

2ND HARPENDEN SCOUT GROUP



Talents Crescent, Batford, Harpenden

2nd Harpenden Scout Group Information Pack



2nd Harpenden Scout Group
Registered Charity 1138208

Welcome to the 2nd

The 2nd Harpenden Scout Group is based at the Tallents Crescent Scout Hut. We run a beaver, cub and scout section, with progression available to one of the District explorer sections. We are one of nine groups in the Harpenden and Wheathampstead district. In turn, the district is one of around 20 in Hertfordshire County, and nationally we all fall under the umbrella of the Scout Association, which has its headquarters at Gilwell Park in Essex. The Scout Association is a member of the World Organisation of the Scout Movement, which, as the name suggests, is the worldwide umbrella group for the 28 million young people in Scouting in nearly every country across the globe.

What makes us “2nd to None” (in our humble opinion)

We are a relatively young group, despite the suggestion that we might have been the 2nd to have been formed in this District. The truth is that we were originally formed back in 1920, but we folded in 1984 for lack of demand. But by 2010 absolutely unbridled demand in the district caused our District Commissioner to reawaken the group. We came to life through a group of parents who responded to an invitation to set the group up by becoming the leaders themselves, with a bit of help from some old hands. This spirit of self-help and mucking in, which aims to create something for the parents as well as the youngsters, is still very much what we are about.

We have won formal recognition in the district for the sheer volume of our camping and other outdoor activity. We do proper scouting and we do innovative alternative stuff as well. Our leaders show amazing creativity in the variety of activities they put together.

The purpose of this information pack is to help parents understand the way we deliver the scouting experience. If you have any further questions, please email me at group@2ndharpendenscouts.org.uk.

Phil Murray
Group Scout Leader

If you wish to escalate an issue you may approach the District Commissioner at dc.harpenden@gmail.com



Getting Started

If you have been offered a place at the 2nd, the following things will typically happen:

- Firstly you will be invited along to a trial session at the section (beavers, cubs or scouts) appropriate to your age. If you are joining as a new beaver this will normally be in the term before you actually start.
- If you liked the trial, then you start attending meetings as invited by your section leader.
- You can then purchase your uniform, say from the Scout Shop (see later) and wear everything but the scarf
- After 3-5 meetings, depending on your readiness and the programmed activity, you will get invested. This is where you make a promise, become a full member and can wear the full uniform including the scarf
- You need to make a payment for each term or part term you attend (excluding trial sessions) - see later.

What You Need to Know

On the pages which follow, we give more information about each of the sections our boys and girls participate in:

- Beavers—from age 6 to age 8
- Cubs - from age 8 to age 10½
- Scouts—from age 10½ to age 14½

After that we provide reference information relevant to all of our sections on:

- Finance and subscriptions
- Uniform

Be Prepared – is the Scout Motto – are you prepared for anything?

Scout Handshake

Always with the left hand. This is because in Africa, shaking the left hand was a sign of great trust as you had to put down your shield but allow the person you are meeting to keep his spear in his right hand !!

The Scout Salute

Use the salute as a sign of friendship, Use it at Grand Howl and Flag Break. A Salute at Shoulder Height is called the Scout sign.

Beavers

The Beaver Colony is led by a team of Beaver Scout Leaders (BSLs) with support from time to time from Young Leaders who are participating in the Duke of Edinburgh young leaders scheme. The leaders are also assisted by parent helpers on a rota basis.



Beavers start in the term after they are 6 years old. They stay in Beavers until the term they are 8.

The Colony has between 18 and 24 Beavers, and they are split into Lodges. The Colony meets weekly on a Wednesday evening at the 2nd Scout HQ. We start at 6:00pm (prompt, so arrive not before 5.50pm), and the evening usually ends at 7:00pm. Organised excursions and visits will have varying start and finish times.

Traditions

Beaver Scouts are the youngest section of the Scouting family. Their activities are based around making things, outdoor activities, singing, playing games, going out on visits, investigating nature, listening to stories, learning how to be safe and most importantly, making new friends.

Beaver Scout Promise
I promise to do my best
To be kind and helpful
And to love God

Ceremonies

We have some simple ceremonies to celebrate beavers joining and moving on from the colony, and we like to celebrate the badges beavers earn as a mark of achievement.

The Beaver Section Programme

Within the Colony, we follow the Scout Association's programme for the Beaver Section. The programme consists of a range of activities, which we aim to cover when planning it using a variety of methods. In addition there are a very large number of badges and awards which Beavers can gain (see section on Badges later in this handbook).

Joining the Colony

Before you are truly a member of the Beaver Colony you must be invested. This is an important occasion when you will make the Beaver Scout Promise - this is the same promise that every Scout, Explorer and Adult takes when they join the Scout Movement. Before you are invested, you will also need to buy your Beaver uniform (see section on Uniform).

Colony Night

Our regular Colony night takes place on a Wednesday evening. We start at 6:00pm - please arrive on time so we can start the meeting promptly. Beavers must NOT arrive before 5:50pm and MUST be brought into the hut by an adult, not left in the car park. This also applies to outside events – Beavers must be delivered to the meeting place. If there is a meeting away from the Hut, Beavers MUST arrive on time at the meeting place as we WILL leave promptly. 2 Leaders must be present before you can leave your child either at the hut or at an event.

The meeting starts with a formal gathering. If you are late, please wait by the Kitchen until this is finished.

Each week, we will have a combination of games and activities. Sometimes we will have speakers come to talk to us. Sometimes we will go to visit places. Towards the end of the meeting some notices may be given out, and Beavers will be dismissed around 7.00pm.

Beavers will be collected by an Adult. If someone else is collecting your child, make sure everyone knows (including the Beaver). Leaders don't deliver uncollected Beavers!

Of course, sometimes the activity for a particular week cannot follow this format, especially if we are going to be away from the hut. If we will be meeting at a different place or time to usual, an email with the details will be emailed out a week or two before. If you miss a week or don't get an email, make sure you find out from a friend or from one of the leaders what is going on!



Cubs

The Cub Pack is led by a team of Cub Scout Leaders (CSLs) with support from time to time from Young Leaders who are participating in the Duke of Edinburgh young leaders scheme. The leaders are also assisted by parent helpers on a rota basis.

Cubs enter from Beavers or the big outside world at the start of the term in which they are 8 years old. They stay in Scouts until the term before they are 10½.

The Pack will have between 24 and 30 Cubs, and they are split into Sixes. The Pack meets weekly on a Thursday evening at the 2nd Scout HQ. We start at 6:30pm (prompt, so arrive not before 6:20pm), and the evening usually ends at 8:00pