheme. Certificates of Proficiency of an approved Skill Programme are awarded on the basis of recognised training, authenticated practical experience and examination.

Scoutcraft

4. Scoutcraft is the locution of skills and techniques used by Scout members in outdoor adventure. It includes camping, mountaineering, knot-tying, pioneering, boating, tracking, observation, woodcraft, path-finding, backwoodsmanship, exploration and adventure in the wilderness. Since the inception of Scouting in 1907, these skill activities and programmes have been adopted with remarkable success in developing the character, physique, intelligence, dexterity, self-reliance, leadership, creativity and resourcefulness of Scout members. All trained Scouts are naturally well versed in these wilderness and outdoor skills. As a result, Scouts around the world have customarily referred these skills as 'Scoutcraft'.

Scoutcraft Accreditation Scheme

5. The Scheme is launched to promote and develop wilderness skills among Scout members and users of the great outdoors. In addition, in view of the increasing number of people using the national parks, country parks and the countryside for leisure and training, the Authority is committed to promote safety in the great outdoors and to arouse greater awareness in the preservation of the natural environment. In sum, the Scheme aims at achieving the following goals:

- (a) to encourage competence and proficiency in outdoor skills;
- (b) to promote safety through development of effective techniques, responsible attitude and sound judgement of the users of the great outdoors;
- (c) to develop confidence, self-reliance, resourcefulness and team spirit of the wilderness users;

- (d) to train competent instructors of outdoors skills as well as capable leaders to lead groups in the wilderness;
- (e) to promote environmental protection and preservation of the natural inheritance; and
- (f) to be ready of service to others in outdoor adventure and pursuits.

6. Under the Scheme, the requirements for each level of proficiency of all approved Skill Programmes are promulgated so that a candidate could follow them to acquire the required skills, to undertake the necessary field practices and to pass the examination administered by the Authority. Accomplishment of the set requirements entitles a candidate to receive the Certificate of specified Level of Proficiency of the Skill Programme concerned. This booklet entitled “Syllabus of the Scoutcraft Accreditation Scheme” promulgates the requirements set for each Level of Proficiency in all Skill Programmes approved under the Scheme.

Skill Programmes

7. It is the aim of the Authority to include in the Scheme all Scoutcraft (wilderness skills) mentioned in paragraph 4 above. However, as it is technically impossible to work out the requirements for all Skill Programmes at one go, the Authority decides to introduce the Skill Programmes by phases. The Authority would promulgate approved Skill Programmes once their requirements have been officially endorsed. The requirements for individual approved Skill Programme are subject to regular review, and where it deems fit and necessary, revision, amendments and additions will be made to update the requirements. The Skill Programmes currently offered under the Scheme are:

Campcraft	Campfire Leadership
Knotcraft	Mountaineering
Pioneering	Seamanship

8. The Authority will add new Skill Programme in the syllabus when the detailed requirements for a new Skill Programme have been approved.

Levels of Proficiency:

9. For each approved Skill Programme, up to three progressive Levels of Proficiency are set:

- Level 1** This is the Basic and Elementary Level. The Level 1 Certificate of Proficiency denotes the attainment of the essential skills and having a basic knowledge of the named Skill Programme. The holder of the Level 1 Certificate should be able to apply the essential skills effectively and independently.
- Level 2** This is the High Level. The Level 2 Certificate of Proficiency denotes attainment of a high standard of skills and having an extensive knowledge of the specified skill Programme. The holder of the Level 2 Certificate should be able to apply the skill very competently and to lead a small group of people to undertake activities of the Skill Programme.

Level 3 This is the Advanced and Professional Level. The Level 3 Certificate of Proficiency denotes attainment of advanced skills and techniques and having a profound knowledge of the Skill Programme. The holder of Level 3 Certificate must be able to demonstrate the advanced knowledge and skills proficiently and in a professional manner, and to organise and conduct large-scale activities of the Skill Programme competently.

Training and Recognised Training Courses

10. To enable Scout members and other users of the great outdoors to learn and acquire the necessary skill, and to assist them to prepare for the open examination, the Authority runs training courses on all proficiency levels of the approved Skill Programmes. These training courses are open to all Scout members and candidates of the Scheme. Please visit the Authority's circulars and website: <http://sas.org.hk> for details of these training courses (e.g. course programme and contents, dates, venue, fees).

11. In addition, the Authority also gives recognition to Scout units both local and overseas, and other recognised organisations to conduct training courses on various levels of approved Skill Programmes for their members provided that they meet the laid down requirements (including qualifications of the Course Leader and instructors) and standards (course contents and teaching hours etc). Application for endorsement as recognised training courses should be forwarded to the Secretariat of the Scoutcraft Authority (Room 912, Hong Kong Scout Centre, 8 Austin Road, Kowloon).

Practicum

12. To ensure candidates have the adequate breadth and depth of practical experience of the Skill Programme, they are required to undertake the prescribed and elective field practices for respective Level of Proficiency of an approved Skill Programme. All required field practices must be authenticated by Instructors and Examiners of the Authority but, where applicable or practicable, persons of good standing. Detail of field practice requirements is set out in the syllabus for respective Level of Proficiency of the approved Skill Programmes (see the ensuing part of this booklet).

Examination

13. In addition to the laid down field practices, candidates are required to pass an examination of the Skill Programme concerned before they can gain the appropriate Level Certificate of Proficiency. Examination is conducted by means of: (a) open examination administered by the Authority, or (b) assessments by independent Examiners and Senior Examiners appointed by the Authority.

14. Open examination on all three Proficiency Levels of an approved Skill Programme is conducted on a yearly basis. Additional examinations will be held where demand so justifies. Level 1 Examination is open to all. Level 2 Examination is only open to candidates who have completed a recognised training course of the Level 2 of the Skill Programme, or who hold a Level 1 Certificate of Proficiency, or equivalent. Level 3 Examination is open to candidates who have held the Level 2 Certificate of Proficiency of the Skill Programme

concerned not less than six months; or who have proven field experience in the Skill Programme.

Registration of Candidates

15. The Scheme is open to all adult members of the Scout Association of Hong Kong, overseas National Scout Organisations and other recognised organisations. For the time being, only members of these organisations aged 18 and above may apply for candidateship for Level 1 to Level 3 Certificate of Proficiency of an approved Skill Programme. The Authority will periodically issue circulars announcing information on the forthcoming training courses and open examination in respect of various Levels of Proficiency of the approved Skill Programmes. All holders of Level 1 Certificate of Proficiency and above are strongly advised to register with the Authority as candidates of the Scheme so that they can receive aforementioned information in good time. Candidate registration should be made with the Secretariat of the Scoutcraft Authority. A small annual registration fee is charged to cover postage and administrative costs.

16. Plan is in hand to extend the Scheme to Scouts and young people over the age of 12 at a later stage. Once the decision of the planned extension is made, it will be promulgated in a circular of the Scout Association of Hong Kong and on the website of the Authority.

Appointment of Instructors

17. “Teaching and learning grow together” and “practices help sharpening one’s skills and understanding of a learned skill”. The Authority thus encourages holders of Level 2 Certificate of Proficiency and above to become instructors of the Skill Programme. The duties of an Instructor are to conduct skill instructions in training courses and to authenticate the performance of the candidates in field practices. Instructors are divided into two classes: **Instructor** and **Senior Instructor**.

18. Instructors are qualified for conducting training course of Level 1 Proficiency of the Skill Programme concerned; and Senior Instructors are qualified to organise and conduct training courses at all Levels of Proficiency of the Skill Programme.

19. Members who meet the laid down qualifications both in skill proficiency and instructional techniques (see paragraphs 21 to 25 below) may apply to the Authority for appointment as Instructor. The Authority will appoint those who are competent and qualified, and having the calibre and capability in carrying out the duties and responsibility of an instructor to be Instructors and Senior Instructors.

20. The appointment of an Instructor and Senior Instructor is normally valid for a period of three years. The appointment is renewable subject to the appointee having met the service requirements and displaying suitable personality, good conduct, and competence in instructional techniques.

Instructors

21. To qualify for appointment as an Instructor of an approved Skill Programme, a person must (a) hold Level 2 Certificate of Proficiency of the Skill Programme; and (b) have adequate experience or training in instructional techniques. Being a member of the Training

Team of the Association; a teaching staff of an education, professional or vocational institution; an appointed instructor of a discipline force or uniformed group; or completion of a recognised training on instructional techniques organised by a reputable organisation/institution will be regarded as fulfilment of the requirements for training and experience in instructional techniques.

22. The Authority will, from time to time, organise tailor-made Course of Instructional Techniques for holders of Level 2 Certificate of Proficiency who do not have the formal instructional techniques qualification so as to equipping them with the necessary instructional skills and to enabling them to be qualified as an Instructor.

23. An Instructor is qualified to lead and conduct training courses leading to Level 1 Certificate of Proficiency of the Skill Programme. An Instructor is also entitled to authenticate the practicum and field practices undertaken by candidates up to Level 2. At times, an Instructor may be invited to assist in conducting an examination of the Skill Programme.

Senior Instructors

24. To qualify for appointment as a Senior Instructor*, one must (a) hold Level 3 Certificate of Proficiency of the Skill Programme; (b) have proven experience in training and development; (c) have been an Instructor of the Skill Programme for more than 15 months; (d) have adequate breadth and depth of experience in skill instruction at various Levels of Proficiency of the Skill Programme; and (e) demonstrate effective and competent instructional skills in the key skill areas of the Skill Programme at all levels.

[***Note:** Senior Instructors and Senior Examiners of the “Seamanship” Skill Programme are required to hold the “Pleasure Vessel Certificate of Competency (Operator Grade 2)” issued by the Marine Department before appointment.]

25. A Senior Instructor is qualified to be the Course Director of training courses of Level 1 and Level 2 Proficiency of the Skill Programme concerned. However, he/she needs the prior endorsement from the Authority before he/she can assume the Course Directorship of a training course at Level 3 of the Skill Programme. In addition to skill instruction, supervision of field practices and authentication of practicum performed by candidates, Senior Instructors may be invited to assist in examination.

Appointment of Examiners

26. The Authority regularly identifies those Instructors and Senior Instructors who have the competence, capability, calibre and commitment for appointment as examiners of the Skill Programme concerned. Examiners are involved in the planning, organising and conducting examinations for candidates who want to qualify for Certificate of Proficiency of various Levels of the Skill Programme.

27. Examiners are divided into two classes: **Examiner** and **Senior Examiner**.

Examiners

28. To qualify for appointment as an Examiner of a Skill Programme, a person must (a) hold Level 2 Certificate of Proficiency of the Skill Programme; (b) have served as an Instructor of the Skill Programme for more than 12 months during which he/she has been actively involved in the instruction work of the key skill areas of the Skill Programme, and or supervision of field practices performed by not less than 6 candidates.

29. Examiners are assigned to undertake different roles, functions and duties in examinations of the Skill Programme concerned up to Level 2. They are also required to supervise and coach candidates in field practices of the Skill Programmes.

Senior Examiners

30. To qualify for appointment as a Senior Examiner, one must (a) hold Level 3 Certificate of Proficiency of the Skill Programme; (b) have served as a Senior Instructor of the Skill Programme for more than 15 months; (c) have served as an Examiner of the Skill Programme for 12 months or more, and (d) have adequate breadth and depth of experience in skill instruction at Level 2 and Level 3 Proficiency of the Skill Programme. Senior Examiners are involved in examination, skill instruction and monitoring of field practices at all levels.

Further Advancement

Specialist Level

31. To encourage veterans to further develop the skill and knowledge of the highest significance and rigour, the Authority offers “Specialist Level” programme for each approved Skill Programme for highly competent and capable candidates. The Specialist Level of an approved Skill Programme is open to all holders of Level 3 Certificate of Proficiency, Senior Instructors and Senior Examiners. Specialist Level is achieved by engaging oneself in a profound and in-depth study of a particular subject or area of the Skill Programme. The time to be spent in the study should not be less than 300 hours over a period of 18 months or more. The study should be of practical value and helps further development of specific techniques and areas of the Skill Programme. Inter-disciplinary study may be allowed.

32. Detail for candidateship in respect of the Specialist Level will be issued to prospective candidates on request.

Enquiries

33. News and information of the Scoutcraft Authority and the Scoutcraft Accreditation Scheme such as training courses, examination arrangements and other items will be announced in the periodical circulars of the Authority. The circulars will be uploaded to the website of the Authority and sent to the registered candidates direct.

34. The office of the Scoutcraft Authority is situated at Room 912, 9/F, Hong Kong Scout Centre, 8 Austin Road, Kowloon. It is manned by a group of volunteers and its office hours are from 7:30 pm to 9:00 pm every working Friday. Outside these hours, enquires about the Scoutcraft Authority and the Scoutcraft Accreditation Scheme should be made at

the Training Branch of the Association (Address: Room 908, 9/F, Hong Kong Scout Centre, Scout Path, Austin Road, Kowloon. Telephone number 2957 6477).

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Camcraft



Level 1

1 Camping Gears

- 1.1 Checklists of personal and team gears for short (less than 4 days) and long (over 5 days) camp in warm, cool and cold seasons;
- 1.2 Criteria for selecting personal and team camping gears including tents, rucksacks (backpacks), sleeping bags, clothing, footwear, cooking gears and stoves;
- 1.3 Possession of a set of personal camping gears for both warm and cold seasons; and
- 1.4 Packing of gears for a camping activity.

2 Site Work

- 2.1 Criteria for choosing a camp site;
- 2.2 Layout of a camp site for various functions and activities e.g. sleeping area, kitchen area, working area, washing area, water point, first-aid area, activity area and quartermaster area;
- 2.3 Fencing a camp site;
- 2.4 Basic principles of setting up a camp kitchen, water point, washing area and toilet;
- 2.5 Gadgets for use in a standing camp of 3 days duration or more e.g. for shelving and storage of food and gears, for work and for dining;
- 2.6 Tent-pitching;
- 2.7 Construction of shelter for work; and
- 2.8 Strike camp.

3 Health and Hygiene

- 3.1 Construction of a toilet and a washing area for a team for a 3-day camp;
- 3.2 Methods in keeping the camping area and facilities in hygienic condition at all times;
- 3.3 Garbage disposal and treatment for used water;
- 3.4 Methods and efforts to keep water point and source clean; and
- 3.5 Morning layout for personal and team camp gears.

4 Camp Catering and Cooking

- 4.1 Layout of a camp kitchen with stoves at waist level;
- 4.2 Menu planning for a 3-day camp including recipe and way of cooking;
- 4.3 Use of difference types of stoves using LP gas (propane), kerosene (or liquid fuel), solid fuel, firewood and charcoal;
- 4.4 Food storage in camp in particular during hot season;
- 4.5 Ways to keep food fresh and clean;
- 4.6 Preparing and cooking of 3 full meals in an outdoor kitchen; and
- 4.7 Fire safety at campsite and vicinity.

5 Outdoor Skills

- 5.1 30 basic knots, hitches and lashings useful in camp e.g. Reef knot, Figure-of-eight knot, Clove hitch, Overhand knot, Bowline, Sheepshank, Sheet bend, Running bowline, Bowline on a bight, Manharness knot, Rolling hitch, Highwayman hitch, Round turn and two half hitches, Cow hitch, Tarbuck knot, Fisherman's knot, Simple whipping, Western country whipping, Back splicing, Square lashing,

- Diagonal lashing, Sheer lashing (end-to-end) and Shear lashing (sheer legs);
- 5.2 Construction of a tripod and a flagpole;
- 5.3 Use of Swiss-army type folding knife and folding spade;
- 5.4 Map reading (map legend or conventional signs, colour representation, grid reference, scale, contour lines) and use of compass (direction and bearings, forward and back bearing);
- 5.5 Finding direction with a wristwatch and stars;
- 5.6 Personal survival kit; and
- 5.7 Country code.

6 First Aid

- 6.1 Treatment for minor cut and wound, bites, stings, blisters, abrasion, sunburn and scald; and
- 6.2 Personal first aid kit.

7 Planning Skills

- 7.1 Planning of a standing camp over 3 days for a team of 7 campers or more; inclusive of selection of site, preparation work, transportation, budget, gears, food and menu, programme activities, allocation of duties and contingency plan.

8 Nature Knowledge

- 8.1 Knowledge of 10 types of tree and other 10 types of plant commonly seen in the country side; and
- 8.2 Prevention of hill fire.

9 Camping Experience

- 9.1 Camp under tent for not less than 20 nights in 10 different localities including two nights at Hong Kong Gilwell Campsite (or, for non-Hong Kong participants, a campsite of comparable popularity in their country); and
- 9.2 Camp log and/or records for camping activities participated.

Level 2

1 Camping Gears

- 1.1 Checklist of camping gears and equipment for a group of 35 or more campers;
- 1.2 Practical knowledge of personal and group camping gears including design, construction, materials, functions, durability, price and suppliers;
- 1.3 Transportation of group camping gears to and from a camp site; and
- 1.4 Care, minor repairs and maintenance of personal and group gears at camp site and in a camping equipment store-room.

2 Site Work

- 2.1 Site plan for a camp for at least 35 campers;
- 2.2 Washing and toilet facilities for a 3-day camp;
- 2.3 Setting-up of a camp kitchen in a non-permanent campsite;
- 2.4 Design and construction of a camp gate for a group of 35 campers;
- 2.5 Improvised camp gadgets for the group; and
- 2.6 Production of the site map or plan of a campsite giving full detail on ground.

3 Health and Hygiene

- 3.1 Construction of latrines for a group of 35 campers for 4 days and maintaining them in hygienic conditions and free from odour at all times;
- 3.2 Major considerations in setting up washing area or facilities at camp for the group; and
- 3.3 Methods of waste, garbage and water disposal in non-permanent campsite.

4 Camp Catering and Cooking

- 4.1 Basic facilities and gears for a centralized camp kitchen for at least 35 campers;
- 4.2 Advantages and disadvantages of centralized and decentralized cooking for a large camping activity;
- 4.3 Menu planning for a 3-day camp for 35 campers including quantity, menu and costs;
- 4.4 Acquisition and preparation of food for 35 campers in a 3-day camp under tent;
- 4.5 Organization of catering for 35 campers;
- 4.6 Preparation of a dinner for 35 campers, including purchasing, cooking and serving, with the assistance of not more than two other persons; and
- 4.7 Fire-lighting with natural material using not more than 3 matches and then use it to boil 500 ml of water.

5 Camping Skills

- 5.1 20 additional knots used in outdoor and camping activities e.g. Figure-of-eight loop, Triple bowline, Double fisherman's knot, Double sheet bend, Marlinespike hitch, Slipped hitches, Angler's loop, Carrick bend, Prusik knot, Sail-maker's whipping and Eye splicing;
- 5.2 Use and maintenance of axe, spade, pruning tools and bush saw;
- 5.3 Finding direction by vegetation and other natural phenomena;
- 5.4 Camp inspections (morning, night and final): why and what to inspect; and
- 5.5 Ability and skills in leading programme activities such as games, songs, activity bases, and skills instruction.

6 First Aid

- 6.1 Treatment for shock, fractures, sprains, dehydration, heat exhaustion, heat stroke, hypothermia, bleeding and unconsciousness;
- 6.2 Use of different types of first aid bandages;
- 6.3 Moving an injured person; and
- 6.4 First aid pouch or box for a long camp.

7 Planning Skills

- 7.1 Reasons for going to camp;
- 7.2 Types of camp;
- 7.3 Planning of a standing camp of 3 days duration or more for a group of 35 campers with details on work schedule, duty allocation among staff, budget and finance, acquisition, collection and transportation of gears, food and catering, transport and travelling arrangements for campers, site plan and preparations, setting up of sanitary facilities, health and hygiene observations, pre-camp procedures (parental consent and other necessary formalities), insurance, training and/or briefing for participants, first aid service, programme activities and contingency plan; and
- 7.4 Programme planning and implementation of camping activities.

8 Nature Knowledge

- 8.1 Cloud formation and associated weather;
- 8.2 Weather conditions in different seasons;
- 8.3 Weather conditions associated with frontal systems; and
- 8.4 Terminology used in weather forecast and reading a synoptic weather map.

9 Camping Experience

- 9.1 Camp under tent for over 40 nights in more than 20 localities under different weather conditions;
- 9.2 Precautions to be made for camping in severe weather, heavy rain and strong wind;
- 9.3 Personal camp log and/or records of camping activities participated; and
- 9.4 Camp administration: records keeping, budget, book-keeping, correspondence.

10 Others

- 10.1 Facilities set up in the Country Park (or National Park) and the work the Government and environmental groups are doing in containing pollution in our countryside.

Level 3

1 Camping Gears and Quartermastership

- 1.1 Checklist of camping gears and equipment required for a group of 100 or more campers in a permanent campsite for 4 or more days;
- 1.2 Quartermastering in a large camping or residential activity;
- 1.3 Transportation of camping gears for a group of over 100 campers to and from a camp site;
- 1.4 Leadership in organizing and leading a team of staff in quartermastering work and setting up all camping gears and equipment; and
- 1.5 Complete checklist of gears and equipment required for a 6-day or longer camp aboard (other than Macau, Guangdong Province, and Hainan Province) e.g. World and Regional Jamboree.

2 Site Work

- 2.1 Complete list of basic provisions and facilities of a permanent camp site, both under tent and in hostel type accommodation, for 100 or more campers inclusive of dormitory, kitchen, washroom, toilet, dining and other amenities;
- 2.2 Basic knowledge of maintenance of various essential facilities in permanent campsites and residential facilities;
- 2.3 Facilities and measures to upkeep the hygienic and sanitary standards in a campsite for 100 or more persons;
- 2.4 Knowledge of new camping gears and equipment;
- 2.5 Erection of marquees or large tents (for 10 or more persons);
- 2.6 Construction of gadgets with modern materials and devices; and
- 2.7 Building a natural shelter for 2 persons.

3 Health and Hygiene

- 3.1 Methods in maintaining toilets and washrooms in a permanent campsite in clean and hygienic conditions at all times;
- 3.2 Different methods of waste disposal in a permanent campsite;
- 3.3 Knowledge of the drainage system and sewage disposal measures in a campsite

- meeting the environmental requirements; and
3.4 Water supply and storage in a permanent campsite.

4 Camp Catering and Cooking

- 4.1 Basic facilities and gears required in a camp kitchen for 100 campers or more;
4.2 Food and menu planning for a 3-day camp for 100 campers or more;
4.3 Acquisition and preparation of food for 100 campers in a residential camp;
4.4 Organization of catering for a group of 100 campers;
4.5 Ways and measures to keep the dining area clean and sanitary;
4.6 Use of stoves set up in a permanent camp to prepare and cook a dinner for a group of 35 persons, with the assistance of not more than two other persons; and
4.7 Cleansing of soot found in cooking utensils after use on firewood or charcoal.

5 Camping Skills

- 5.1 Use and maintenance of mechanical equipment used in a permanent camp site e.g. grass-cutting machine, power-saw and drill;
5.2 Finding direction at night by moon;
5.3 Making a sundial in camp; and
5.4 Construction of camp gadget using natural materials for use by 7 persons.

6 First Aid

- 6.1 Artificial resuscitation;
6.2 Treatment for frostbite, dislocation and poisoning; and
6.3 Tackling accidents in camp.

7 Planning Skills

- 7.1 Planning of a standing camp of 3 days duration or more for 100 campers under tent or in hostel with details on work schedule, staffing, organization structure, budget and financial sources, administration, accommodation allocation, equipment and gears, hygiene and health facilities, catering and food supply, transport and travelling arrangements for campers, first aid and/or medical service, programme activities, religious observation for campers, pre-camp procedures (parental consent and other necessary formalities), insurance, training and/or briefing for participants, and contingency plan.

8 Nature Knowledge

- 8.1 Prominent constellations visible in different seasons e.g. Orion, Aries, Taurus, Canis Major, Leo, Lyra and circumpolar constellations of Ursa Major and Cassiopeia.

9 Camping Experience

- 9.1 Camp under tent for over 50 nights in more than 30 localities in different seasons and weather conditions, including at least one international camp, and one camp of long duration (over 5 days) in overseas country or mainland other than Macau, Guangdong and Hainan Provinces;
9.2 Assisting in training activities on camping skills; and
9.3 Organization and leading a campfire for a group of 30 persons or more.

10 Camp Administration

- 10.1 Administration of a long camp at different stages: **before** (camp information for campers and their parents, obtaining permission from authorities and owners concerned, estimate and budget, correspondence, accounts system, preparing notices,

collection of camp fees, personal data of campers and staff, dietary consideration, religious observation, shopping list, and equipment list); **during** (personal records, records of camper movement, book-keeping, lost and found, defects of equipment recorded and repaired, notice-board, dissemination of information to campers, notes of illness and medical treatment); and **after** (thank-you letters, correspondence, settlement of bills and accounts, audited accounts statements, camp log books, report, action on damaged or faulty equipment, and reunion).

Campfire Leadership



[No Level 1 is offered]

Level 2

1 Prerequisite

- 1.1 Completion of a Campfire Leader Course or a Sing Song Course, or equivalent; and
- 1.2 Possession of a personal campfire blanket or a campfire robe.

2 Basic Knowledge

- 2.1 Aim and purpose of campfires;
- 2.2 Legendary stories and development of campfires;
- 2.3 Roles and functions of a Campfire Leader;
- 2.4 Courtesy, etiquette and discipline of campfires; and
- 2.5 Design and production of a campfire robe.

3 Campfire Circle

- 3.1 Knowledge of 3 or more existing Campfire Circles;
- 3.2 Criteria in selecting a site for setting up a campfire circle in a camping ground including its location, size, light and sound matters, fire safety, security, privacy and environmental consideration, preservation of vegetation and refraining nuisance caused to the vicinity;
- 3.3 The lay-out of a campfire circle including access path, entry and exit, lay-out plan, seating plan, provision of natural or artificial seats for staff and participants, performance arena, place to keep spare firewood and fire-fighting items;
- 3.4 Building a campfire for over 50 people including the choice of firewood, skills in cutting log and wood for use in campfire, construction of a suitable fire tower, preparations required for facilitating restoration of the ground (both hard and soft ground) after campfire;
- 3.5 Fire matters: torch for the starting ceremony, fire-lighting, preparation to make a fire to start and grow, keeping and regulating the fire in tune with the programme of the campfire;
- 3.6 Effective ways to put out bonfire and ashes; and to clean up the campfire circle after a campfire; and
- 3.7 Safety precautions including fire prevention measures, fire fighting gears, first aid items and emergency lighting.

4 Planning and Organisation

- 4.1 The composition of the staff team for a campfire: the roles and functions of each position;
- 4.2 Duties and responsibility of the Campfire Leader;
- 4.3 Production of a campfire programme for a group of over 50 people during an overnight camp with a good mix of balance, variety and highlights: the traditional procedures and programme items of a Scout Campfire, appropriate arrangements of programme items for different parts of the campfire;
- 4.4 Planning of an one-off campfire event including theme of the event, selection and booking of the venue, formation of the staff team, budgeting, publicity of the event, ground preparation work, admission arrangement for participants, transportation of participants and gears, seating arrangements, toilets and changing facilities,

- performance arena or stage, lights, sound and visual effects, disposal of refuse and waste, restoration of the site to its original condition, dispersal of participants, security and safety issues;
- 4.5 Campfire ceremonies including the starting and closing rituals; presentation of the programme of the campfire, introducing and welcoming a special guest; and
- 4.6 Contingency plan for a campfire in case of unfavourable weather (raining or too windy) and unsuitable conditions (wet ground).

5 Skills and Techniques

- 5.1 Well conversant with over 120 campfire songs including not less than 80 of them are included in the Campfire Song List published by the Scoutcraft Authority (see Appendix I);
- 5.2 Able to create and maintain the atmosphere of a campfire to suit the occasion;
- 5.3 Able to lead and teach different types of campfire songs including traditional Scout songs, part and round songs, split songs, and action songs;
- 5.4 Able to lead cheers and yells;
- 5.5 Able to tell a yarn during a campfire; and
- 5.6 Planning and organisation of an indoor campfire.

6 Experience

- 6.1 Involvement as a performer in 3 or more performance items in different campfires;
- 6.2 Having served as a staff member in not less than 10 campfires performing different roles and duties including Song Leader, Cheer Leader, Yell Leader, Fire Keeper, Quartermaster and a leading Campfire Leader;
- 6.3 Keeping a personal Campfire Song Book consisting of not less than 100 favourite songs for campfires; and
- 6.4 Keeping a personal Campfire Log recording the major Campfires participated e.g. date, venue, theme and title of the event, the organiser, number of participants and groups they belong, staff list and his/her own position in the campfire; new songs, stunts, yells, cheers, games and ideas learnt or appreciated, personal notes and comments.

Note: Attainment of Level 2 of the Campfire Leadership of the Scoutcraft Accreditation Scheme will be accredited as a “Campfire Leader”.

Level 3

1 Prerequisite

- 1.1 Attaining Level 2 of the Campfire Leadership of the Scoutcraft Accreditation Scheme; or being an official Campfire Leader appointed by a recognised organisation;
- 1.2 Having served as a staff member in 5 large (with over 200 participants) campfires or more; and
- 1.3 Possession of a distinctive personal campfire robe and head gear.

2 Basic Knowledge

- 2.1 Origin and history of campfires;
- 2.2 Campfires of different countries or ethnical groups e.g. aboriginal, African, Gipsy, American Indian, Miao, nomadic;
- 2.3 Educational and recreational significance of campfires; the place of campfire in the Scout Programme;
- 2.4 Duties and responsibilities of the Campfire Leader of a large campfire. Qualities and core competencies of a Campfire Leader;
- 2.5 Different types of campfire costumes;
- 2.6 Design and production of a distinguished campfire robe for the chief guest; and
- 2.7 Etiquette, tradition and conventional programme of a campfire.

3 Campfire Circle

- 3.1 Detailed lay-out design of a large campfire circle (for 200 and more participants);
- 3.2 Essential provisions and facilities of a large campfire circle;
- 3.3 Criteria in setting up a permanent campfire circle: location, adequacy in accommodating the intended number of participants, entrance and emergency exits, fire place, sitting area or stand for participants, environmental and nuisance considerations, wind, flame and smoke effects, sound and lighting matters, fire safety and security issues;
- 3.4 Ground preparations for building the fire place of a large campfire: removing a turf and re-turfing it after campfire, measures to prevent accidental break-out of fire and damage likely caused by fire to the ground, effective means to restore the site to its original condition;
- 3.5 Building of different types of fire for a large campfire such as pyramid fire, cone fire, log cabin fire, and top lighter fire. Comparison of the advantages and disadvantages of different types of fires;
- 3.6 Firewood management: choice of firewood, the properties of different types of wood, procurement and preparation of firewood for a campfire, materials for lighting a fire, production of torches for starting a fire and lighting-up a campfire circle, estimated consumption of firewood, use and maintenance of tools for a campfire such as axes, saws, spades and knives;
- 3.7 Fire lighting: surprise starting of a campfire, use of different types of lighting items such as matches, lighter using different fuels; and
- 3.8 Safety precautions: fire-fighting equipment such as fire extinguishers and fire hose, first aid box, emergency lighting facilities and public address system, evacuation plan.

4 Planning and Organisation

- 4.1 The size and composition of the staff team for a large campfire: duties and responsibility of each staff member;
- 4.2 Roles and functions of the Chief Campfire Leader;
- 4.3 The elements of an enjoyable and successful campfire: time and duration, good mix of variety and balance of the programme items, comfort and relaxation of the participants, the ability of a Campfire Leader in the creation and maintenance of the atmosphere and mood of the campfire;
- 4.4 Programme planning for a large campfire: good variety of appropriate items and songs for different segments of the campfire; competency of the staff team, production of detailed programme schedule, items to be avoided for inclusion in the programme;
- 4.5 Campfire ceremony and traditional rituals of a Scout campfire including starting and closing; introducing and welcoming a special guest, prayer or moment of silence, taps; and
- 4.6 Contingency plan for a large campfire and dealing with emergency in case of increment weather, poor ground conditions, or undesirable circumstances.

5 Skills and Techniques

- 5.1 Leadership skills; leading and management of the campfire staff team;
- 5.2 Competency in conducting a campfire for 200 or more people, generating the desired atmosphere and maintaining the active participation of the participants;
- 5.3 Well conversant with 200 or more campfire songs with not less than 160 of them are set out in the published Campfire Song List (see Appendix I);
- 5.4 Competency in leading and teaching different types of campfire songs including traditional Scout songs, folk songs of different nations and ethnical groups, round and parts songs, split songs, repetition songs, action songs, parodies, shanties, spiritual songs and hymns;
- 5.5 Production of opening phrases / verses for 5 different campfires;
- 5.6 Preparation of prayers for campfires;
- 5.7 Production of script, story-board or synopsis for 5 performance items of campfires;
- 5.8 Folk, ethnical and / or national dances suitable for a campfire;
- 5.9 Competency in leading yells and cheers;
- 5.10 Leading campfire games; and
- 5.11 Preparation of yarns for campfires and telling a yarn.

6 Experience

- 6.1 Having served as a leading staff member in not less than 5 large campfires;
- 6.2 Demonstration of all-round competencies of a Campfire Leader;
- 6.3 Participating in 5 or more campfires with participants from more than 4 countries, cities or ethnical groups; and
- 6.4 Keeping a personal Campfire Log Book containing comprehensive descriptions and illustrations (photographs / drawings) of memorable campfires participated plus a collection of various types of campfire songs, opening phrases and verses, yells, cheers, stunts, programme items, yarns, prayers and dances etc

Note: Attainment of Level 3 of the Campfire Leadership of the Scoutcraft Accreditation Scheme will be accredited as “Senior Campfire Leader”.

Knotcraft



Level 1

1 Cordage and Terminology

- 1.1 Terminology of rope work and knotting;
- 1.2 Choice and care of utility cordage for knot-tying;
- 1.3 Materials and construction of natural fibre and synthetic ropes;
- 1.4 Coiling of rope and prevention of kinks; and
- 1.5 Simple treatment to rope ends to prevent them from fraying and unlaying.

2 Knot-tying

- 2.1 Mastery of knots, hitches, bends, loops, whipping, splices and lashings set out in Knot List A (see Appendix II).

3 General Application

- 3.1 Slinging a big barrel or oil drum;
- 3.2 Construction of a trestle;
- 3.3 Lashing a block to a spar or trunk;
- 3.4 Mousing the hook of a pulley;
- 3.5 Making slings for use as improvised sit harness;
- 3.6 Tying a bulky cubical parcel;
- 3.7 Tying a pile of books of uneven sizes;
- 3.8 Slinging a spherical object such as basket ball or water melon;
- 3.9 Slinging a bundle of spars or water pipes; and
- 3.10 Tying up two to three bottles together for easy carrying.

4 Functional Knots

- 4.1 Practical knowledge of knots used in camping and hiking.

5 Fancy and Decorative Knots

- 5.1 Making a woggle; and
- 5.2 Making 3-strand and 4-strand plain (flat) sinnets.

Level 2

1 Cordage and Tools

- 1.1 Classification and characteristics of natural fibre and synthetic ropes;
- 1.2 Selection criteria of cordage for uses in camping, climbing, boating and decorative knotting;
- 1.3 Treatment and preparation of new ropes for use;
- 1.4 Different methods of sealing rope ends apart from splicing and whipping including tubing, taping, use of glue, waxing, liquid vinyl sealing and heat sealing;
- 1.5 Construction of a simple rope-making device and using it to produce a rope of 2 m long; and
- 1.6 Working knowledge of basic rope work tools such as knife, scissors, pliers, forceps, hot knife, fids, marlinespike, wire loop, whipping twine, adhesive tapes, netting needles, and seaming palm.

2 Knot-tying

- 2.1 Mastery of knots, hitches, bends, loops, whipping, splices and lashings set out in Knot Lists A and B (see Appendix II); and
- 2.2 Tying 10 basic knots in complete darkness including bowline, clove hitch, figure of eight knot, fisherman's knot, overhand knot, reef knot, round turn and two half hitches, sheepshank, sheet bend and timber hitch.

3 General Application

- 3.1 Making a grommet;
- 3.2 Construction of a simple ladder over 2 m in length, using combination of ropes and sticks, bamboo or pegs;
- 3.3 Making a knot board to display a group of basic knots;
- 3.4 Reeving a set of single and double pulleys;
- 3.5 Rope tackle; and
- 3.6 Construction of a rope stretcher to carry a patient.

4 Functional Knots

- 4.1 Practical knowledge of knots used in boating and pioneering.

5 Fancy and Decorative Knots

- 5.1 Making a simple lanyard;
- 5.2 Making round and square sinnets;
- 5.3 Making an ocean plait and a square mat;
- 5.4 Making a Turk's Head of three leads and four bights; and
- 5.5 Net-making.

Level 3

1 Cordage and Tools

- 1.1 History and folklore of rope work and knotting;
- 1.2 Management of a storage for ropes and rope work tools, and maintenance and cleansing of ropes and tools;
- 1.3 Properties of different types of ropes e.g. construction, materials, weight, elongation, breaking strength, safety working strength, and the weakening effect of different types of knots on a rope;
- 1.4 Principles of rope work such as size and make of ropes for specific uses, estimation of the length of ropes required, unlaying and laying of rope;
- 1.5 Good knowledge of literature and publications on knots, knotcraft and rope work including "Ashley Book of Knots" and publication produced by not less than 3 other well-known knot-tyers; and
- 1.6 Describe the theory in producing different number of lead and bight of a Turk's Head.

2 Knot-tying

- 2.1 Mastery of knots, hitches, bends, loops, whipping, splices and lashings set out in Knot Lists A, B and C (see Appendix II).

3 General Application

- 3.1 Making a fancy lanyard;
- 3.2 Production of a thematic knot board;
- 3.3 Construction, using ropes only, of two different types of rope ladders each over 2 m in length;
- 3.4 Making a wall hanging;
- 3.5 Making a chest becket;
- 3.6 Making a rope fender;
- 3.7 Making a bell rope; and
- 3.8 Using Turk's Head (20 cm in length) to make a protector for a pole.

4 Functional Knots

- 4.1 Demonstration of magic or tricks with knots and ropes; and
- 4.2 Practical knowledge of knots used in any one of the following activities (a) climbing and caving, (b) angling, or (c) sailing.

5 Fancy and Decorative Knots

- 5.1 Demonstration of various macramé and decorative knots tied in the western countries; **or alternatively,**
- 5.2 Demonstration of basic Chinese macramé (e.g. Button knot, Cloverleaf knot, Cross knot, Double coin knot, Double connection knot, Flat knot, Good luck knot, Pan chang knot, Plafond knot, Round brocade knot, and Sauvastika knot) and their variations.

6 Development

- 6.1 Planning, organizing and conducting activities to advance knotcraft and knot-tying techniques;
- 6.2 Competency in giving instruction on technical knots and rope work; and
- 6.3 Knowledge of local, national and international organizations for the promotion and pursuit of knot tying.

Mountaineering



Level 1

1 Gears and Equipment

- 1.1 Personal gears and equipment required for a 3-day hiking over 50 km in summer, autumn and winter;
- 1.2 Choosing and buying hiking gears including clothing, footwear, tent, cooking gear, stove, sleeping bag, backpack and water bottle;
- 1.3 Principles of packing and load-carrying; and
- 1.4 First aid kit and survival kit.

2 Map and Navigation

- 2.1 Basic principles of map reading (legend, marginal information, conventional signs, scales and measurement of distance, representation of relief, contour lines and their vertical interval, colour representation, direction, grid system, declination, and setting a map), map care and gears;
- 2.2 Use of ordnance survey map and topographic map;
- 2.3 Use of base-plate and prismatic compasses (direction, bearing, correction for deviation);
- 2.4 Combined use of compass and maps (back bearings, orienting the map with a compass, true north and grid north, locating a mapped object in the field and an observed object on map);
- 2.5 Use of sun, stars and watch to find direction; and
- 2.6 Navigating methods (aiming off, contouring, detouring, use of handrail) in different terrain.

3 Skills

- 3.1 Camping skills for staying overnight in a safe, comfortable and hygienic manner (tent pitching, choice of camp site, essential site work during a hiking, latrine and keeping the site in better conditions after use);
- 3.2 Use of different types of portable camping stoves and cooking in open country;
- 3.3 Food and nutritional needs for hiking;
- 3.4 Basic knots used in hiking;
- 3.5 Route planning techniques (choice of routes and stopover points, selection of campsite, distance and speed of travel, rationing, escape and emergency alternate routes, source of aids, preparation of route cards, application of related formula such as the Naismith's Rules);
- 3.6 Walking skills (pace, rhythm, foot placing, conservation of energy, balance and co-ordination) in all terrain (uphill, downhill, over boulders, crossing streams) and needs for physical warming-up exercise before setting off;
- 3.7 Understanding of weather forecast and synoptic weather maps;
- 3.8 Country code; and
- 3.9 Safety measures in hiking.

4 First Aid and Dealing with Accident

- 4.1 Ability to prevent and deal with sunburn, burns and scalds, cuts and wounds, insect stings, blisters, cramps, sprained ankle, heat exhaustion, nose bleed, foreign object in the ear and snake bite;
- 4.2 Wound dressing; and

4.3 Methods of summoning help or assistance: International Alpine Distress Signal.

5 Experience

5.1 Have hiked more than 160 km;

5.2 Field knowledge of Maclehoose Trail and Wilson Trail and 5 of the following country parks (production of log books or journey notes) **:

- Sai Kung West Country Park
- Ma On Shan Country Park
- Shing Mun Country Park
- Tai Mo Shan Country Park
- Lantau North Country Park
- Lion Rock Country Park
- Tai Tam Country Park; and

5.3 Acquaintance with the principal routes to the summit or the highest accessible point of the following hills in Hong Kong: Tai Mo Shan, Ma On Shan, and Lion Rock **.

** Note: For overseas participants, the requirement will be national parks and trails of comparable standing and difficulty.

Level 2

1 Gears and Equipment

1.1 Personal gears and equipment for an expedition of 5-day duration or more in both local and overseas country;

1.2 Good organisation of gears carried by members of an expedition team;

1.3 Practical knowledge of choosing gears to keep yourself warm and dry outdoor in severe weather, and comfortable in long walk; and

1.4 Care and maintenance of hiking gears.

2 Map and Navigation

2.1 Mastery of map and compass (different types of maps used in expedition and travel, legends and conventional signs used in various types of maps, different methods showing relief, resection, cross-section, gradients, relationship of gradient and distance, inter-visibility, bearings of sunset and sunrise);

2.2 Locating position in forest, desert and snow;

2.3 Universal Transverse Mercator (UTM) Grids;

2.4 Navigation and map reading aids (altimeter, pedometer, romer, and protractor);

2.5 Nature clues in finding direction;

2.6 Use of Global Position System (GPS) receiver; and

2.7 Map making by triangulation using prismatic or base-plate compass, and plane-tableing.

3 Skills

3.1 Camping skills for trekking;

3.2 Cooking under bad weather conditions such as strong wind and heavy rain;

3.3 Cooking different kinds of expedition food including dehydration, canned, dried, preserved and natural food;

3.4 Lighting a fire with natural materials;

3.5 Building a natural shelter;

- 3.6 Methods in keeping food safe (free from animal, contamination and deterioration) at all times (in camp and on the move);
- 3.7 Expedition Team Leader techniques in mountains: leader and tailman, psychology of the group, corporate strength; team procedures on different terrain e.g. scree, narrow ridge, steep broken slope;
- 3.8 Planning and organisation skills such as route planning principles, assessment of members' experience, strength and ability and allocation of duties;
- 3.9 Understanding of typical weather associated with warm and cold masses and changes of weather at different air fronts;
- 3.10 Understanding of effects of temperature, wind and water on human body in cases of hypothermia and exhaustion; and
- 3.11 Safety on mountains.

4 First Aid and Dealing with Accident

- 4.1 (In addition to those listed in Level 1) Ability to deal with shocks, bruises, open wound, severe bleeding, heart attack, hypothermia, gastrointestinal illness, fractures and dislocation;
- 4.2 Artificial resuscitation;
- 4.3 Moving an injured person;
- 4.4 Distress signals; and
- 4.5 Procedures in dealing with an accident in wild country such as drowning, fallen from height, lightning strike, and hill fire.

5 Experience

- 5.1 Hiking experience over 350 km with not less than 10 nights stayed in the wilderness;
- 5.2 Field knowledge (principal routes, places of interest) of 10 country parks in Hong Kong including Sai Kung East Country Park, Plover Cove Country Park, Pat Sin Leng Country Park, Lantau South Country Park, and Tai Lam Country Park**; and
- 5.3 Acquaintance with the principal routes to the summit or the highest accessible point of the following hills in Hong Kong: Castle Peak, Sharp Peak, Lantau Peak, Sunset Peak, Pak Sin Leng and Wong Leng**.

** Note: For overseas participants, the requirement will be national parks and trails of comparable standing and difficulty.

Level 3

1 Gears and Equipment

- 1.1 Personal gears required for mountaineering and long expedition (over 7 days) overseas in all weather conditions;
- 1.2 Profound knowledge of the design, construction, materials, performance, and durability of various types of camping and mountaineering equipment, both personal and team items; their care and maintenance, and the effects of wind, temperature and humidity to these equipment;
- 1.3 Knowledge of new camping and mountaineering equipment available in the market; and
- 1.4 Basic rock climbing gears e.g. synthetic kernmantel ropes, helmet, karabiners, and abseiling rings.

2 Map and Navigation

- 2.1 Advanced map and compass field work, and use of all types of maps and compasses; the bearing of the sun at noon at a position south or north of the Tropics;
- 2.2 Map datum (e.g. World Geodetic System) and Grid Systems available for civilian use in major countries including UTM, Ordnance Survey of Great Britain (OSGB) and United States Geological Survey (USGS);
- 2.3 Longitude and Latitude, special latitude lines, Greenwich Meridian, calculation of length of daylight time in different seasons;
- 2.4 Main features and functions of GPS receiver (level of accuracy, reliability and care and maintenance) and other similar devices;
- 2.5 Navigation in low visibility; and
- 2.6 Map-making methods.

3 Skills

- 3.1 Camping skills at high altitude, in desert, jungle or snow/ice area;
- 3.2 Cooking at high altitude;
- 3.3 Cooking without utensil;
- 3.4 Basic rock techniques including knots, use of ropes and slings, use of safety belt and harness, belay methods and interchange of belay, abseiling, and prusiking;
- 3.5 Techniques in wading streams and crossing rivers (best crossing points, crossing with and without line);
- 3.6 Techniques in walking in high mountains;
- 3.7 Techniques in either: (a) crossing desert or dry lands, or (b) travelling across ice-field;
- 3.8 Team walking skills: use and limitations of hill-walking safety line, use of rope as a handrail and for linking members together; and
- 3.9 Outdoor leadership techniques.

4 First Aid and Dealing with Accident

- 4.1 (In addition to those listed in Level 1 and Level 2) Ability to deal with unconsciousness, poisoning, frostbite, snow blindness, altitude sickness and prevention, cold injuries, broken limb, animal bites and head injury;
- 4.2 Carrying an injured person for long distance (over 2 km);
- 4.3 Procedures in dealing with emergency in mountainous country e.g. forest fire, ice-breaking; and
- 4.4 Methods of search and rescue in mountain areas; improvised mountain rescue equipment.

5 Experience

- 5.1 Hiking experience over 500 km;
- 5.2 Field knowledge of the country parks in Hong Kong or national parks of comparable standing in overseas country and the Mainland;
- 5.3 Overseas expedition experience for over 3 consecutive nights covering a walking distance over 50 km;
- 5.4 Experience in walking not less than 5 km in desert, forest, or ice area;
- 5.5 Carrying out a study into the following subject(s) in at least one of the expeditions: geology, flora, fauna, local history, history of mountaineering, history of place of interest, customs, local life etc.; and
- 5.6 Knowledge of camping, hiking, adventurous or mountaineering clubs/organisations, both local and abroad, which accept youth and adult members and provide relevant training.

Pioneering



Level 1

1 Rope and Cordage

- 1.1 Characteristics of various types and sizes of natural fibre and synthetic ropes useful in camping and pioneering;
- 1.2 Terminology of rope work, knotting and pioneering; and
- 1.3 Choice and care of ropes for pioneering.

2 Knotting

- 2.1 Mastery of the following knots:
 - (a) Bends – Fisherman’s knot, Sheet bend;
 - (b) Hitches – Cat’s paw, Clove hitch, Half hitch, Killick hitch, Lark’s head, Reef knot, Rolling hitch, Round-turn and two half hitches, Sheepshank, Timber hitch;
 - (c) Loops – Bowline and Figure-of-eight loop;
 - (d) Whipping – Ordinary whipping;
 - (e) Lashings – Diagonal lashing, Figure-of-eight lashing, Shear lashing, Sheer lashing, Square lashing, Tripod lashing; and
 - (f) Splices -- Back splice, Eye Splice.

3 Pioneering Tools

- 3.1 Use and care of essential pioneering gears and tools including bamboo, spars, knife, hammer, mallet, hand axe and spade; and
- 3.2 Safety rules of using pioneering gears and tools.

4 Pioneering Skills and Techniques

- 4.1 Whittling tent pegs, trimming light timber and chopping firewood;
- 4.2 Estimation of distances (less than 800 m) and heights (lower than 30 m) with personal measurement and improvised apparatus;
- 4.3 Mousing a hook;
- 4.4 Trestle construction;
- 4.5 Block and tackle;
- 4.6 Lashing of a block to a spar or trunk;
- 4.7 Simple holdfast for pioneering: single picket and 2-1 picket;
- 4.8 Levering theories;
- 4.9 Parbuckle; and
- 4.10 Throwing of a 15 m line to a target object.

5 Practical Experience

- 5.1 Take a leading part in the following pioneering work:
 - (a) construction of a flag pole;
 - (b) construction of simple and light bridge;
 - (c) construction of sheer legs;
 - (d) construction of a camp table for a patrol of six persons; and
 - (e) construction of a raft.

- 5.2 In collaboration with others, completion of 20 or more pioneering projects set out in the Pioneering Projects Categorization List (see Appendix III) so as to:
- (a) accumulate a total of 40 credits value* or more; and
 - (b) accomplish at least 4 projects from each of the 4 types of pioneering projects (i.e. Bridge and Crossing; Tower, Lifting and Height; Raft; and Fun and Game).

[* Note: Each project under Category A carries 1 credit; Category B, 2 credits and Category C, 3 credits. For Level 1, the span of bridge and crossing should exceed 3 m, high projects should exceed 3 m, cranes should lift a load of at least 50 kg through a height of at least 2 m, and the raft should carry at least one person.]

Examination

Candidates are required to construct 4 or more pioneering projects (included in Category A and Category B of the Pioneering Projects Categorization List) selected from a small batch of drawings or models presented by the Examiner. The batch of projects to be included in the forthcoming examination may be promulgated well in advance.

Level 2

1 Rope and Cordage

- 1.1 Selection criteria of ropes for use in pioneering. Construction (material and lay) and properties (weight, strength, weakening effect of knots) of various types of natural fibre and synthetic ropes used in pioneering and climbing;
- 1.2 Construction of a simple rope-making device and using the device to make a rope of 3 metres or longer; and
- 1.3 Different methods to seal rope ends in addition to whipping and splices including plastic tubing, use of adhesive tape, use of glue, liquid vinyl sealing and heat sealing.

2 Knotting

- 2.1 Mastery the following knots in addition to those set out in Level 1:
 - (a) Stopper Knots -- Heaving line knot, Monkey's fist;
 - (b) Bends – Carrick bend, Double Sheet bend, Surgeon knot;
 - (c) Hitches – Marlinespike hitch, Prusik knot, Scaffold hitch, Taut-line hitch, Transom knot;
 - (d) Loops – Bowline-on-a-bight, Double bowline;
 - (e) Whipping – Sail-maker's whipping;
 - (f) Lashings – Single Snake lashing, Double Snake lashing, Filipino lashing, Japanese square lashing, Tourniquet lashing;
 - (g) Splices – Long splice, Short splice; and
 - (h) Coiling – different types of coiling of rope (Fireman's coil, Figure-of-eight coil, Alpine coil).

3 Pioneering Tools

- 3.1 Use and maintenance of tools for rope work and pioneering including felling axe, saw, trenching tools, pulleys; and personal climbing gears such as sit harness and karabiners; and
- 3.2 Comprehensive knowledge of block and tackle including mechanical advantage, velocity ratio, understanding of reeving to advantage and reeving to disadvantage.

4 Pioneering Skills and Techniques

- 4.1 Making of models of pioneering projects;
- 4.2 Ascending by prusiking and abseiling using only ropes;
- 4.3 Calculation of distances, heights, lengths and angles by geometrical and trigonometric theories;
- 4.4 Three ways to make a simple ladder of 3 m in length, such as single post ladder, pegs and marlinespike hitches, series of small loops on rope;
- 4.5 Reeving of a set of single and double sheave pulleys;
- 4.6 Anchorage suited to a variety of projects, location and soil including loose and marshy ground, and hold-fast theories: 2-1, 3-2-1, deadman, log and picket;
- 4.7 Theory of tree felling;
- 4.8 Rope tackle;
- 4.9 Spanish windlass; and
- 4.10 Transportation of odd size heavy objects to a height of 3 m such as a bundle of long pipes, spherical items and bulky case.

5 Practical Experience

- 5.1 Take a leading part in the following pioneering work:
 - (a) construction of a high tower;
 - (b) construction of a full set of gadgets for a camp kitchen;
 - (c) bridge construction; and
 - (d) building of an aerial runway.
- 5.2 In collaboration with others, completion of 40 or more pioneering projects set out in the Pioneering Projects Categorization List (see Appendix III) so as to:
 - (a) accumulate a total of 80 credits value* or more; and
 - (b) accomplish at least 8 projects from each of the 4 types of pioneering projects (i.e. Bridge and Crossing; Tower, Lifting and Height, Raft; and Fun and Game).

[* Note: Each project under Category A carries 1 credit; Category B, 2 credits and Category C, 3 credits. For Level 2, the span of bridge and crossing should exceed 5 m, high projects should exceed 4 m, cranes should lift a load of at least 70 kg through a height of at least 2 m, and the raft should carry 2 or more persons.]

Examination

Candidates are required to construct 4 or more pioneering projects (included in Category B and Category C of the Pioneering Projects Categorization List) selected from a small batch of drawings or models presented by the Examiner. The batch of projects to be included in the forthcoming examination may be promulgated in advance.

Level 3

1 Rope and Cordage

- 1.1 Analysis of the advantages and disadvantages of various types of natural fibre and synthetic ropes used in pioneering activities;
- 1.2 Practical care of natural fibre ropes and identification of the causes of damages to ropes including abrasions, cuts, contusions, heat, strong sunlight, chemical attack, dampness and mildew;

- 1.3 Ways to protect ropes from various causes of damages; and
- 1.4 Steps and procedures to carry out inspection and examination of ropes before and after uses.

2 Knotting

- 2.1 Mastery of the following knots on top of those listed in Levels 1 and 2:
 - (a) Hitches – Harvester’s hitch, Highwayman’s hitch, Turk’s head;
 - (b) Loops – Alpine butterfly; Tarbuck knot, and Water bowline; and
- 2.2 Capability to tie the following knots in total darkness: Bowline, Clove hitch, Figure-of-eight loop, Fisherman’s knot, Reef knot, Sheepshank, Sheet bend, Square lashing, and Diagonal lashing.

3 Pioneering Tools

- 3.1 Quartermastership and management of a store of pioneering gears and equipment, including effective methods in classifying, labelling and storing bamboos, spars, ropes, and assorted pioneering tools; keeping all types of records such as journals, log books, forms for issues and returns of items; and maintaining the store in good working condition.

4 Pioneering Skills and Techniques

- 4.1 Principles of pioneering;
- 4.2 Physics theories applied in pioneering;
- 4.3 Use of basic climbing gears to ascend and descend;
- 4.4 Effective management and accomplishment of a pioneering project: analysis of the problem, site survey, selecting the most effective project among feasible alternatives to resolve the problem, developing action plan and work schedule, assembly of gears and materials required, allocation of duty among members, implementing the action plan and co-ordination of work, monitoring of work progress, completion of the project and evaluation;
- 4.5 Pioneering as a tool for leadership development and team building;
- 4.6 Planning and organisation of large-scale pioneering events; and
- 4.7 Responsibility and accountability of the organiser of pioneering activities: safety precautions, standard of care, risk management, personal and agency liability, and procedures in dealing with emergency.

5 Practical Experience

- 5.1 Take a leading part in the following pioneering work:
 - (a) construction of a Pyramid Tower;
 - (b) building of a sophisticated Camp Gate;
 - (c) construction of a Monkey Bridge; and
 - (d) building of a raft with sail;.
- 5.2 In collaboration with others, completion of 60 or more pioneering projects set out in the Pioneering Projects Categorization List (see Appendix III) so as to:
 - (a) accumulate a total of 120 credits value* or more; and
 - (b) accomplish at least 10 projects from each of the 4 types of pioneering projects (i.e. Bridge and Crossing; Tower, Lifting and Height, Raft; and Fun and Game); and

[* Note: Each project under Category A carries 1 credit; Category B, 2 credits and Category C, 3 credits. At this level, the span of bridge and crossing should exceed 8 m, high projects should exceed 5 m, cranes should lift a load of at least 100 kg through a height of at least 2 m, and the raft should carry 4 or

more persons.]

- 5.3 Construction of a pioneering project of own unaided design. The design should show sufficient originality to prove competent pursuit of the activity. The design papers should include drawing, sketches and/or a scale model and the scheme of work that includes detail of all necessary gears and an estimate of the time involved.

Examination

Candidates are required to construct 4 or more Category C pioneering projects selected from a small batch of drawings or models presented by the Examiner. The batch of projects to be included in the forthcoming examination may be promulgated well in advance.

Seamanship



Level 1

1 Pre-requisite and Basic Knowledge

- 1.1 Demonstrate the following skills in water: swim 50 m in clothes, tread water for more than 2 minutes and dive through the underneath of a pulling boat;
- 1.2 Tie the following knots: Anchor hitch, Bowline, Clove hitch, Figure-of-eight knot, Reef knot, Round turn and two half hitches, Sheet bend and Double sheet bend;
- 1.3 Make a common whipping and a Sailmaker's whipping; and
- 1.4 Heave a lifeline from a boat to a distance of 10 m.

2 Gears and Equipment

- 2.1 Choose appropriate personal clothing and footwear for boating activities;
- 2.2 Understand the different functions of a life jacket and buoyancy aid jacket, and demonstrate the proper way to wear them;
- 2.3 Understand gears and equipment for boating activities; and
- 2.4 Understand the care and maintenance of a pulling boat and its accessories.

3 Knowledge of craft

- 3.1 Name the parts of the following types of craft: pulling boat, sailing boat and power-driven rescue boat; and
- 3.2 Have a good knowledge of the elementary principles and maintenance of outboard engine up to 4 hp, understand how to install the engine onto the boat not exceeding 3 m in length, and uninstall it.

4 Navigation

- 4.1 Know the available sources of weather information and warnings, and give correct interpretation of weather information received; and
- 4.2 Have a good knowledge of the effects of wind, tides and currents in navigation.

5 Boating Technique

- 5.1 Understand the duties and disposition of crew on board;
- 5.2 Understand the commands used on board including pulling boat, sailing boat and power-driven boat;
- 5.3 Scull a dinghy and pick up an object from water;
- 5.4 Prepare an anchor and demonstrate how to drop the anchor and pull it up manually;
- 5.5 Understand how to launch and lift a boat from pier and slipway including pulling boat, sailing boat and power-driven boat;
- 5.6 Maneuver and navigate a small craft (not exceeding 3 m) with an outboard engine up to 4 hp along shore and in a bay; and
- 5.7 Take part in an exercise on board a power-driven boat to tackle a task such as towing another boat to shore and picking up a person overboard or capsized.

6 Safety

- 6.1 Understand the use and rules of code of flags and signals in Sea Activities Centres of the Scout Association of Hong Kong;
- 6.2 Know the safety rules applicable to water activities;
- 6.3 Know how to deal with minor cuts, bleeding and heat stroke;
- 6.4 Demonstrate the use of roller bandage and triangular bandage;
- 6.5 Demonstrate a capsized drill with a small boat;
- 6.6 Have basic knowledge of rescue by boat, and understand the principles of sea rescue; and
- 6.7 Understand the principles of combustion and how to extinguish fire on board.

7 Practice

- 7.1 Sail with a helmsman for a cruise and show good knowledge in judging wind and current;
- 7.2 Form part of a crew of a pulling boat, sailing boat or power-driven boat to go on a journey to demonstrate capability and competency in carrying out the duties and responsibilities in the crew, and in understanding the commands and instructions given; and
- 7.3 Form part of a crew in an 8-hour journey on board of a pulling boat to demonstrate the basic skills in maneuvering and to accomplish a given task.

Level 2

1 Prerequisite and Basic Knowledge

- 1.1 Hold Level 1 Proficiency Certificate of Seamanship, or equivalent;
- 1.2 Understand the International Regulations for Preventing Collisions at Sea, local rules, signals of distress and sound signals in restricted visibility;
- 1.3 Understand the racing rules and prevention of collision rules for sailing, mark of the courses, procedures and steps of starting and finishing a sailing race;
- 1.4 Understand the theory of sailing, and demonstrate rigging and reefing a sail boat on shore for different weather conditions; and
- 1.5 Make Back splice, Eye splice and Short splice.

2 Gears and Equipment

- 2.1 Have a sound understanding of personal gears and equipment for boating activities such as clothing, plimsoll, and life jacket;
- 2.2 Name the key components and parts of an outboard engine; and
- 2.3 Have a good knowledge of the gears and equipment of different types of boats used in Sea Activities Centres of the Scout Association of Hong Kong and their fittings.

3 Navigation

- 3.1 Have a sound working knowledge of compass on deck: taking bearings and using cross bearings or intersection to plot one's position;
- 3.2 Able to read a nautical chart, and understand the symbols and data provided therein including features in harbour and at estuaries; and
- 3.3 Able to plot position lines and fix position on chart.

4 Safety

- 4.1 Carry out the procedure of capsizing drill in all types of boats in Sea Activities Centres of the Scout Association of Hong Kong;
- 4.2 Understand the safety precaution and procedures in rescuing a stranded boat;
- 4.3 Perform resuscitation to a drowned person and place an injured person in the recovery position;
- 4.4 Demonstrate how to perform Cardiopulmonary Resuscitation (CPR); and
- 4.5 Treat internal bleeding, shock, hypothermia and heat exhaustion.

5 Boating Technique -- Pulling Boat

- 5.1 Understand and make the following Bosun's (Boatswain's) calls: "The Still", "Carry On" and "The Side" ;
- 5.2 Be able to give pulling boat orders as the coxswain of a crew, and steer a pulling boat on course;
- 5.3 Steer the boat to leave and berth a jetty or a buoy;
- 5.4 Tow a small dinghy through an obstacle course;
- 5.5 Demonstrate "man overboard" drill, and rescue a boat stranded in shadow water; and
- 5.6 Maneuver a pulling boat without rudder: to berth and leave it from a jetty or a buoy, and to complete a figure of eight course.

6 Boating Technique -- Pulling Boat with sail

- 6.1 Rig a pulling boat and reef a sail on shore;
- 6.2 While afloat, go on a triangular course and return, lift the boat onto the shore and put it in shelter;
- 6.3 Demonstrate good techniques in five essentials of sailing including sail setting, centreboard, trim, balance and course made good;
- 6.4 Launch a sailing boat from jetty and return. Sail from a buoy and return;
- 6.5 Come alongside an anchored ship or boat;
- 6.6 Understand the basic rules of road in sailing and actions to be taken when approaching other boats such as "Port gives way to starboard", "The windward boats keeps clear" and "The overtaking boat keeps clear";
- 6.7 Understand the dangerous zone while sailing near the leeward or at a close distance with another sailing boat;
- 6.8 Under sail, carry out a "man overboard" drill; and
- 6.9 Demonstrate righting of a capsized boat.

7 Boating Technique – Handling a Boat (not exceeding 3 m) with an Outboard Engine up to 4 hp

- 7.1 Know how to maintain an outboard engine and keep it serviceable;
- 7.2 Fix an outboard engine to a boat and unload it after use;
- 7.3 Start an outboard engine in the right procedures; and
- 7.4 Maneuver a boat fitted with an outboard engine to leave the jetty and berth again.

8 Practice and Service

- 8.1 Perform service not less than 8 hours in a Sea Activities Centre of the Scout Association of Hong Kong, or any boating centre of a recognized organization; and
- 8.2 Form part of a crew to complete 4 separate journeys in 3 or more local waters, one of them should last longer than 24 hours; and submit a sea log for these journeys.

Level 3

1 Pre-requisite and Basic Knowledge

- 1.1 Hold Level 2 Proficiency Certificate of Seamanship or equivalent;
- 1.2 Know the rules and regulations applicable to Hong Kong waters;
- 1.3 Have a good knowledge of the coastal waters;
- 1.4 Have a good knowledge of the buoyage system in use in Hong Kong waters (including shapes, colours, lights and top-marks of cardinal, lateral, isolated danger, safe water and special marks buoys), navigation signals and distress signals;
- 1.5 Have a general knowledge of the principles of ship stability and trimming. Understand the meaning and relationship of centre of gravity (CG) and centre of buoyancy (CB);
- 1.6 Understand lights exhibited by high speed craft and sailing junks in Hong Kong waters; and
- 1.7 Be able to tie knots commonly used in boating activities.

2 Navigation

- 2.1 Have a sound practical knowledge of abbreviations and symbols used on nautical chart relating to depth of water, buoys, lights, pipelines, submarine cables, wrecks, rocks and tidal streams;
- 2.2 Be able to describe the key features of the passage plotted on the nautical chart;
- 2.3 Use a compass on deck to take bearings. Understand the factors affecting the accuracy of a magnetic compass and how to approximate the error, such as magnetic variation and deviation;
- 2.4 Able to plot and report a position by latitude and longitude, and bearing and distance;
- 2.5 Use different types of navigation instruments such as compass, lead line, and Global Position System receiver to plot positions on chart;
- 2.6 Able to read the synoptic charts and based on the information provided in a weather chart, forecast the forthcoming weather, wind speed and direction;
- 2.7 Have a general knowledge of local weather patterns. Understand at least two natural signs of the approaching weather;

- 2.8 Understand the characteristics of barometric pressures and Beaufort Wind Scale;
- 2.9 Understand the significance of Typhoon Signals No 1, 3, 8 and the Strong Monsoon Signal together with associated sea and swell conditions;
- 2.10 Have a good practical knowledge of the Hong Kong tide table, tidal stream atlas and tidal information from charts of Hong Kong waters. Calculate the tide level and understand the spring and neap tides; and
- 2.11 Understand the Twelfth's Rule and use it and the tide table to plan a sea activity.

3 Safety and Rescue

- 3.1 Demonstrate the skills of personal survival in the water after being thrown overboard;
- 3.2 Have a good knowledge of the lifesaving equipment (life jackets, life buoys and buoyant items) and fire fighting equipment carried on boat, and the use of distress signals (hand held red flares and orange smoke signal);
- 3.3 Carry out a fire drill on a pulling boat and a small power boat;
- 3.4 Understand action to be taken in event of collision, grounding, springing a leak and fire on board;
- 3.5 Understand the steps and procedures in abandoning a pulling boat; and
- 3.6 Know how to make report on a reportable incident.

4 Boating Technique -- Pulling Boat

- 4.1 Understand different types of anchors for pulling boat;
- 4.2 Use a sea anchor; and
- 4.3 Steer a pulling boat without a rudder and perform a "man overboard" drill in rough water.

5 Boating Technique -- Sailing Boat (with another crew)

- 5.1 Rig a dinghy using the boat's equipment;
- 5.2 Hoist a spinnaker and use trapezes;
- 5.3 Have a good working knowledge of anchoring including the principles and techniques used in anchoring, hauling off and returning to lee shore;
- 5.4 Demonstrate the techniques in sailing upwind and sailing downwind on a restricted course including beating, reaching and running;
- 5.5 Stop a boat by heaving-to;
- 5.6 Recover a crew overboard;
- 5.7 Leave a beach, pontoon, mooring, lee shore and weather shore, and return;
- 5.8 Demonstrate the techniques in sailing backward, sailing in a tight circular course, reefing afloat, mooring and coming alongside an anchored boat;
- 5.9 Sail without either a centerboard or a rudder; and
- 5.10 Tow another dinghy with sail.

6 Boating Technique – Power Boat (up to 4 hp)

- 6.1 Have a good knowledge of the elementary principles of an outboard engine;
- 6.2 Start the outboard engine, operate the gears, make sharp turns and stop the engine immediately in emergency;

- 6.3 Understand the procedures and safety precaution of refilling and changing the oil tank of the engine at sea;
- 6.4 Clear up rubbish adhered to propeller;
- 6.5 Understand action to be taken in event of loss of rudder, loss of anchor and lost or fouled propeller;
- 6.6 Deal with the breakdown of the engine;
- 6.7 Know how to deal with fire broken out in the outboard engine and the fuel system; and
- 6.8 Carry out minor repairs to the motor engine on shore and at water.

7 Practice and Service

- 7.1 Form part of a crew to complete a voyage of not less than 50 km lasting 3 days and 2 nights. During the voyage, the crew should complete a project approved by the Examiner. The voyage should be accomplished by rowing and sailing. Power may be used to cover not more than 20% of the voyage. A detailed route plan for the voyage should be submitted in advance. The log of the journey and project report should be submitted within one month; and
- 7.2 Take an active part in the planning, organizing and leading of large-scale water activities such as Sea Regatta and Boat Race.

童軍技能評審計劃



引言

1. 2000年4月，香港童軍總會設立童軍技能評審計劃，以協助童軍成員及其他喜愛野外活動人士學習、鍛煉和提升各項野外活動技能。任何人士如經考驗合格和獲證實已達到開設技能科目任何級別的技能水平後，可獲授該級技能證書，以資證明。

童軍技能評審局

2. 香港童軍總會成立童軍技能評審局，負責執行童軍技能評審計劃。

3. 童軍技能評審局（技評局）確認和認可參加童軍技能評審計劃者，在指定的技能科目所達到的專業技能水平。技評局是根據認可的訓練、核實的實踐經驗和考驗成績，去確認參加者的技能水平。並頒授證書，予以證明。

童軍技能

4. 童軍技能是指童軍成員在野外歷奇活動中所運用和應用的技能和技巧；包括露營、登山、繩結、先鋒工程、航行、追蹤、觀察、森林生活、探路、原野生活技能、探險和野外歷奇。自1907年創立以來，童軍已將各項野外生活技能應用在訓練活動中，以培育童軍成員的品格、體魄、智慧、靈巧手藝、自立能力、領導才能、創作能力和應變能力，成績斐然。因此，幹練通達的童軍自然成為野外活動的能手；所以，世界各地的童軍便習慣地稱這些野外技能為童軍技能。

童軍技能評審計劃

5. 設立童軍技能評審計劃的理念，是提升童軍成員及喜愛野外活動人士的戶外活動技能。同時，鑑於使用郊野公園、國家公園及郊外的人數，不斷增加，所以，技評局冀望透過童軍技能評審計劃，去促進郊野安全和提升環境保育的意識。總而言之，推行童軍技能評審計劃的目的是要達致下列目標：

- (一) 鼓勵大家熟練和精通野外活動技能。
- (二) 提高喜愛野外活動人士的技能，責任心態和判斷能力，以增進野外安全。
- (三) 增強野外活動人士的自信心，自立能力，應變能力和羣體意識。
- (四) 培育郊野活動領袖和教練人員。
- (五) 提倡環保教育和增強愛護自然環境的意識。
- (六) 隨時隨地運用個人的野外知識及技能，在野外及歷奇活動中，服務他人。

6. 技評局將每一項已開設的技能科目各級技能水平要求列出，以便參加童軍技能評審計劃者可依循課程範圍去學習和熟練要求的技能，完成規定的實地練習，並在技評局主辦的考驗中獲得合格成績。完成各項要求者可獲頒該技能科目有關級別的技能證書，以資證明。本冊《課程範圍》列出童軍技能評審計劃各已開設技能科目的各級技能要求。

技能科目

7. 技評局有意將所有在上面第四段所述的童軍技能（野外活動技能）科目納入童軍技能評審計劃之內。但由於要將所有技能科目的各級要求一下子審批，技術上有困難，所以，技評局打算分期引入各項技能科目。技評局在審批後，即公佈獲批准開設技能科目各級技能之要求，俾眾週知。技評局會定期覆審各技能科目各級別的要求，並在有需要時，予以修訂，刪改，或增添各項規定和要求。目前，已納入為童軍技能評審計劃之技能科目包括：

露營技能，營火領袖，繩藝，登山技能，先鋒工程及船藝

8. 技評局會繼續審批新的技能科目，並將獲批准開設的新技能科目各級別的技能要求公佈。

技能級別

9. 每一開設的技能科目均根據技能要求的難度和技巧深淺程度，劃分為最多三個有進度性的技能級別：

第一級 -- 即基本級，表示持有此級證書者，有良好的基本知識和純熟的基本技能，並能單獨有效地運用該科技能的基本技能。

第二級 -- 即高級，表示持有此級證書者，對該科技能項目有深厚的認識和有廣博的技能根底，能純熟地在野外運用該科技能，並有足夠的能力去帶領一組人進行相關的技能活動。

第三級 -- 即深造及專業級，表示持有此級證書者，技能卓越，對該科技能項目有廣泛和專業的認識，並能領導和主持該科技能項目之大型活動。

技能教授及認可訓練課程

10. 為協助童軍成員及其他喜愛野外活動人士學習各級技能和準備技能考驗，技評局定期開辦各技能科目各級技能訓練班。此類技能訓練課程，專為童軍成員及欲獲取童軍技能評審計劃技能資歷者而設。有關訓練班之詳情（如課程，班期，收費及地點）可參閱童軍技能評審局之通告及網站：<http://sas.org.hk>

11. 同時，技評局亦會確認由本港各童軍單位、海外童軍組織及其他認可之外界機構，依照童軍技能評審計劃之章則而開辦的各科目各級別訓練課程。主辦者必須符合技評局所訂定之規定（班領導人及教練人員的資歷）及標準（班的課程及授課時數等等），才可獲承認。擬開辦認可訓練課程的單位及機構，務須事先向童軍技能評審局秘書處（九龍柯士甸道 8 號香港童軍中心 912 室）申請。

實習

12. 為確保獲取各級技能證書者有足夠的實際運用相關技能之經驗，所有投考人必須進行及完成指定的和揀選的實地練習及實踐經驗。所有實習必須由技評局之教練或考核人員監導和確証，方獲承認。遇有特別情況，可由其他有適當身份的人士擔任確証工作。各項技能科目各級的實習要求，可參閱本書後半部童軍技能評審計劃之課程範圍。

考驗

13. 除規定之實習外，考生需要在有關技能科目級別之考驗中，獲得合格成績，方可獲取該級技能證書。考驗採用下列兩種方式進行：（一）由技評局主辦之公開考驗，或（二）由技評局委任之獨立考核員或高級考核員進行審核。

14. 各技能科目各級別的公開考驗，每年舉行一次。如有需求，會酌情增加考驗次數。任何人士均可報考第一級的技能考驗。報考第二級技能考驗者，必須完成有關技能科目第二級技能訓練班，或持有該技能科目第一級技能證書，或同等資歷。報考第三級技能考驗者，必須持有有關技能科目第二級技能證書超過六個月，或能證明對該科技能有豐厚的經驗。

考生註冊

15. 童軍技能評審計劃是為香港童軍總會、海外童軍組織及認可機構之成年成員而設。目前，只限上述機構年滿 18 歲之成員投考童軍技能評審計劃第一級至第三級之技能資歷。技評局會定期發出通告，公佈有關童軍技能評審計劃各科目各級別之訓練班和考驗信息。為確保及時收到訓練班和考驗之消息，所以，建議持有各技能科目第一級及以上技能證書者，向技評局註冊為考生。考生註冊由技評局秘書處辦理，註冊考生須每年繳交年費，以支付行政費用及郵費。

16. 技評局打算稍後時間將童軍技能評審計劃擴展至年齡 12 歲以上之童軍成員及外界青少年。當技評局落實推行的細節及日期時，即在香港童軍總會之通告和技評局之網站公佈。

教練之委任

17. 常言道：「教學相長；功多藝熟」。所以，技評局鼓勵考獲第二級及以上技能證書者，成為教練人員，從事有關技能科目之訓練工作。教練人員的職責是在訓練班中教授技能及在野外實習中擔任指導和確認工作。教練人員分為兩級：即教練及高級教練。

18. 教練有資格主持有關技能科目之第一級技能訓練班；而高級教練則有資格擔任有關技能科目各級技能訓練班之領導人。

19. 所有符合專業技能及教授技巧資歷者，可向技評局申請為教練人員，詳情請參看本文第 21 至 25 段。技評局在審查後，會委任有才幹、練達、符合資歷及能勝任教授工作者為教練或高級教練。

20. 教練及高級教練之委任，為期三年。期滿可獲續任。續獲委任的條件是在任期間，參與相當數量的技能教授工作，且展示適當的教授技巧，適合的個性及良好品格。

教練

21. 任何一項技能科目教練之委任條件是：（一）持有該技能科目第二級技能證書，及（二）有足夠的教導經驗或曾接受教授技巧的訓練。現役之香港童軍總會訓練隊隊員，教育機構、專業團體、或職業培訓機構的教職員，紀律部隊或制服團體之教官，或完成一個由認可機構主辦的教授技巧訓練班，或同等資歷，即視為符合教導經驗或曾接受教授技巧訓練的要求。

22. 技評局會定期為持有第二級或以上技能證書，而無教授技巧經驗者，開辦教授技巧訓練班。以協助彼等熟習教授技巧及符合教練委任之資格要求。

23. 獲委任之教練，有資格去主持有關技能科目之第一級技能訓練班。亦可擔任確認第一級及第二級考生之實地實習的工作。同時，彼等可能會獲邀請參與技能科目的考驗工作。

高級教練

24. 任何一項技能科目高級教練之基本委任條件*是：（一）持有該技能科目第三級技能證書，（二）有良好的訓練及培育經驗，（三）曾擔任有關技能科目之教練超過 15 個月，（四）在不同級別的技能訓練班中有豐富的技能教授經驗，及（五）展示能勝任有關技能科目各級主要技能項目的教授工作。

[*註：「船藝」技能科目高級教練及高級考核員的委任條件，除上述四項條件外，並須持有由海事處發出之「遊樂船隻二級操作人證明書」。]

25. 獲委任之高級教練，有資格擔任有關技能科目之第一級及第二級技能訓練班的班領導人職務。但高級教練，須先獲技評局的批准，方可在有關技能科目之第三級技能訓練班中，擔任訓練班領導人的職責。此外，除技能教授、督導及確認實地實習之工作外，高級教練亦會獲邀請協助技能科目的考驗工作。

考核人員之委任

26. 童軍技能評審局每隔一段時間，挑選稱職、幹練、有才能和肯承擔的教練及高級教練出任考核人員。考核人員負責策劃、籌備及主持技能科目各級別的考驗工作。

27. 考核人員分為兩級：即考核員及高級考核員。

考核員

28. 任何一項技能科目考核員的委任資格是：（一）持有該技能科目第二級技能證書，及（二）擔任該技能科目之教練超過 12 個月；在此期間，積極參與該技能科目主要技能的教授工作，和指導不少過六名考生的實地實習工作。

29. 考核員會獲委派在有關技能科目第二級及以下之考驗中擔任不同的角色、職務和責任。同時，他們亦會獲委派去監督和指導考生的實習工作。

高級考核員

30. 任何一項技能科目高級考核員的基本委任資格是：（一）持有該技能科目第三級技能證書，（二）曾擔任有關技能科目之高級教練超過 15 個月，及（三）擔任有關技能科目之考核員超過 12 個月。獲委任之高級考核員，負責技能考驗，技能教授及監督各技能級別的實習工作。

技能發展

專家級

31. 技評局特設立“專家級”以鼓勵有深厚技能造詣的人士，從事專門鑽研的工作，從而進一步提升技能和技巧水平。專家級專為持有技能科目第三級技能證書者、高級教練、及高級考核員而設。要獲取專家級證書，必須進行一項長時間及有深度的研究工作。研究工作為期 18 個月以上和超過 300 小時。研究必須有實用價值，可以協助進一步發展該技能科目某些項目之技術或技巧。研究之項目可以跨越其他技能科目。

32. 有關專家級之資料，技評局會直接答覆查詢者。

查詢

33. 有關童軍技能評審局及童軍技能評審計劃的資料及信息，如訓練班消息，考驗日期和安排及其他事項，技評局會定期利用通告公告。技評局的通告會上載到網站及直接傳送到註冊考生。

34. 童軍技能評審局之辦事處設於九龍柯士甸道童軍徑香港童軍中心 9 樓 912 室。辦事處由義務人士打理，辦公時間為每一個工作星期五晚上 7 時 30 分至 9 時正。其他時間，可向總會訓練署查詢（地址：九龍柯士甸道 8 號香港童軍中心 9 樓 908 室；查詢電話 2957 6477）。

2011 年 5 月

露營技能



第一級

1 露營用品和裝備

- 1.1 適用於溫暖、清涼及寒冷季節長短期露營的個人及全隊裝備用品清單。長期是指為期 5 天或以上，短期為 4 天或以下；全隊是指 7 人及以上。
- 1.2 選用個人及全隊露營用品的基本原則。用品包括營帳、背囊、睡袋、衣物、鞋和襪、炊具及爐具。
- 1.3 自備一套個人在溫暖和寒冷季節露營時用的裝備。
- 1.4 收拾露營活動用的個人背囊。

2 營地工作

- 2.1 選擇營地的條件。
- 2.2 營地分配方法及營區分佈圖則。包括住宿營區、廚區、工作地方、沐浴洗濯地方、取水點、救傷用地方、活動地方及物資存放地方。
- 2.3 營區圍欄。
- 2.4 設置廚區、取水點、洗濯沐浴地方及廁所的基本原則。
- 2.5 適用於 3 日或以上固定露營的營地紮作，用來擺放用品和工具，儲藏食物，做工作檯及飯桌。
- 2.6 架搭營幕。
- 2.7 架搭工作時用帳篷。
- 2.8 拆營及清理營地。

3 衛生健康

- 3.1 設置／架搭小隊 3 日露營用的廁所和沐浴設施。
- 3.2 保持營地衛生整潔的方法及措施。
- 3.3 污水及廢物處理。
- 3.4 保持水源及取水地點清潔的方法。
- 3.5 早上晒晾個人及全隊用品的原則和方法。

4 膳食及烹飪

- 4.1 廚區的擺設及建造一個可以站著煮食的灶頭。
- 4.2 編排一張 3 日露營的菜單，包括食物的份量及烹調方法。
- 4.3 使用不同燃料的爐具，包括石油氣、火水（或其他液體燃料）、固體燃料及柴炭。
- 4.4 在炎熱天氣下的食物儲藏方法。
- 4.5 保持食物新鮮及整潔的方法。
- 4.6 在營地廚區，準備及烹調 3 頓主餐。
- 4.7 營地及附近地方的防火措施及方法。

5 野外技巧

- 5.1 熟識 30 個在露營時常用的繩結，例如：平結、8 字結、雙套結、反手結、稱人結、縮繩結、接繩結、活稱人結、雙套稱人結、苦力結、三套結、馬賊結、繫木結、牛索、他拔結、漁人結、簡單繩端結、西部繩端結、繩端織結、四方編結、十字編結、接棍編結及剪立編結。
- 5.2 架搭三腳架及旗桿。
- 5.3 使用摺鏟和瑞士軍用多用途摺刀。
- 5.4 地圖閱讀（地圖說明、圖例、顏色、方格網座標、比例、等高線）及指南針使用（方向及方位、前視方位及回視方位）。
- 5.5 利用腕錶及星座找尋方向。
- 5.6 個人用的求生工具小包。
- 5.7 郊野守則。

6 救傷

- 6.1 處理輕微割傷、蟲咬、刺傷、水泡、擦傷、晒傷及燙傷。
- 6.2 備有個人用藥囊。

7 策劃技巧

- 7.1 策劃一個為期 3 天以上有 7 人或以上參加的固定露營活動。計劃包括營地選擇、準備工作、交通運輸、財政預算、用品器材、食物及菜單、活動節目、工作分配及緊急應變措施。

8 自然常識

- 8.1 認識 10 種常見的樹木及 10 種其他常見的植物。
- 8.2 防止山火的方法。

9 露營經驗

- 9.1 曾在多過 10 處不同地方露營超過 20 晚，其中最少有兩晚是在飛鵝山香港基維爾營地上度宿。（如是海外參加者，可選擇其所屬國家知名度相若之營地）
- 9.2 保存有個人的露營記錄及／或營地日誌。

第二級

1 露營用品和裝備

- 1.1 超過 35 人露營用品和配備清單。
- 1.2 熟識個人及團體露營用品和配備，包括各類物品的設計、構造、用料、功能、耐用程度、價格及購買地方。
- 1.3 全體用品往返營地的運輸安排。
- 1.4 在營地及露營設備倉內打理個人及全體露營用品。用品的簡單維修和保養。

2 營地工作

- 2.1 為一個供 35 人以上露營的營地規劃和分配各項場地。
- 2.2 設立供 3 日露營使用的廁所和洗濯沐浴設施。
- 2.3 在臨時營地上設立營地廚區。
- 2.4 為一個 35 人的營區設計和建造一度營門。
- 2.5 利用簡單材料，或可在營地附近採用的材料，建造各項基本營地紮作。
- 2.6 繪畫詳細的營地平面圖或地圖。

3 衛生健康

- 3.1 建設一個供 35 人 4 日露營用的廁所，並保持其衛生整潔和無臭味。
- 3.2 在營地設立沐浴及洗濯設施應注意的事項。
- 3.3 處理污水、垃圾和廢物的方法。

4 膳食及烹飪

- 4.1 為最少 35 名營友食用而設的廚區的基本設備和炊具。
- 4.2 比較在大型露營中，集中統籌烹調和安排各隊自行烹調兩者間的優點和缺點。
- 4.3 籌劃 35 人 3 日露營的食物，包括份量、菜單及價格。
- 4.4 採購和準備 35 人 3 日露營所需的食物。
- 4.5 處理 35 人露營的食物供應和分配。
- 4.6 準備 35 人的晚餐，包括採購、烹調、餐桌佈置和上菜。如有需要，可邀請不多過兩人協助。
- 4.7 利用天然物料，用 3 支火柴生火，然後用之煮沸 500 毫升的水。

5 露營技巧

- 5.1 熟識另外 20 個常用在戶外和露營活動的繩結，例如：8 字活圈、三重稱人結、雙重漁人結、雙接繩結、纜錐索、快鬆的繩結、絡頭結、雙金錢結、攀緣結、帆工繩端結、鳳眼織結。
- 5.2 斧頭、鐵鏟、修剪及樹鋸的使用和保養。
- 5.3 利用天然植物和其他自然現象尋找方向。
- 5.4 各項營地檢查的目的和視察項目：晨早檢查、晚間檢查及離營前檢查。
- 5.5 帶領和主持露營期間活動的技巧，包括遊戲、唱歌、活動和技能教授。

6 救傷

- 6.1 懂得處理休克、骨折、扭傷、脫水、衰竭、中暑、體溫過低、出血及不省人事。
- 6.2 能使用不同急救用的繃帶和三角巾。
- 6.3 示範各項搬運傷者的方法。
- 6.4 適合於營期較長時使用的藥箱。

7 策劃技巧

- 7.1 熟知舉辦露營活動的目的。
- 7.2 指出不同類型露營活動的特色。
- 7.3 策劃一個 35 人 3 日以上的露營活動。策劃內容包括籌備工作的時間表、工作分配、財政及收支預算、裝備用品的收集、採購和運輸、食物及烹調、營友的運輸和交通安排、營區分配方法及計劃、各項衛生設施、營前須做的事項（家長

同意書及其他須要先申請和知會的事情)、保險、營友的訓練和簡介會、救傷及醫療設施、營期內的節目和緊急應變計劃。

7.4 籌劃和執行營期中的各項節目。

8 自然常識

8.1 認識各類雲狀的形成過程和相關天氣。

8.2 認識香港不同季節氣候的特色。

8.3 知道冷暖鋒來臨前後的天氣變化狀況。

8.4 瞭解香港天文台常用於天氣報告的術語，能夠閱讀天氣圖。

9 露營經驗

9.1 曾在超過 20 處不同地區露營 40 晚以上，包括在不同天氣情況下露營的經驗。

9.2 熟知在惡劣天氣、強風或暴雨下露營的預防措施。

9.3 保存有個人的露營記錄及／或撰寫露營日誌。

9.4 熟識營務行政工作：記錄檔案、財政預算和開支，簿記和來往書信。

10 其他

10.1 認識政府及環保團體在郊野公園中，設立減少環境污染的措施。

第三級

1 露營用品和設備管理

1.1 100 人以上 4 日露營的設備和用品清單。

1.2 大型露營活動設備管理員的職務。

1.3 100 人以上露營活動器材和設備的運輸安排。

1.4 領導一班職員，擔任設備管理工作，和豎立各項露營活動的設施。

1.5 海外露營 6 日以上的個人和全體裝備清單。海外露營是指香港、澳門、廣東省及海南省以外的地方。

2 營地工作

2.1 營地和營舍（可容 100 人）的基本設施和設備，包括住宿地方、廚房、沐浴洗濯地方、廁所、用膳地方及其他康樂設施。

2.2 維修和保養營舍和營地設施的基本常識。

2.3 容納 100 人度宿營舍和營地的衛生、清潔設施和措施。

2.4 新出露營用品的認識。

2.5 架搭大型營幕（供 10 人以上住宿用）。

2.6 使用現代用品和工具，建造各項營地紮作。

2.7 用大自然的材料，架搭一個兩人用的遮蔽營棚。

3 衛生健康

3.1 在營地和營舍中，保持廁所、浴室清潔衛生的方法。

3.2 在設立營地內處理廢物的方法。

3.3 符合環保標準的營地污水處理設施和去水系統。

3.4 在設立營地的食水供應和儲存方法。

4 營地膳食和烹調

- 4.1 供應 100 人膳食廚房的基本設備和炊具。
- 4.2 籌劃 100 人以上 3 日露營的食物和菜單。
- 4.3 採購和準備 100 人在營舍度宿的食物。
- 4.4 在 100 人的露營活動，安排膳食的方法。
- 4.5 保持飯堂或用膳地方清潔衛生的方法。
- 4.6 在設立營地上設置爐灶，並為 35 人準備一頓晚餐。如需要時，可請不多過兩人幫忙。
- 4.7 清理熏黑了的炊具。

5 露營技巧

- 5.1 使用在營地上常用的機械工具，包括剪草機、電鋸及電鑽。
- 5.2 利用月亮位置找尋方位。
- 5.3 在營地地上造一個日晷儀。
- 5.4 利用天然物料，建造 7 人露營用的營地紮作。

6 救傷

- 6.1 人工呼吸。
- 6.2 脫臼、中毒及凍瘡。
- 6.3 處理露營活動時的突發和意外事件。

7 策劃技巧

- 7.1 策劃 3 日以上 100 人的露營及營舍度宿活動。計劃應包括工作日程表、職員組織架構、財政預算及財政來源、行政事務、宿位／營地編配、設備和用品、衛生和清潔措施、膳食和食物供應、交通及運輸、急救及醫療事項、活動和節目、宗教活動、營前要做的事情（如家長同意書及各項手續）、保險事宜、營前訓練，簡介會及應變措施。

8 自然常識

- 8.1 認識用肉眼可以看到的星座：如獵戶星座、白羊星座、金牛星座、大犬星座、獅子星座、天琴星座。同時，認識在北極星附近出現的星座，如大熊星座及仙后星座。

9 露營經驗

- 9.1 在 30 處不同地區露營 50 晚以上，包括有在不同季節和天氣情況下的露營經驗。其中最最少有一次是有多個國家人士參加的露營，一次營期超過 5 日的海外露營。海外是指香港、澳門、廣東省及海南省以外的地方。
- 9.2 協助教授露營技能。
- 9.3 籌辦及領導一個超過 30 人參加的營火會。

10 露營行政工作

- 10.1 營期長露營活動的行政事務工作：包括營期前（通告、報名、知會參加者及家長、申辦各項手續、收支預算、來往書信、會計簿記系統、草擬告示、收取營費、營友及職員個人資料、膳食、宗教崇拜、採購清單、物品設備）；營期內（個人記錄、營友出入營記錄、簿記工作、失物待領、設備損壞及修理報告及記

錄、豎立告示板、發佈消息、醫療救傷記錄)；及營期後(致謝函件、文書往來、清繳費用、入帳、審計帳目、營地日誌、呈交露營報告、處理損壞遺失物品及營友聯誼活動)。

營火領袖



〔本技能科目不設第一級〕

第二級

1 先備資歷

- 1.1 完成營火領袖訓練班或歌唱訓練班，或有同等資歷。
- 1.2 擁有自己的營火袍，或營火披毯。

2 基本營火會知識

- 2.1 營火會的目的和意義。
- 2.2 營火會的傳說及演變。
- 2.3 營火領袖的角色和職能。
- 2.4 營火會的禮儀，禮節和秩序。
- 2.5 營火袍的設計和縫製。

3 營火場

- 3.1 熟悉多過三個現有的營火場。
- 3.2 在營地附近選址為營火場的基本條件。包括地點、場地面積、照明和聲浪問題、防火措施、保安、不受外界之干擾、環境保護、周遭植物的護養，減少對附近地方造成滋擾。
- 3.3 營火場場地的佈置，包括往返營火場的途徑、進出通道、場地平面圖、座位編排、為參加者和工作人員擺設利用自然或人造物料造成的座椅、表演地方、擺放備用柴木及消防器材的地方。
- 3.4 為一個有超過 50 人參加的營火會架搭一個營火架。包括選擇適當的木柴、砍削木柴的技巧、搭建大小適中的柴架、場地佈置的準備功夫，以便在營火會後可將場地（不論硬地抑或草地）回復原貌。
- 3.5 柴火處理。製造營火會開始儀式時用的火把，點火方法、使柴架易於燃燒起來的準備功夫，控制火勢以配合營火會節目的氣氛。
- 3.6 營火會後，熄滅營火和火燼及清理場地的有效方法。
- 3.7 安全措施。包括防火措施和消防器材，救傷用品和緊急的照明設施。

4 策劃和舉辦營火會

- 4.1 營火會工作隊伍的組成，個別工作崗位的角色和職能。
- 4.2 營火會主持領袖的職務和責任。
- 4.3 編制一份在宿營活動期間舉行，有超過 50 人參加的營火會之節目表。節目要兼顧不同參加者的興趣、多元化和有精彩項目成份；童軍營火會的傳統節目和程序，適合營火會中不同時段的項目。
- 4.4 籌辦一次營火會。訂定主題、選址、預訂場地、組織工作隊伍、制定預算、宣傳、場地佈置的準備工作、參加者進場之安排、交通和運輸安排、座位編排、洗手間和更衣地方、表演地方或表演台、照明、聲響和視聽效果、廢棄物和垃圾處理、把場地回復原貌的準備工作、人群疏散計劃、保安和安全措施。

- 4.5 營火會的典禮儀式，包括營火會開始和結束儀式、營火會節目表呈獻儀式、歡迎和介紹特別來賓的手法。
- 4.6 營火會的緊急應變計劃，如遇到天氣變壞（如下雨或有強風）或場地情況不適合舉行營火會時（如場地濕透）的應變措施。

5 技能和技巧

- 5.1 熟諳 120 首以上的營火歌曲。包括不少過 80 首列載在營火歌曲名單（見附錄 I）上的歌曲。
- 5.2 懂得製造和帶起營火會的氣氛。
- 5.3 能夠帶唱和教唱不同類型的營火歌曲，包括傳統童軍歌曲、分部輪唱歌曲、分組歌曲、邊唱邊做動作的歌曲。懂得教參加者學習新歌曲。
- 5.4 帶領歡呼和吶喊。
- 5.5 主持一次營火談話。
- 5.6 策劃及組織一個室內營火會。

6 營火會經驗

- 6.1 在不同營火會表演項目中參與演出，最少三次。
- 6.2 曾在不少過 10 次營火會中，擔任不同的職責和角色，包括領唱員、帶領歡呼員、帶領吶喊員、司火員、設備管理員和帶頭的營火領袖。
- 6.3 擁有自己的營火歌書，內有不少過 100 首自己喜歡唱的營火歌曲歌詞。
- 6.4 有自己的營火記錄簿，記錄自己曾參加過主要營火會的詳情，例如日期、地點、營火會的主題和名稱、主辦機構、參加人數和參加者所屬團體、工作人員名單和自己在營火會的角色；個人欣賞或學識的新歌曲、花招、吶喊、歡呼、遊戲和意念；個人的筆記或評語。

備註：獲得童軍技能評審計劃營火領袖第二級技能證書者會被確認為「營火領袖」。

第三級

1 先備資歷

- 1.1 獲認可機構委任為營火領袖；或持有童軍技能評審計劃營火領袖第二級技能證書。
- 1.2 曾在多過五個大型營火會中（有超過 200 人參加的營火會），擔任工作人員。
- 1.3 擁有一套與眾不同的營火袍和頭飾。

2 基本營火會知識

- 2.1 營火會的起源和歷史。
- 2.2 不同國家或族羣的營火會，例如原住民、非洲部族、吉卜賽人、印第安人、苗族、遊牧民族。
- 2.3 營火會的教育和康樂意義。營火會在童軍訓練上的功能。
- 2.4 大型營火會營火領袖的職務和責任。營火領袖應有的質素和才能。
- 2.5 各類型營火服裝和服飾。
- 2.6 為重要嘉賓設計和製造一套有特色的營火袍。
- 2.7 營火會的禮儀，傳統和節目程序。

3 營火場

- 3.1 大型營火會場地（容納 200 人以上的場地）的詳細佈置設計。
- 3.2 大型營火會場地的基本設施和設備。
- 3.3 永久大型營火場選址時須考慮的問題：地點、場地有足夠的容量、營火場的通道和緊急疏散途徑、燃燒營火的地方、參加者的座席、環境保護和各類滋擾問題，如風、火焰和煙的問題、音響聲浪和照明問題、防火措施和保安。
- 3.4 營火場場地的準備工作：掘起草坪和事後翻鋪草坪、防範火勢過猛的措施、防範營火損壞地面的設施、把營火場恢復原貌的有效辦法。
- 3.5 架搭不同款式的營火塔架，例如金字塔（井字形）營火架、圓錐形營火架、木屋形營火架和祭枱式營火架。比較各款營火架的優點和缺點。
- 3.6 木柴管理。包括選擇木材、各類木材的燃燒特性，為營火會選購木柴、砍削木柴，準備各類備用的營火物品、點燃物品和引火物，製造營火會開始儀式時用的火把和用來照亮場地的火炬，估計營火會的木柴消耗量，各項工具如斧頭、鐵鋸、鐵鏟和刀子的使用和打理。
- 3.7 營火會的點火技巧。在營火會開始時用新奇和出奇不意的方法點燃營火。使用不同的點火用品，如火柴、用不同燃料的打火機。
- 3.8 安全措施：認識基本的消防器材如滅火筒、消防水喉、臨場可用的救火用品，急救用品箱，廣播系統和緊急疏散計劃。

4 策劃和舉辦營火會

- 4.1 大型營火會工作隊伍的組合，成員人數和人選。每一工作崗位的職務和責任。
- 4.2 大型營火會總指揮的角色和職能。
- 4.3 一個充滿歡樂氣氛和成功營火會的元素；舉行時間和整個營火會的長度、揉合不同形式、多樣化和兼顧不同趣味的節目項目，舒適的場地及輕鬆的氣氛。營火領袖製造氣氛和掌握參加者情緒的能力。
- 4.4 編排一份大型營火會的節目表。節目要多元化和在營火會不同時段中安排適當的項目和歌曲，考慮各工作人員的能力和專長，編制詳盡的節目時間表，避免

加入不適宜在營火會中舉行的項目。

- 4.5 營火會的典禮儀式和童軍營火會的傳統項目，包括開始和結尾儀式，歡迎和介紹特別嘉賓，祈禱或靜默時間，熄火安靜儀式。
- 4.6 大型營火會的緊急應變計劃和處理突發事故，當遇到惡劣天氣，場地情況不適合或環境變壞時的應變措施。

5 技能和技巧

- 5.1 領導技巧；領導和管理大型營火會的工作隊伍。
- 5.2 擅長主持一個有 200 人以上參加的營火會，擅於製造氣氛和掌握參加者的情緒。
- 5.3 熟諳 200 首以上的營火歌曲。包括不少過 160 首列載於營火歌曲名單（見附錄 I）上的歌曲。
- 5.4 擅於帶領和教唱不同類型的營火歌曲，包括傳統童軍歌曲、各國和各民族的民歌、分部輪唱歌曲、分組歌曲、重複歌曲、動作歌曲、諧趣歌曲、水手歌曲、靈性歌曲、詩歌。
- 5.5 為五次營火會撰寫不同的營火會開場詩句（頌辭）。
- 5.6 編撰在營火會中使用的祈禱文句。
- 5.7 編寫五份營火會表演節目的劇本、劇情大綱或情節串連圖板。
- 5.8 適合在營火會中跳的民族舞蹈和土風舞，例如印第安人戰舞。
- 5.9 擅於帶領吶喊和歡呼。
- 5.10 擅於帶領營火會遊戲。
- 5.11 撰寫營火談話講稿和主持營火談話。

6 營火會經驗

- 6.1 曾在不少過五次營火會中，擔任營火領袖的工作。
- 6.2 示範一位全能營火領袖的才能和技巧。
- 6.3 曾參加過五次以上有來自超過四個國家、城市或族羣人士參加的營火會。
- 6.4 有自己的營火會記錄簿，利用文字和圖像（相片或圖畫）記錄自己曾參加過而值得記下的營火會資料。並收集不同種類的營火歌曲、營火會開始時誦讀詩句、吶喊、歡呼、噓頭花招、表演節目、祈禱禱文，營火談話和營火舞蹈等資料。

備註：獲得童軍技能評審計劃營火領袖第三級技能證書者會被確認為「高級營火領袖」。

繩 藝



第一級

1 繩索知識

- 1.1 常用的繩藝及結繩術語。
- 1.2 打結用繩索的選擇和保養。
- 1.3 天然及人造纖維繩索的原料和構造。
- 1.4 盤捲繩纜及防止繩纜扭纏起來的方法。
- 1.5 簡單的繩端處理方法，防止繩端披口和散開。

2 繩結

- 2.1 熟悉繩結列表 A（見附錄 II）上之繩結打法及其用途。

3 繩結運用

- 3.1 吊掛一個巨大圓桶或油桶。
- 3.2 建造一個井字型架。
- 3.3 將一個滑輪綁在一棵樹幹上或一條杆柱上。
- 3.4 用細繩將滑輪掛鈎的鈎口封住。
- 3.5 用套環造出一套臨時坐式安全吊帶。
- 3.6 綁紮一個大型立方體包裹。
- 3.7 綁紮一堆大小不同的書籍。
- 3.8 吊掛一個圓球形物件，如西瓜或籃球。
- 3.9 吊掛一堆木材或水管。
- 3.10 將兩至三個酒樽網紮在一起，方便攜帶。

4 實用繩結

- 4.1 熟悉在露營及遠足活動中使用的繩結。

5 裝飾繩結

- 5.1 造一個領巾圈。
- 5.2 編織扁平的 3 股及 4 股編索。

第二級

1 繩索及打結工具

- 1.1 天然及人造纖維繩索的分類及特質。
- 1.2 不同應用範疇（包括露營、攀登、船艇及裝飾）繩索之選擇原則。
- 1.3 簇新繩纜的處理和在首次使用前的準備步驟。
- 1.4 除運用繩端結及織結以外，封緊繩索末端的不同方法，包括套上膠管、纏上膠布、用膠漿黏封、蠟封、蘸上膠質溶液及用熱力封口。
- 1.5 製作一個簡單的繩索製造器械，並用之造出一條長度超過 2 米的繩索。
- 1.6 熟悉基本的繩藝工具和它們的使用方法，包括刀、較剪、鉗子、鑷子、發熱刀、纜錐、索針、鐵綫圈、縛扎用紡線、黏貼膠布、結網針及掌革頂針。

2 繩結

- 2.1 熟悉繩結列表 A 及 B（見附錄 II）上之繩結打法及其用途。
- 2.2 在黑暗環境下，打出以下 10 個基本繩結：稱人結、雙套結、8 字結、漁人結、反手結、平結、繫木結、縮繩結、接繩結及曳木結。

3 繩結運用

- 3.1 造一個索環。
- 3.2 以繩索及竹、木棒或鐵釘，造出一條兩米長的梯子。
- 3.3 製作一塊繩結板，展示一組基本繩結。
- 3.4 一套單輪及雙輪滑輪組合的穿繩方法。
- 3.5 用繩索造一個滑輪代用結，拉動重物。
- 3.6 用繩索造一張擔架床，運送傷者。

4 實用繩結

- 4.1 熟悉在船艇活動及先鋒工程活動中使用的繩結。

5 裝飾繩結

- 5.1 造一條簡單項帶（用以繫小刀或哨子）。
- 5.2 編織圓形及方形編索。
- 5.3 編織一塊海洋綆墊及一塊方形繩蓆。
- 5.4 打一個 3 股 4 繩耳的領巾圈。
- 5.5 編造一個繩網。

第三級

1 繩索及打結工具

- 1.1 繩索及繩結的歷史和傳說。
- 1.2 繩索和打結工具存放地方的管理，保養及清理繩索和打結工具的技巧。
- 1.3 不同種類繩索的特性，包括它們的構造、物料、重量、伸縮性、負載量及安全工作系數；不同類型繩結對繩索負載量的減弱程度。
- 1.4 繩索運用的原則，選用繩索進行指定事工時要考慮的地方，包括繩索的質料和尺碼、需用長度的估計、拆開及扭緊股繩的方法。
- 1.5 對著名繩結、繩藝及繩索運用的文獻及書籍有良好的認識，包括《Ashley Book of Knots》和其他三位以上著名打結專家的著作。
- 1.6 闡釋編製不同繩股和繩耳數目領巾圈結的原理。

2 繩結

- 2.1 熟悉繩結列表 A, B 及 C（見附錄 II）上之繩結打法及其用途。

3 繩結運用

- 3.1 編織一條別致的項帶（用來繫小刀或哨子）。
- 3.2 製作一塊繩結板，介紹屬同一主題的繩結。
- 3.3 只用繩索，製造兩款超過 2 米長的繩梯。
- 3.4 用繩製作一件掛牆裝飾品。
- 3.5 用繩索造一個大衣箱的索環。
- 3.6 用繩索造一個船舷護墊。
- 3.7 製作一條拉鈴索（繫於鈴上或鈴舌的繩索）。
- 3.8 利用頭巾圈結，製造一個圓柱的保護墊（不短過 20 厘米）。

4 實用繩結

- 4.1 表演一些運用繩索及繩結的魔術或把戲。
- 4.2 熟悉在下列任何一類活動中使用的繩結：（a）攀爬及洞穴探索活動，（b）釣魚活動，或（c）航海。

5 裝飾繩結

- 5.1 示範不同的西方繩製裝飾物編造技巧和各類裝飾繩結； 或
- 5.2 示範幾個基本中國飾物繩結和它們的變化，例如：鈕扣結、酢漿草結、十字結、雙錢結、雙聯結、平結、吉祥結、盤長結、藻井結、團錦結、卍字結。

6 繩藝拓展

- 6.1 策劃，組織及主持繩藝活動的技巧，以拓展繩藝領域和提升打結技能。
- 6.2 掌握教授專科繩結和繩藝的技巧。
- 6.3 認識在香港，國內及國際上積極推廣繩藝活動及打結技巧組織的工作。

登山技能



第一級

1. 用品及裝備

- 1.1 適用於夏季、秋季和冬季 3 日步行 50 千米旅程用的個人用品及全隊裝備。
- 1.2 選用和購買遠足用品的原則和須要注意的事項。用品包括衣服、行山鞋靴、營幕、炊具、爐具、睡袋、背囊和水壺。
- 1.3 收拾背囊和個人負重的基本原則。
- 1.4 個人藥囊及求生工具包。

2 地圖使用和導行技術

- 2.1 基本地圖使用知識，包括地圖的說明、圖邊資料、圖例、比例和量度距離的方法，地形顯示方法，等高線和它們的垂直間距，各種顏色的意義、方位、方格網坐標系統、方位偏差、校正地圖。保護和打理地圖的方法和用品。
- 2.2 使用各種測量地圖和地形地圖。
- 2.3 使用有膠底板的指南針和稜鏡式指南針。用指南針找出方向、方位和糾正偏差。
- 2.4 合併使用指南針和地圖的技巧，包括回視方位，校正地圖，找出正北和格網北的方法，在地圖上指出實地的位置，並能在實地上指出地圖上的事物。
- 2.5 使用太陽、星座和手錶找尋方向的方法。
- 2.6 導行的基本技術，包括鎖定前面的目的物，順山勢平行，繞道而行，利用特別的地形或事物作為指引，順勢而行。

3 山野技能

- 3.1 基本露營技能，以能在郊野中安全、舒適和合乎衛生情況下度宿一宵為準。技能包括搭營、選擇適當營地、基本營地建設、基本衛生設施和事後將地方恢復原貌。
- 3.2 各種遠足用輕便爐具和在郊野中煮食。
- 3.3 遠足食品和其營養成份。
- 3.4 在遠足時用的基本繩結。
- 3.5 旅程計劃技巧，包括路線選擇、小休及度宿地點、營地選擇、遠足途程、步行速度、糧食、逃生及緊急時撤退路線、求助的地方。編定行程表和各種幫助策劃的公式，例如，計算旅程所需時間的拿史勿夫公式（Naismith's Rules）。
- 3.6 遠足行山包括上坡、落坡、跨越大石和涉水時的技巧；步幅、步韻、落腳點、保存體力方法、身體平衡及四肢協調等基本技術。並明瞭在出發前做伸展熱身運動的重要性。
- 3.7 天氣報告所述資料對遠足活動的影響。閱讀氣象圖。
- 3.8 遵守郊野守則。
- 3.9 遠足時的安全措施。

4 急救及處理緊急事故

- 4.1 防止及治理晒傷、燒傷、燙傷、割傷、傷口、蚊蟲針咬、水泡、腹部絞痛、扭傷足踝、中暑、衰竭、鼻出血、外物入耳及蛇咬。
- 4.2 包紮傷口。
- 4.3 求救方法，如國際阿爾卑斯山求救訊號。

5 遠足經驗

- 5.1 遠足超過 160 千米。
- 5.2 **實地行過麥理浩徑及衛奕信徑。並熟識下列任何 5 個郊野公園，可以利用旅程記錄簿或行山手稿等證明：
 - 西貢西郊野公園
 - 馬鞍山郊野公園
 - 大帽山郊野公園
 - 大嶼山北郊野公園
 - 獅子山郊野公園
 - 大潭郊野公園
- 5.3 **熟識前往下列各山頂（或最高可到地點）的主要路線：大帽山、馬鞍山及獅子山。

**註：關於 5.2 及 5.3 的要求，如屬海外參加者，可選擇其所屬國家知名度及難度相若的國家公園和山徑。

第二級

1 用品及裝備

- 1.1 一套適用於本地和海外 5 日以上長征的個人用品和裝備。
- 1.2 妥善安排長征隊員攜帶全隊所需各項用品和裝備。
- 1.3 選擇和購買在戶外異常惡劣天氣下，仍能令使用者保存乾爽溫暖的長征用品。
- 1.4 長征用品的保養和維修。

2 地圖使用及導行技術

- 2.1 高深地圖及指南針使用技術，包括閱讀各類型遠足及旅遊地圖，不同地圖的說明資料、圖例、不同顯示地勢的方法、坡度、兩地的橫切面圖、三點相交法、距離與坡度的關係、互見的可能性、日出和日落的方位。
- 2.2 在樹林、沙漠和雪地上找出本身位置的方法。
- 2.3 通用橫墨卡托方格網系統。
- 2.4 各種導行及地圖閱讀工具和用品。如高度計、步數記錄器、地圖格網座標量度計、量角器。
- 2.5 憑藉各種自然現象找尋方向的方法。
- 2.6 使用「全球定位系統」接收儀器。
- 2.7 運用稜鏡式指南針或膠底板指南針，以三角測量方法，繪製地圖。

3 山野技能

- 3.1 長征露營技能。
- 3.2 在惡劣天氣下，如烈風豪雨下的煮食方法。
- 3.3 烹調各類長征食物：如脫水食物、罐頭食品、乾糧、醃製及天然食物。
- 3.4 用天然物料生火。
- 3.5 用天然物品，架搭一個可供住宿的遮蔽物體。
- 3.6 在長征期間，包括在行進期間和在營地上，安全存放食物的方法，以防止野獸偷

- 取和食物變壞。
- 3.7 長征隊隊長的領導技巧，包括瞭解隊員的心理狀態，全體的身心狀況和能力，工作分配，指派前哨及殿後人員，在不同地形上包括碎石群、狹窄山脊、陡峭山坡時全隊的行進方式，以達到互相照應和共策安全的目的。
 - 3.8 策劃及組織長途遠足的技巧，包括計劃路線及旅程的原則，衡量隊員經驗和能力，工作分配。
 - 3.9 冷鋒及暖鋒來臨前後的天氣變化。當不同鋒面相遇時的天氣情況。
 - 3.10 不同溫度、風力及濕度對人體的影響，特別是在失溫情況下和體力衰竭時的影響。
 - 3.11 山區的安全措施。

4 急救及處理緊急事故

- 4.1 除列載在第一級課程範圍內的急救及處理緊急事故知識外，並能處理休克、瘀傷、大傷口、嚴重出血、中風、失溫、腸胃不適、骨折及脫臼。
- 4.2 人工呼吸。
- 4.3 搬運傷者。
- 4.4 各類求救訊號。
- 4.5 在荒野中處理突發事故的步驟，包括有人遇溺、從高處墮下、雷殛及山火。

5 遠足經驗

- 5.1 徒步遠足超過 350 千米及在野外度宿 10 晚以上。
- 5.2 **對香港 10 個郊野公園有豐富認識。如公園內的名勝古蹟，各條步行路線上特別的事物。10 個郊野公園中必須包括西貢東郊野公園、船灣郊野公園、八仙嶺郊野公園、大嶼山南郊野公園及大欖郊野公園。
- 5.3 **熟識前往下列各山山頂（或最高可到地點）的主要路線：青山、蚡蛇尖、鳳凰山、大東山、八仙嶺及黃嶺。

**註：關於 5.2 及 5.3 的要求，如屬海外參加者，可選擇其所屬國家知名度及難度相若的國家公園和山徑。

第三級

1 用品及裝備

- 1.1 在不同天氣情況下，長途海外遠足（7 日以上）及爬山的個人裝備。
- 1.2 熟識各項個人及全隊露營及爬山用品和裝備的設計、構造、物料、效能及耐用程度、保養及維修方法及在不同溫度、濕度、風力下的效果。
- 1.3 市面上新出的露營及爬山個人用品資料。
- 1.4 基本的攀岩用品，包括各類合成纖維繩索、頭盔、金屬扣環、下降環。

2 地圖使用及導行技術

- 2.1 擅長地圖及指南針使用。使用不同類型地圖及指南針。計算在南北回歸線以外地方，太陽正午時的方位。
- 2.2 各大國家可供民用的地圖基準（例如：世界大地坐標系統）及方格網系統，包括通用橫墨卡托方格網（UTM）系統，英國的軍用測量系統（Ordnance Survey of Great Britain）及美國地質測量系統（United States Geological Survey）。
- 2.3 經度和緯度。重要的緯線，格林威治子午線，計算各季晝日長度的方法。
- 2.4 「全球定位系統」接收儀器及類似儀器的構造和功能，包括準確程度、可靠性、保養及維修。
- 2.5 在視野低情況下的導行方法。
- 2.6 繪製地圖的方法。

3 山野技能

- 3.1 在高山、沙漠、森林或雪地上露營的技術。
- 3.2 在高山烹煮食物技巧。
- 3.3 不用炊具炊事。
- 3.4 基本攀岩技能，如攀岩用繩結、繩索及繩圈運用，安全腰帶及坐套、各種帶引法及互換帶引的方法、下降法及用攀緣結引體上升方法。
- 3.5 涉水及渡河的技術，包括最佳橫過點，無繩及有繩渡河法。
- 3.6 高山步行技巧。
- 3.7 （a）橫過沙漠及乾燥土地的技巧；或（b）冰上步行前進的技巧。
- 3.8 全隊在山野間行進的技巧。使用繩索作為安全引帶的好處和限制，利用繩索作為連繫扶手索。
- 3.9 野外領導才能。

4 急救及處理緊急事故

- 4.1 除列載在第一級及第二級課程範圍的急救知識外，並能處理不省人事、中毒、凍瘡、雪盲症、高山症及預防方法、凍傷、肢體折斷、野獸咬噬及頭部受傷。
- 4.2 運送不能行動的傷者 2 千米。
- 4.3 處理山區突發事故的步驟，如樹林火災及冰雪破裂。
- 4.4 山區的搜索及拯救方法，包括製造臨時應急拯救用具。

5 經驗

- 5.1 徒步遠足超過 500 千米。
- 5.2 實地考察香港郊野公園、大陸或其他國家的國家公園。
- 5.3 海外遠足 4 日 3 夜步行 50 千米以上的經驗。

- 5.4 在沙漠、森林或冰天雪地上步行 5 千米以上的經驗。
- 5.5 在一次長途遠足活動中，沿途探討或研究下列任何一項事物：地質、植物、動物、當地歷史、爬山活動的演變、名勝古蹟、著名地方、人民生活情況、風俗、民情。
- 5.6 在海外及香港收納青年及成年人為會員，並有為會員設立技能訓練課程的露營、遠足、攀爬及其他歷險活動會社組織的資料。

先鋒工程



第一級

1 繩索知識

- 1.1 各類在露營活動和先鋒工程中使用，用天然物料和人造纖維製造繩索的特性。
- 1.2 常用的繩藝、結繩及先鋒工程術語。
- 1.3 在先鋒工程中使用繩索的選擇和打理。

2 繩結

- 2.1 熟習下列繩結：
 - (a) 連接繩結 – 漁人結，接繩結；
 - (b) 拴綁繩結 – 貓爪結，雙套結，半結，石錨結，雀頭結，平結，三套結，繫木結，縮繩結，曳木結；
 - (c) 套環 – 稱人結，8字活圈；
 - (d) 繩端結 – 普通繩端結；
 - (e) 編結 – 十字編結，8字編結，剪立編結，接棍編結，四方編結，三腳架編結；及
 - (f) 織結 – 繩端織結，鳳眼織結。

3 先鋒工程用具

- 3.1 基本先鋒工程用具和工具的使用和護理。包括竹、棍杆、小刀、鋤子、木鎚、手斧及鐵鏟。
- 3.2 使用上述各種用具和工具的安全措施。

4 先鋒工程技術

- 4.1 削木造營釘，削整樹枝作柴薪及破柴。
- 4.2 以個人身體各部份的長度及大小和使用臨時湊合的物品（非現成的量度器具），去估測兩地的距離（800米以內）和物體的高度（低於30米）。
- 4.3 用細繩將滑輪掛鈎的鈎口封住。
- 4.4 建造一個井字型架。
- 4.5 轉軸及滑輪。
- 4.6 將一個滑輪縛在樹幹或粗棍上。
- 4.7 在先鋒工程中使用的基本樁臺：單柱樁臺，2-1樁臺法。
- 4.8 槓桿原理。
- 4.9 運用套拉繩方法扯拉或垂下粗重的圓桶形物體。
- 4.10 準確地向遠處拋出15米長的繩索。

5 先鋒工程經驗

- 5.1 領導一小隊人成功完成下列工程項目：
 - (a) 旗杆；
 - (b) 簡單和輕便橋樑；
 - (c) 人字型橋架；
 - (d) 給六名小隊成員使用的營地餐桌；及
 - (e) 浮筏。

- 5.2 曾與他人合作成功完成不少過 20 項列載於「先鋒工程項目表」（見附錄 III）上的先鋒工程，以符合下述條件：
- (a) 共累積 40 分以上*；及
 - (b) 分別在四大類型的先鋒工程項目（高台、起重工程和高空事工，橋樑和橫越設施，浮筏及遊樂設施）中，完成不少過 4 項工程項目。
- (*註：完成任何一項「先鋒工程項目表」上之 A 級工程項目得 1 分；B 級項目得 2 分；及 C 級項目得 3 分。第一級的要求是橋樑和橫越設施的跨度最少為 3 米，高台和高空事工須超過 3 米，起重的設施須能提升不輕過 50 千克的物件 2 米以上，而浮筏應能最少載運 1 人)

考驗

完成最少四項由考核人員從一批圖樣或模型中挑選出來的工程項目和事工。這些工程項目均屬「先鋒工程項目表」上 A 級和 B 級的先鋒工程項目。指定的考驗工程項目會於試期前公佈。

第二級

1 繩索知識

- 1.1 選購在先鋒工程中使用繩索的原則和條件。各類在先鋒工程及攀爬活動上使用，用天然物料及人造纖維製造繩索的結構（物料和構造），屬性和性能（重量、負荷力及打繩結後效能減弱的程度）。
- 1.2 製作一個簡單的繩索製造設施，並用之造出一根不短過 3 米的繩索。
- 1.3 除用繩端結及織結外，封緊繩索末端的的不同方法；包括套上膠管，纏上膠布，用溶蠟黏封，蘸上膠質溶液及用熱力封口。

2 繩結

- 2.1 熟習下列繩結：
 - (a) 固定繩結 – 拋繩結，猴拳結；
 - (b) 連接繩結 – 金錢結，雙接繩結，外科結；
 - (c) 拴綁繩結 – 纜錐索（又稱繩梯結），攀緣結，吊板結，緊繩索，橫樑結；
 - (d) 套環 – 繩耳上之稱人結，雙稱人結；
 - (e) 繩端結 – 帆工繩端結；
 - (f) 編結 – 單蛇形編結，雙蛇形編結，菲律賓十字編結，日本四方編結，壓脈扭絞編結；
 - (g) 織結 – 長織結，短織結；及
 - (h) 盤捲繩纜 – 不同盤捲繩纜的方法（消防盤捲法，8 字盤捲法，阿爾卑斯山盤捲法）。

3 先鋒工程用具

- 3.1 在繩藝和先鋒工程活動中常用工具用品的使用和護理。包括伐木斧、鋸子、掘坑工具、滑輪，個人的攀爬用品，如鈎環及安全坐套。
- 3.2 對滑輪及滑車原理有深厚的認識，包括機械利益，速度比率，明瞭穿繩增進和減弱機械利益的道理。

4 先鋒工程技術

- 4.1 先鋒工程模型製作。
- 4.2 只用繩索引身從高處垂降到低處，利用攀緣結由低處攀上高處。
- 4.3 利用幾何學和三角學原理計算距離、高度、長度和角度。
- 4.4 三種不同方法製造一條 3 米長的繩梯；如單柱繩梯、用木棒及纜錐結造成的繩梯、用一連串細繩圈造成的繩梯。
- 4.5 單輪及雙輪滑輪組合的穿繩方法。
- 4.6 應用在不同土質及不同類型先鋒工程上的椿躉：2-1 椿躉法，3-2-1 椿躉法，「死佬」（埋藏）椿躉法，粗樹杆連木柱椿躉法。
- 4.7 砍伐樹木的原理。
- 4.8 用繩索造一個滑輪代用結，拉動重物。
- 4.9 西班牙絞盤法。
- 4.10 將不同形狀的笨重物件（如一捆粗大的長水管，球形物體，龐大箱子），運上 3 米高的地方去。

5 先鋒工程經驗

- 5.1 領導一小隊人成功完成下列工程項目：
 - (a) 高台；
 - (b) 齊備的營地廚房紮作；
 - (c) 橋樑；及
 - (d) 空中滑車。
- 5.2 曾與他人合作成功完成不少過 40 項列載於「先鋒工程項目表」（見附錄 III）上的先鋒工程，以符合下述條件：
 - (a) 共累積 80 分以上*；及
 - (b) 分別在四大類型的先鋒工程項目（高台、起重工程和高空事工，橋樑和橫越設施，浮筏及遊樂設施）中，完成不少過 8 項工程項目。

（註*：完成任何一項「先鋒工程項目表」上之 A 級工程項目得 1 分；B 級項目得 2 分；及 C 級項目得 3 分。第二級的要求是橋樑和橫越設施的跨度最少為 5 米，高台和高空事工須超過 4 米，起重的設施須能提升不輕過 70 千克的物件 2 米以上，而浮筏應能載運最少 2 人）

考驗

完成最少四項由考核人員從一批圖樣或模型中挑選出來的工程項目和事工，這些工程項目均屬「先鋒工程項目表」上 B 級和 C 級的先鋒工程項目。指定的考驗工程項目將於試期前公佈。

第三級

1 繩索知識

- 1.1 分析各類在先鋒工程中使用的天然物料繩索及人造纖維繩索的優點和缺點。
- 1.2 天然物料繩索的實務保養工作；找出引起繩索損壞的原因，包括磨損、割裂、挫傷、高溫、猛烈陽光、沾染化學物品、潮濕及霉菌。
- 1.3 預防繩索受到損傷的辦法。
- 1.4 在使用繩索之前和之後，檢查和測試繩索的步驟和程序。

2 繩結

- 2.1 熟習下列繩結：
 - (a) 拴綁繩結 – 滑輪代用結，馬賊結，頭巾結（領巾圈結）；及
 - (b) 套環 – 阿爾卑斯山蝴蝶結，他拔結，水中稱人結。
- 2.2 能在伸手不見五指的環境下打出下列繩結：稱人結，雙套結，8 字活圈，漁人結，平結，縮繩結，接繩結，四方編結及十字編結。

3 先鋒工程用具

- 3.1 物資管理技巧及先鋒工程物資儲存倉庫的管理，包括將各類竹杆、棍柱、繩纜、先鋒工程工具清晰地分類、標籤和存放；保存各類記錄檔案，包括帳目、日誌、收發記錄表格；把倉庫打理得井然有序。

4 先鋒工程技術及技巧

- 4.1 先鋒工程的基本原則。
- 4.2 應用於先鋒工程上的物理學原理。
- 4.3 使用基本的攀爬器材攀登和垂降。
- 4.4 良好的先鋒工程項目管理和建造工程：包括分析遇到的難題，實地觀測，從不同可行的方案中選擇最合適的解決辦法，構思和制訂工作計劃和行動時間表，齊集需要之物資和器材，分配工作，執行工作計劃和協調隊員的工作，監察工程進展和完成工程，事後檢討。
- 4.5 運用先鋒工程作為培育領導才能和建立團隊精神的方法。
- 4.6 策劃和組織大型的先鋒工程活動。
- 4.7 先鋒工程活動主辦人的職務和責任，包括安全措施，處事的謹慎標準，風險管理，個人及機構的責任範疇，處理緊急事件的步驟。

5 先鋒工程經驗

- 5.1 領導一小隊人成功完成下列工程項目：
 - (a) 金字塔瞭望台；
 - (b) 一道精心設計和宏偉的營地大門；
 - (c) 猴子橋；及
 - (d) 用帆的浮筏。
- 5.2 曾與他人合作成功完成不少過 60 項列載於「先鋒工程項目表」（附錄 III）上的先鋒工程，以符合下述條件：
 - (a) 共累積 120 分以上*；及
 - (b) 分別在四大類型的先鋒工程項目（高台、起重工程和高空事工，橋樑和橫越設施，浮筏及遊樂設施）中，完成不少過 10 項工程項目。

(*註：完成任何一項「先鋒工程項目表」上之 A 級工程項目得 1 分；B 級項目得 2 分；及 C 級項目得 3 分。此級別的要求是橋樑和橫越設施的跨度最少為 8 米，高台和高空事工須超過 5 米，起重的設施須能提升不輕過 100 千克的物件 2 米以上，而浮筏應能載運 4 人以上。)

- 5.3 建造一個自行設計的先鋒工程。該項設計必須是原創作品，以表現設計者對先鋒工程的良好根基。呈交的設計文件要有工程項目的圖樣、草圖或合比例的模型，建造期間的工作流程和細節，包括所需的物資及預算完成的時間。

考驗

在指定時間內完成不超過四項指定屬「先鋒工程項目表」上 C 級工程項目的工程。指定的工程項目將於試期前公佈。

船 藝



第一級

1 必備條件及基本知識

- 1.1 穿著衣服用任何泳式游 50 米、踏水兩分鐘、潛泳穿過一艘童軍標準艇的底部。
- 1.2 示範下列繩結：錨結、稱人結、雙套結、8 字結、平結、繫木結、接繩結及雙接繩結。
- 1.3 示範普通繩端結及帆工繩端結的打法。
- 1.4 在船上向 10 米外的目標物拋擲救生繩。

2 用品及裝備

- 2.1 懂得選擇適合在船艇活動中穿著的衣物和鞋類。
- 2.2 熟識救生衣和助浮衣的不同功能和用途，示範穿著救生衣和助浮衣的正確方法。
- 2.3 熟識在船艇活動中使用的用品和裝備。
- 2.4 熟識童軍標準艇及其配件的保養和打理方法。

3 船艇知識

- 3.1 指出不同類型船隻各部份的名稱，包括童軍標準艇、風帆和機動救援艇。
- 3.2 熟識 4 匹馬力或以下船尾機的機械原理和保養工作。懂得在不超過 3 米長船艇上安裝和卸下船尾機的方法。

4 航行

- 4.1 知曉氣象資料和氣象警告發布來源，並能正確詮釋收到的氣象資料。
- 4.2 熟識風、潮汐及水流對航海之影響。

5 駕駛船艇技術

- 5.1 熟識船員在船艇上的職責和分佈位置。
- 5.2 熟識不同船隻的操作口號，包括童軍標準艇、帆船及機動船艇。
- 5.3 單獨用槳以搖櫓方法駕駛一艘小艇，從水中拾起一件指定的物件。
- 5.4 準備好一個船錨，示範以人手下錨及起錨之程序。
- 5.5 熟識將一艘童軍標準艇、帆船及機動船艇從下水道和碼頭下水及上水的方法。
- 5.6 能操作一艘長度在 3 米以下及用不超過 4 匹馬力船尾機的船隻，在沿岸及內灣地方行駛。
- 5.7 參與一項機動船艇的事故處理演習，例如協助拖艇返岸、從艇邊救起因覆舟或意外掉進水裡的人。

6 安全知識

- 6.1 熟識香港童軍總會轄下各海上活動中心所使用的旗號及信號，知道這些旗號和信號的使用方法和規則。
- 6.2 明瞭水上活動的安全守則。
- 6.3 懂得處理割傷、出血及中暑的方法。
- 6.4 示範繃帶卷及三角巾的使用方法。
- 6.5 示範小型船艇的覆舟演習。
- 6.6 有使用船艇進行拯救工作的基本知識，熟悉海上拯救的原則。
- 6.7 明瞭燃燒的原理，懂得撲滅船火的方法。

7 實習

- 7.1 連同一位舵手一起駕駛風帆出海，展示判斷風向及水流的知識。
- 7.2 擔任童軍標準艇、帆船或機動船艇之船員，進行一次海上旅程，以展示身為船員要肩負的責任和工作，並能依照口令或指示去完成任務。
- 7.3 參加一次為時 8 小時的童軍標準艇海上旅程，示範基本的駕駛和操作技術，並完成一項指定的事工。

第二級

1 必備條件及基本知識

- 1.1 持有「第一級船藝技能證書」，或同等資歷。
- 1.2 熟識《國際海上避碰規則》，本地海上規例，遇險信號和在有限能見度下使用的聲號。
- 1.3 熟識風帆競賽的賽例及避碰規則，航道標誌，競賽開始及終結時的程序和步驟。
- 1.4 熟知帆船航行的理論，並能在不同天氣情況下，示範在岸上裝帆及縮帆的技巧。
- 1.5 示範繩端織結、鳳眼織結及短織結的打法。

2 用品及裝備

- 2.1 對船艇活動的個人用品和裝備有良好的認識，包括衣服、防滑平底膠鞋和救生衣。
- 2.2 指出一副船尾機各主要部份的名稱。
- 2.3 對香港童軍總會轄下海上活動中心各類型船艇的配件及設備有良好的認識。

3 航行

- 3.1 能在船上熟練地運用羅盤，包括運用前視方位，交叉方位及交叉點測量法去確定所在位置。
- 3.2 能閱讀海圖，認識海圖上各種圖例和資料，包括在海港內及河口周圍的地貌特徵。

3.3 能在海圖上標繪方位線，去測定所在的位置。

4 安全知識

4.1 示範在香港童軍總會海上活動中心使用各類型船艇的翻船後處理步驟。

4.2 明瞭拯救擱淺船隻的步驟及安全措施。

4.3 示範為遇溺者進行人工呼吸及用復原卧式擺放傷者。

4.4 示範心肺復甦法。

4.5 處理內出血、休克、低溫症及熱衰竭。

5 駕駛童軍標準艇的技術

5.1 明瞭及示範吹出下開之水手長笛號：“The Still”（注意），“Carry On”（繼續），“The Side”（列隊）。

5.2 擔任童軍標準艇的舵手，發出正確的口號去完成指定之航程。

5.3 駕駛一艘童軍標準艇解離及繫泊碼頭或浮泡。

5.4 拖曳一艘小艇通過一段有障礙物體的航程。

5.5 示範「有人墮海」拯救演習。拯救一艘擱淺在淺水地方的船艇。

5.6 駕駛一艘無舵的童軍標準艇，泊靠碼頭或浮泡，然後駛開和完成一段 8 字形的航程。

6 駕駛用帆童軍標準艇的技術

6.1 裝置一艘童軍標準艇的風帆，在岸上示範縮帆的技巧。

6.2 駕駛一艘有帆的童軍標準艇，完成一段三角形的航程，然後靠泊岸邊，把童軍標準艇搬運上岸，及將之放置在船棚內。

6.3 示範良好駕駛帆船之五要訣技術：包括船帆的運用、定水板、船首及船尾的平衡、左右舷的平衡、選取最佳的航線。

6.4 從碼頭將帆船放下水中，出海及回航。駕駛一艘帆船從浮泡出航及回航。

6.5 靠泊一艘已下錨的船隻。

6.6 熟識基本海上航行規例和當帆船駛近其他船隻時應採取的行動，例如「左舷迎風的船讓右舷迎風的船」、「上風船讓下風船」、「在超越時，讓路給被追越的他船」。

6.7 認識駛近受風岸（又稱下風岸），或與其他帆船距離太近時，會遇到的危險。

6.8 在帆船航行時，進行「有人墮海」的拯救練習。

6.9 示範扶正覆舟的方法。

7 駕駛一艘裝有 4 匹馬力以下船尾機及不超逾 3 米長船隻的技術

7.1 熟悉船尾機的保養和使用。

7.2 正確在船艇上安裝及卸下船尾機的方法。

7.3 啓動船尾機的正确步驟。

7.4 駕駛機動船艇離開碼頭，然後返回靠泊。

8 實習和服務

- 8.1 在香港童軍總會轄下之海上活動中心，或任何認可機構屬下之船艇活動中心，從事不少於 8 小時的服務工作。
- 8.2 使用船隻，在香港 3 個或以上不同的水域，完成 4 次水上旅程，其中一次旅程須為時最少 24 小時。在旅程中，擔任船員工作。在完成旅程後，呈交所有航程的記錄。

第三級

1 必備條件及基本知識

- 1.1 持有「第二級船藝技能證書」，或同等資歷。
- 1.2 了解香港水域內的航道及規例。
- 1.3 熟悉近岸水域之環境。
- 1.4 熟悉香港水域採用的浮標系統（包括象限泡、側標泡、孤立危險泡、安全水域泡和特殊標誌泡之浮標、燈號和頂標的形狀和顏色）、導航信號及各種遇險信號。
- 1.5 熟悉船隻穩定及平衡的基本原理。明瞭重心（CG）和浮心（CB）的意義及兩者間的關係。
- 1.6 熟悉在香港水域內高速船和中式帆船顯示的燈號。
- 1.7 熟悉經常在船艇活動中使用之繩結。

2 航行

- 2.1 有實際海圖作業的經驗，熟識海圖所使用的縮寫和關於水深、浮標、燈號、管道、海底電纜、沉船、礁石和潮流等的符號。
- 2.2 能詳細描述標繪在海圖上航線的地貌特徵。
- 2.3 在船上，運用羅盤讀取方位。熟識影響羅盤準確性的因素和概算差誤的方法，例如磁差及自差的調整。
- 2.4 能夠以經緯度、方位與距離標繪和報告位置。
- 2.5 利用不同導航儀器測定本身的位置，如羅盤、測深儀及全球定位系統接收儀等，並在海圖上標示位置。
- 2.6 懂得解讀天氣圖，並能從天氣圖所提供的資料，預測即將出現的天氣、風速及風向。
- 2.7 知曉本港的氣象模式，認識最少兩種推測天氣的天然現象。
- 2.8 認識高低氣壓地區的氣象特徵及蒲福氏風力級數表。
- 2.9 熟識一號、三號和八號颱風信號和強烈季候風信號連同相關海面 and 湧浪狀況的意義。
- 2.10 懂得使用香港水域潮汐表，潮汐水流圖和海圖潮汐資料。計算潮汐的水位，熟知大潮及小潮的現象。
- 2.11 明瞭十二分定律的理論，並使用潮汐表及十二分定律去計劃一次海上活動。

3 安全及拯救

- 3.1 演練從船艇上掉落水裡後的個人求生技能。
- 3.2 熟識裝載在船上的救生設備（救生衣、救生圈及浮具）和滅火設備，懂得使用遇險信號（手提紅色火號和橙色煙霧信號）。
- 3.3 在童軍標準艇及小型機動艇上進行消防演習。
- 3.4 知道在碰撞、擱淺、出現漏縫或船上失火時的應變方法。
- 3.5 熟識在童軍標準艇於棄船時要採取之步驟和程序。
- 3.6 知道如何報告應報告的意外事故。

4 駕駛童軍標準艇的技術

- 4.1 熟識在童軍標準艇上使用各類型的船錨。
- 4.2 懂得使用一個海錨。
- 4.3 駕駛一艘無舵的童軍標準艇，在大浪的情況下，進行「有人墮海」的拯救演習。

5 與其他船員合作駕駛風帆的技術

- 5.1 使用常規設備去裝置一艘帆船。
- 5.2 懂得裝置球形帆及運用吊掛式壓舷裝置。
- 5.3 熟識下錨的原理及技術，利用船錨駛離及返回下風岸。
- 5.4 示範出航及回航技術。包括在上風岸和下風岸，在指定航道作逆風、橫風及順風航行。
- 5.5 示範橫風放帆停船法。
- 5.6 搜索及拯救掉進水裡船員的方法。
- 5.7 從沙灘、浮橋、下碇地方、下風岸、迎風岸出航及回航。
- 5.8 示範倒後航行、作一小環形航行、在海面縮小帆面、繫泊浮泡及靠泊一艘已下錨船隻的技術。
- 5.9 在無定水板或無船舵環境下航行。
- 5.10 拖帶另外一艘帆船。

6 駕駛不超逾 4 匹馬力機動船艇的技術

- 6.1 熟悉船尾機的基本運作原理。
- 6.2 熟識船尾機的運作。啟動船尾機，操作波箱，及在海上急轉彎及急停。
- 6.3 明瞭在海上加油及轉換油箱時的步驟及安全措施。
- 6.4 清理船尾機推動車葉的垃圾。
- 6.5 知道在失舵、失錨、失螺旋槳或纏螺旋槳時的應變方法。
- 6.6 在海上處理機械故障的辦法。
- 6.7 懂得處理船尾機引擎和輸油系統着火問題。
- 6.8 在陸上及水上進行船尾機小規模的維修工作。

7 實習和服務

- 7.1 參與一次三日兩夜不少於 50 千米的水上旅程。在旅程中，完成一項為主考同意之事工。旅程需兼用划槳和風力方式完成。如有需要使用機械協助進行，使用機械的航程應不超過旅程的五分之一。旅程前，要提交詳細的航程計劃書。在旅程完成後一個月內，呈交航海日誌及事工報告。
- 7.2 積極參與組織、策劃及領導大型的水上活動，例如賽船大會或划船比賽。

Campfire Song List 營火歌曲名單

(1) 中文歌曲 (以字數及筆劃為序)

<u>編號 No</u>	<u>歌名 Song Title</u>	<u>編號 No</u>	<u>歌名 Song Title</u>
1.	2343423 (帝女花)	36.	惜別歌
2.	43420 (昭君出塞)	37.	採蓮謠
3.	蕭	38.	晚禱歌
4.	山歌	39.	毫子歌
5.	竹舞	40.	猜拳歌
6.	朋友	41.	野營歌
7.	晚禱	42.	野獸歌
8.	邁進	43.	烏卒卒
9.	驪歌	44.	博愛歌
10.	叉燒飽	45.	童年樂
11.	大水牛	46.	童軍頌
12.	大激賞	47.	童軍樂
13.	大頭仔	48.	開火車
14.	小老鼠	49.	飲汽水／綠寶
15.	友共情	50.	傻大姐
16.	月光光	51.	搖船曲
17.	水仙花	52.	當年情
18.	牛腩麵	53.	團結歌
19.	再會歌	54.	潑水歌
20.	老木頭	55.	請安歌
21.	快樂歌	56.	整天叫
22.	來唱歌	57.	糖不用
23.	夜香郎	58.	營火頌
24.	炒冷飯	59.	營火歌
25.	阿里郎	60.	臨歧頌
26.	食雲吞	61.	霧之歌
27.	峇里島	62.	櫻花開
28.	哨牙歌	63.	爛馴豬
29.	捕魚歌	64.	歡迎歌
30.	捉螃蟹	65.	聽啊！聽！
31.	真論盡	66.	讀書郎
32.	茶壺歌	67.	千禧營歌
33.	送行歌	68.	小小姑娘
34.	高山青	69.	小小翠鳥
35.	得意歌	70.	山谷回聲

<u>編號 No</u>	<u>歌名 Song Title</u>	<u>編號 No</u>	<u>歌名 Song Title</u>
71.	今天開始	111.	香港童軍歌
72.	友誼之光	112.	星仔走天涯
73.	友誼萬歲	113.	神秘的森林
74.	少年的我	114.	發開口夢歌
75.	日行一善	115.	童軍規律歌
76.	王老先生	116.	童軍進行曲
77.	打開蚊帳	117.	童軍誓詞頌
78.	壯志驕陽	118.	運動樂趣多
79.	我愛露營	119.	團結創高峰
80.	沙里洪巴	120.	齊齊望過去
81.	夜半歌聲	121.	齊邁進大同
82.	幸福家園	122.	小童軍進行曲
83.	金山亞伯	123.	山谷裡有田莊
84.	青春舞曲	124.	在森林和原野
85.	青蔥歲月	125.	我地香港童軍
86.	勇敢童軍	126.	我來唱一首歌
87.	草原情歌	127.	問題天天都多
88.	康定情歌	128.	新馬來亞情歌
89.	童軍精神	129.	夢中回到洞梓
90.	獅子山下	130.	一隻小狼一條尾
91.	當你快樂	131.	小丸子妙想天開
92.	踏雪尋梅	132.	山歌不唱忘記多
93.	錦繡前程	133.	有隻雀仔跌落水
94.	營火熊熊	134.	我係一隻千腳蟲
95.	營火舉起	135.	青蛙媽媽睡醒了
96.	鹹魚臘腸	136.	當我們同在一起
97.	歡笑同樂	137.	頭肩膝頭腳趾公
98.	鳳陽花鼓	138.	天下壹家 眾口壹誓
99.	一個人跳舞	139.	手指、手指公郁郁貢
100.	一個耕田佬	140.	BB 保你大
101.	三隻盲老鼠	141.	Good-Bye 記得我
102.	世界真細小	142.	Ho La Hi
103.	加多一把柴	143.	I Q 博士
104.	可愛的黃昏	144.	It's A Long Way 去灣仔波地
105.	母鴨帶小鴨	145.	Pack! Pack! Pack!
106.	光榮繼續來		
107.	老豆多仔公		
108.	我們唱得好		
109.	低微的聲音		
110.	男兒當自強		

(2) English and International Titles (in alphabetical order)

No 編號	Song Title 歌名	No 編號	Song Title 歌名
146.	A Big Carabao	181.	Deep Deep Kar Lay
147.	A Ram Sam Sam	182.	Dero Song
148.	Ah Chong Sok	183.	Disini Senang
149.	All You Hungry People	184.	Do Re Me
150.	Alouette	185.	Do You Know the Fragrant Smell
151.	Amazing Grace	186.	Do Your Ears Hang Low
152.	Are You Sleeping	187.	Donna Donna
153.	Around the Campfire Bright	188.	Down By the Banks of Yara
154.	A-Roving	189.	Down In The Valley
155.	Auld Lang Syne	190.	Drinks
156.	Back to Gilwell (I used to be a wolf cub)	191.	Dum
157.	Back to Gilwell (I used to be a Cuckoo)	192.	Edelweiss
158.	Bahasa Inggeris	193.	Een Gonyama
159.	Bahasa Melayu	194.	Embers of Campfire
160.	Batak Batak	195.	Epoh E Tai Tai
161.	Be Prepared	196.	Everybody Loves Saturday Night
162.	Bingo	197.	Father Abraham
163.	Blowing in the wind	198.	Five Hundred Miles
164.	Burung Kakatua	199.	Flee Fly Flow
165.	By the Blazing Council Fire's Light	200.	For He's a Jolly Good Fellow
166.	Campfire Opening (Sussex)	201.	Found the Peanut
167.	Camp Camp Camp	202.	From Out the Battered Elm Tree
168.	Camp Song	203.	Gee Gayamu Gayamu
169.	Campfire Burning	204.	Ging Gang Goo
170.	Chai Da Mud	205.	Gloga Mahetna (Roga Mehela)
171.	Chan Mali Chan	206.	Going Down The Valley
172.	Chap Chap Maleh	207.	Grasshopper We We We
173.	Chi-Ba-Ba	208.	Green Grow the Rushes Ho
174.	Clementine	209.	Gu Choki Pa
175.	Coconut	210.	Hail, Hail the Gang's All Here
176.	Come and Sing with Me	211.	Happy Wanderer
177.	Cubbing	212.	Havanacatora
178.	Daisy, Daisy	213.	Have You Ever Ever
179.	Dancing La-Ba-Do	214.	Head and Shoulders, Knees and Toes
180.	Deep and Wide	215.	Heidi

<u>No 編號</u>	<u>Song Title 歌名</u>	<u>No 編號</u>	<u>Song Title 歌名</u>
216.	Hello! Hello!	251.	Magic Penny
217.	Hey Jum Bo Hay	252.	Make New Friends
218.	Hi Ho! Nobody Home	253.	Maori Stick Song
219.	Hoki Toki (Eskimo song)	254.	Masa Bili
220.	Home On The Range	255.	Merrily, Merrily Greet The Morn
221.	Hong Kong Scout Song	256.	Michael
222.	Humpty Dumpty	257.	Mor-Per-Le
223.	I Love the Mountain	258.	Mo-Si Mo-Si
224.	If There's Any Trouble Just You Smile	259.	Mowgli's Hunting
225.	If You're Happy	260.	Music Man
226.	Imsey Wimsey Spider	261.	Music Shall Live
227.	In My Dreams I'm Going Back to Gilwell	262.	My Bonnie
228.	I've Been Working On the Railroad	263.	My Grandfather's Clock
229.	I've Got Sixpence	264.	My Hat it has Three Corners
230.	I've got the B-P Spirit	265.	Nona Manis
231.	Jamaica Farewell	266.	Now Is the Hour
232.	Jamboree	267.	O Wa-la Wa-la
233.	John Brown's Baby /John Brown's Body	268.	O Wonnie Wonnie /Oni Wani Wah Ki Wah Wah
234.	Jolly Good Company	269.	Oh How Lovely Is the Evening
235.	Kee Lee Kap	270.	Oh No John
236.	Keep the Campfire Burning	271.	Oh, Susanna
237.	Keep the Home Fires Burning	272.	Oh What A Lovely Song
238.	Kille Kille	273.	Old MacDonald Had A Farm
239.	Killi Killi Watch Watch	274.	On My Honour
240.	Kookaburra	275.	On Top of Old Smoky
241.	Kumbayah	276.	One Day When We Were Young
242.	Land of the Silver Birch	277.	One Elephant
243.	Lemon Tree	278.	One Finger One Thumb
244.	Leron Leron Sinta	279.	One Man Went to Mow
245.	Ling Bo Ling Ka Wa	280.	Our Boys Will Shine Tonight
246.	Little Tom Tinker	281.	Our Scouts Are Marching On
247.	Loch Lomond	282.	Pack Up Your Troubles
248.	Loo Be Lou	283.	Patrol Camp Song
249.	Love Grows Under the Wild Oak Tree	284.	Penny Penny
250.	Lula Ley	285.	Pigiya Baba

<u>No 編號</u>	<u>Song Title 歌名</u>	<u>No 編號</u>	<u>Song Title 歌名</u>
286.	Pik Pil La Le	321.	The Drunken Sailor
287.	Pizza Hut	322.	The Farmer In the Field
288.	Pretty Little Girl and Handsome Boy	323.	The Jamboree Song of 1957 (Golden Jubilee Jamboree /March, March, March)
289.	Puff, the Magic Dragon	324.	The More We Get Together
290.	Put Your Left Foot In	325.	The Muffin Man
291.	Quick to the Call	326.	The Ping Pong Ball
292.	Rasa Sayang	327.	The Quartermaster's Store
293.	Red River Valley	328.	The Spirit Lives On Beyond 2000
294.	Rosen Fra Funn	329.	The Whole World In His Hands
295.	Row, Row, Row Your Boat	330.	The Zulu Warrior
296.	Sakura	331.	This Is My Little Scouting Light
297.	Santa Lucia	332.	This Old Man
298.	Sarasponda	333.	Three Blind Mice
299.	Scout Hymn	334.	Three Little Ducks
300.	Scouting Marches On	335.	Till We Meet Again
301.	Scouting Trail	336.	Tipperary
302.	Scouts' Goodnight Song	337.	T.I.R.O.
303.	Seven Steps	338.	Top of the World
304.	Shalom	339.	Tra La La
305.	She Wore A Yellow Ribbon	340.	Tramp! Tramp! Tramp!
306.	She'll Be Coming Round the Mountain	341.	Trek Cart Song
307.	Shi A Wa Sa Na Na Te O Ta Ta Ko	342.	Tum Ba
308.	Sing Everyone Sing	343.	Twinkle, Twinkle, Little Star
309.	Sing Sing Sing	344.	Under The Spreading Chestnut Tree
310.	Sing Sing Together	345.	Vini Vini
311.	Skip To My Lou	346.	Vive L'amour
312.	Smiles	347.	Waltzing Matilda
313.	Softly Falls the Light of Day	348.	We Are Here Again
314.	Softly Sings the Donkey	349.	We Are Table Number One
315.	Suitors	350.	We Are The Red Men
316.	Swedish Fire Song	351.	We Shall Overcome
317.	Taps	352.	We're All Together Again
318.	Ten Green Bottles	353.	We're On The Scouting Trail
319.	Tenting on the Old Camp Ground	354.	We're On The Trail
320.	The Ants Go Marching	355.	Whatever Will Be, Will Be

<u>No 編號</u>	<u>Song Title 歌名</u>	<u>No 編號</u>	<u>Song Title 歌名</u>
356.	When the Saints Go Marching In	362.	Yipi Yaya
357.	When You're Happy	363.	You Are My Sunshine
358.	Where Have All the Flowers Gone	364.	Youth Is Calling
359.	Where is Thumbing	365.	Zum Ba
360.	With the Scent of Wood Smoke	366.	Zum Gali Gali
361.	Yellow Bird		

註：營火歌曲名單，要與時並進。因此，歡迎營火領袖不時推薦適合在營火會唱的歌曲加進名單內。

Note: The above list is not closed. Additions may be made on recommendation of Campfire Leaders.

Knot List 繩結列表

List A 繩結列表 A

Type 類別	Name of List A Knots 列表 A 繩結名稱
Knots including Bends, Hitches and Loops 各類型繩結（包括連接繩結、拴綁繩結及套環）	1. Bale Sling Hitch 包索吊結 2. Barrel Sling 木桶吊結 3. Blood Knot / Barrel Knot 手足結／吊桶結 4. Bowline 稱人結 5. Bowline-On-A-Bight 繩耳上之稱人結 6. Carrick Bend 金錢結／雙金錢結 7. Cat's Paw 螺旋掛結／貓爪索 8. Clove Hitch 雙套結 9. Crown Knot 皇冠結 10. Double Overhand Knot 雙重反手結 11. Double Sheet Bend 雙接繩結 12. Figure-of-Eight Knot 8字結 13. Fireman's Chair Knot 消防椅結 14. Fisherman's Bend 漁人接結 15. Fisherman's Knot 漁人結 16. Guyline Hitch (Taut-line Hitch) 營繩結 (緊繩索) 17. Half Hitch 半結 18. Highwayman's Hitch 馬賊結 19. Killick Hitch 石錨結／拉索結 20. Lark's Head (Cow Hitch) 雀頭結（牛索） 21. Loop Knot 圈結 22. Man-harness Knot 苦力結 23. Overhand Knot 反手結 24. Reef Knot 平結 25. Rolling Hitch 三套結 26. Round-Turn And Two Half Hitches 繫木結 27. Scaffold Hitch (Oklahoma Hitch / Pole Hitch / Pole Lashing / Plank Sling) 吊板結／掛板結（俄克拉何馬結／棍索／棍編結／韃鞏板結） 28. Sheepshank 縮繩結 29. Sheet Bend 接繩結 30. Stopper Knot 繩尾結 31. Surgeon Knot 外科結 32. Timber Hitch 曳木結 33. Tom Fool Knot 愚人結 34. Wall Knot 胡桃結
Splices 織結（又稱叉繩）	35. Back Splice 繩端織結 36. Eye Splice 鳳眼織結 37. Short Splice 短織結
Whipping 繩端結	38. American Whipping 美式繩端結 39. Common (Ordinary) Whipping 普通繩端結 40. West Country Whipping 西部繩端結

Type 類別	Name of List A Knots 列表 A 繩結名稱
Lashings 編結（又稱繫棍結 或捆紮結）	41. Diagonal Lashing 十字編結 42. Figure-Of-Eight Lashing 8字編結 43. Gyn Lashing (Tripod Lashing) 三腳架編結 44. Sheer Lashing 接棍編結 45. Sheer Leg Lashing 剪立編結 46. Square Lashing 四方編結

List B 繩結列表 B

Type 類別	Name of List B Knots 列表 B 繩結名稱
<p>Knots including Bends, Hitches and Loops</p> <p>各類型繩結（包括連接繩結、拴綁繩結及套環）</p>	<ol style="list-style-type: none"> 1. Angler's Loop 絡頭結 2. Bill Hitch 槓桿式掛結 3. Blackwall Hitch 掛結 4. Bowline Bend 稱人接結 5. Buntline Hitch 帆索結／舉帆索 6. Chinese Cloverleaf Knot 酢漿草結 7. Constrictor Knot 袋口結／緊壓結 8. Double Blackwall Hitch 加強掛結 9. Double Bowline 雙稱人結 10. Double Fisherman's Knot 雙漁人結 11. Figure-Of-Eight Loop 8字活圈 12. Gibbet Knot 絞刑結 13. Halter Hitch 拴馬結／纏繩結 14. Handcuff Knot 手扣結 15. Harness Bend 吊帶結 16. Harvester's Hitch 滑輪代用結 17. Heaving Line Knot 拋繩結 18. Japanese Bend 四平結 19. Jar Knot (Bottle knot) 瓶口結 20. Marlinespike Hitch 纜錐結 21. Matthew Walker Knot (Single) 單索股結／木桶把手結 22. Middleman's Knot 捕獸結／中間人結 23. Midshipman's Hitch 副官結 24. Monkey's Fist 猴拳結 25. Mooring Hitch 碼頭結 26. Noose (Simple) 簡單繩套 27. Packer's Knot (Parcel Knot) 包裹結 28. Pile Hitch 桅頂結 29. Prusik Knot 攀緣結 30. Racking Bend 網紮結 31. Sailor's Knife Lanyard Knot 金錢式鑽石結 32. Spanish Bowline 西班牙稱人結 33. Stevedore's Knot 碼頭工人結／船纜結 34. Strangle Knot 勒緊結 35. Thief Knot 賊結 36. Transom Knot 橫樑結 37. Triple Bowline 三重稱人結 38. Turk's Head 頭巾結／領巾圈結／鑽石結 39. Weaver's Knot 左手接繩結
<p>Splices</p> <p>織結（又稱叉繩）</p>	<ol style="list-style-type: none"> 40. Chain Splice 鎖鏈織結 41. Long Splice 長織結
<p>Whipping 繩端結</p>	<ol style="list-style-type: none"> 42. Sail-maker's Whipping 帆工繩端結

Type 類別	Name of List B Knots 列表 B 繩結名稱
Lashings 編結（又稱繫棍結 或捆紮結）	43. Chain Stitch Lashing 鎖鏈編結 44. Double Snake Lashing 雙蛇形編結 45. Filipino Diagonal Lashing 菲律賓十字編結 46. Gilwell Scaffold Lashing 基維爾吊板編結 47. Japanese Square Lashing 日本四方編結 48. Snake Lashing 蛇形編結 49. Tourniquet Lashing 壓脈扭紋編結

List C 繩結列表 C

Type 類別	Name of List C Knots 列表 C 繩結名稱
<p>Knots including Bends, Hitches and Loops</p> <p>各類型（包括連接繩結、拴綁繩結及套環）</p>	<ol style="list-style-type: none"> 1. Alpine Butterfly Knot 阿爾卑斯山蝴蝶結 2. Arbor Knot 線轆結 3. Ashley's Stopper Knot 雅氏繩尾結 4. Bachmann Knot 伯民結 5. Backhand Hitch 反手索 6. Bag Knot (Miller's Knot) 袋口結 7. Bimini Twist 比迷你結 8. Boa Knot 蟒蛇結／束綁結 9. Boom Hitch 帆桿結 10. Bowstring Knot/Honda Knot 弓弦結/頭套結（牛仔套環） 11. Chain Hitch 鎖鏈結 12. Chinese Button Knot 中國紐結 13. Chinese Lanyard Knot (Plafond Knot) 藻井結 14. Crossing Knot 交叉結 15. Diamond Hitch 鑽石索 16. Diamond Knot 鑽石結 17. Double Bowline-On-A-Bight 雙重繩耳上之稱人結 18. Double Figure-of-Eight Hitch 雙 8 字套結 19. Double Magnus Knot 雙滾索 20. Double Matthew Walker Knot 雙層索股結 21. Eskimo Bowline 愛斯基摩稱人結 22. Farmer's Loop 農夫結 23. Fiador Knot 西班牙馬具結 24. Flemish Bend 廻 8 字結 25. Gaff Topsail Halyard Bend 桅帆結 26. Good Luck Knot 吉祥結 27. Ground Line Hitch 活拖網索 28. Guide Knot 雙重 8 字結 29. Hangman's Knot 吊頸結／絞刑手結 30. Hanson Knot 韓新結 31. Heaving Line Bend 扯纜接結 32. Hunter's Bend 亨達結 33. Icicle Hitch 冰柱結 34. Jury Mast Knot 桅桿結 35. Klemheist Knot 變形抓結／卡氏結 36. Lighterman's Hitch 駁船結／雙半結 37. Man Rope Knot 長形寶石結 38. Ossel Hitch 刺網結／漁網索 39. Ossel Knot 網頂結／漁網結 40. Palomar Knot 帕洛馬結 41. Portuguese Bowline / French Bowline 葡萄牙稱人結／法國稱人結 42. Running Bowline 活稱人結 43. Scaffold Knot 索端嵌環套結 44. Seizing Bend 纏紮結 45. Shamrock Hitch 山酢漿草結 46. Tarbuck Knot 他拔結 47. Three-way Sheet Bend 三頭接繩結 48. Trucker's Hitch / Waggoner's Hitch 貨運索結 49. True Lover's Knot 同心結 50. Turtle Knot 鉤孔結 51. Water Bowline 水中稱人結

Type 類別	Name of List C Knots 列表 C 繩結名稱
	52. Zeppelin Bend 飛船結／齊柏林結

Pioneering Projects Categorization List 先鋒工程項目表

Category A -- A 級工程項目

(A) Tower, Lifting and Height 高台、起重工程和高空事工

- 1 Ten-minute Tower 10 分鐘高台
- 2 Derrick 起重機
- 3 Lift and Rope 繩索升降機

(B) Bridge and Crossing 橋樑和橫越設施

- 1 Commando Bridge 突擊隊雙索橋
- 2 Patrol Swing Bridge 小隊擺動橋
- 3 Scout Transporter 童軍渡河支架
- 4 Transporter Bridge 雙架纜索橋

(C) Raft 浮筏

- 1 Bamboo and Spar Raft 竹棍筏
- 2 Catamaran 簡單浮筏
- 3 Ferry Raft 橫水渡式浮筏
- 4 Sausage Raft 香腸浮筏

(D) Fun and Game 遊樂設施

- 1 Bouncing Bazooka 彈跳火箭筒
- 2 Flaming Bolt Launcher 煙火發射架
- 3 Flying Trapeze 空中飛人架
- 4 Guided Missile Launcher 導向飛彈發射器
- 5 Kenya Canister 肯尼亞瀘毒罐
- 6 Scout Staff Ballista 童軍棍發彈器
- 7 Skylite 吊燈架
- 8 Skylon Weathercock 摩天風向計
- 9 Wigan Flagstaff H 型旗桿架

Category B -- B 級工程項目

(A) Tower, Lifting and Height 高台、起重工程和高空事工

- 1 Cable Car 纜車
- 2 Extending Tower 活動升降高台
- 3 High Hoist 滑動攀高架
- 4 Monopole Tower 單柱瞭望台
- 5 Stilt Tower H型瞭望台
- 6 Davits 吊艇架
- 7 Ducking Stool 浸刑架
- 8 Elevated Tent 升高帳幕
- 9 Log Winch 樹幹絞貨機
- 10 Lookout Lift 三角升降瞭望台
- 11 Pile Driver 打樁機
- 12 Swinging Derrick 旋轉起重機
- 13 Swing Derrick Mark II 旋轉起重機二型
- 14 Swinging Derrick on a Tree 樹幹旋轉起重機
- 15 Thai Fishing Net 泰式漁網

(B) Bridge and Crossing 橋樑和橫越工具

- 1 Abington Spring / Suspension Bridge 亞炳頓彈跳橋／吊橋
- 2 Banana Bridge 香蕉橋
- 3 Bushman's Bridge 原野樹枝橋
- 4 Counterweight Bridge 墜力升降橋
- 5 Counterweight Bridge Mark II 墜力升降橋第二型
- 6 Derrick Draw Bridge 獨桿雙梯升拉橋
- 7 Double Swing (Round) Bridge 雙重旋轉橋／木輪橋
- 8 Drawbridge 吊拉橋
- 9 Gilwell Drawbridge 基維爾吊拉橋
- 10 Ladder Bridge 梯橋
- 11 Ladder Bridge to the Tree 連樹梯橋
- 12 Light Pole Bridge 輕型棍橋
- 13 Permanent Road Bridge 固定支架橋
- 14 Portcullis Drawbridge 吊閘橋
- 15 Revolving Derrick Bridge 旋轉扯高橋
- 16 Seesaw Bridge 蹺蹺板橋
- 17 Single Lock Bridge 吊鎖橋
- 18 Single-Lock Trestle Bridge 支架單鎖橋
- 19 Swing Bridge 旋轉橋
- 20 Swinging Drawbridge 轉動吊橋
- 21 Transporter Ladder Bridge 井字形支架梯橋
- 22 Aerial Transporter 空中運輸盤
- 23 Gantry 滑動架
- 24 Ravine 橫越深坑工程
- 25 Simple Runway 簡單滑車
- 26 Swamp 濕地移動法

(C) Raft 浮筏

- 1 Coracle 輕便小船
- 2 Oil Drum Raft 油桶造浮筏
- 3 Outrigger Raft 渡河浮筏
- 4 Tarpaulin Raft 防水布造浮筏

(D) Fun and Game 遊樂設施

- 1 Catapult 弩炮
- 2 Daring Dane 高空歷奇旅程
- 3 De-Esteeayliser 凌空車胎陣
- 4 High Force Shower 高速花洒
- 5 Land Yacht 陸地帆船
- 6 Long Range Bolt Shooter 長程射矢器
- 7 Roman Ballista Mark IV 羅馬四型發炮架
- 8 Rough Riders 癲馬
- 9 Secret Weapon 秘密武器
- 10 Tight Rope 單索橋
- 11 Water Chute 滑水道
- 12 Counter-Balance Gate 墜重營門
- 13 Long Range Shower 長程花灑
- 14 The Star Of David Gateway 大衛星營門
- 15 Suspended Flag Pole 凌空旗桿
- 16 Treadmill/Humane Treadmill 臥踩水車

Category C -- C 級工程項目

(A) **Tower and Height** 高台、起重工程和高空事工

- 1 Beacon Tower 烽火台
- 2 Brynbach Tower 三角形瞭望台
- 3 Corkscrew Tower 倒轉三角高台
- 4 Crow's Nest 桅杆瞭望台
- 5 Dan Bread Tower 丹白特台架
- 6 Pyramid Tower / Hourglass Tower 金字塔瞭望台
- 7 Rustic Tower & Double Lock Trestle 鄉間高台及雙鎖支架橋
- 8 Signal Tower 有蓋訊號台
- 9 Treacher's Folly 攀爬練習台
- 10 Tree-top House 樹頂屋

(B) **Bridge and Crossing** 橋樑和橫越工具

- 1 Double Transporter Ladder Bridge 雙支架梯橋
- 2 Lofted Bridge 高索橋
- 3 Monkey Bridge 猴子橋
- 4 Pylon Bridge / Senior Bridge 多橋塔橋
- 5 Rocker Bridge 搖臂橋
- 6 Seine Bridge 圍網橋
- 7 Aerial Runway 空中滑車
- 8 Tassie 浮橋
- 9 Winched Runway 空中絞動滑車

(C) **Raft** 浮筏

- 1 Decked Raft 甲板浮筏
- 2 Oil Drum Raft Mark I 油桶浮筏一型
- 3 Oil Drum Raft Mark II (with Sail) 油桶浮筏二型 (連帆)
- 4 Paddle Steamer Raft 踩板氣船
- 5 The Thing (Paddling Bicycle) 水上腳踏車

(D) **Fun and Game** 遊樂設施

- 1 Cambridge Merry-Go-Round 劍橋旋轉台
- 2 Luxembourger 盧森堡旋轉輪
- 3 Swing Boat 蹺蹺板架
- 4 Trapeze 高鞦韆台連網架

Proficiency Emblems Chart 資歷章圖表

專家級 Specialist Level																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
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SAS Activity Dress

童軍技能評審計劃活動服裝

SAS Activity Dress

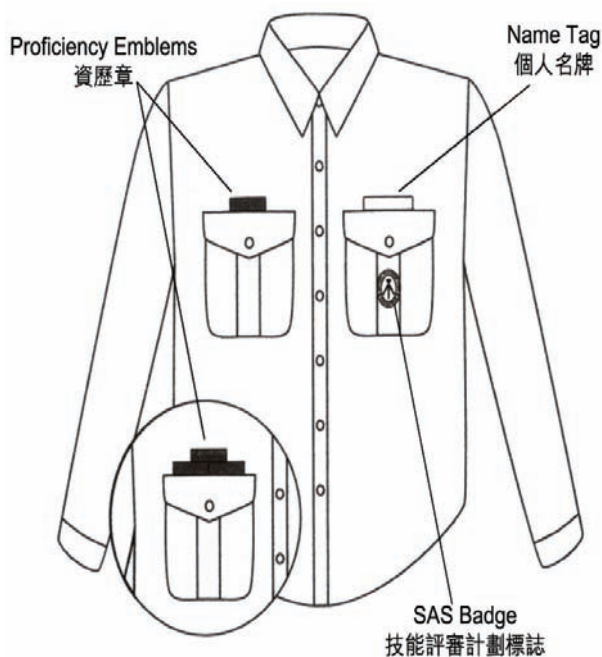
To make outdoor life more comfortable and enjoyable, the Scoutcraft Authority has designed a set of activity dress for participants of the Scoutcraft Accreditation Scheme and users of the great outdoor. It consists of a beige / khaki shirt with SAS badge at the centre of the left pocket, and a pair of navy blue trousers (having a small gold-coloured SAS logo on the flap of the left side pocket). The full set of SAS activity dress is obtainable at the Scout Shop (all branches).

童軍技能評審計劃活動服裝

童軍技能評審局特為童軍技能評審計劃及喜愛野外活動者，設計一套舒適和實用的戶外活動服裝。服裝的上衣左袋中央繡有童軍技能評審計劃標誌，而長褲左邊側袋的袋蓋，亦繡有一個童軍技能評審計劃的標誌。活動服裝可在童軍物品供應社（各分店）購買。

Wearing of Proficiency Emblems

資歷章佩帶方法



1. Proficiency Emblems may be worn immediately above the right pocket flap-line of the SAS activity shirt to display the proficiency level of the skill programme attained by the wearer;
2. If only one Proficiency Emblem is displayed, it should be placed in the middle atop the flap-line. When wearing more than one Proficiency Emblem, they should be placed side by side provided that the combined length of the emblems does not protrude beyond the flap-line at either end;
3. The Proficiency Emblem of a higher skill level should be placed on the left of a lower skill level Proficiency Emblem. If one row is insufficient, Proficiency Emblems can be displayed in two or more rows, with the Proficiency Emblem of a higher skill level above those of the lower skill level. In addition, for the same skill programme, only the highest level Proficiency Emblem may be worn;
4. For Proficiency Emblems of the same level, the one which was acquired earlier should be placed on the left of those attained at a later date;
5. No other types of clothe and metal badges and insignia are allowed on the SAS activity shirt except the SAS badge and the nametag.

1. 已獲取「童軍技能評審計劃」之資歷者，可在活動上衣佩帶有關資歷章；
2. 資歷章需縫在活動上衣右胸袋中央並緊貼蓋線，當佩帶多過一個資歷章時，則需平排並列，惟不能超過右袋蓋的闊度；
3. 在平排時，較高級別的資歷章放在較低級別的左方。如一行不足以並列，可在其上再加一行，上排放置較高級別的資歷。此外，同一項技能祇能佩帶最高級別的資歷章；
4. 同一級別資歷章的排放次序，則以考取先後並由左至右排放，先考取者放在左方；
5. 除資歷章外，在活動上衣左袋的技能評審計劃標誌及個人名牌外，不得佩帶任何其他布質或金屬章及飾物在「童軍技能評審計劃」之活動服裝上。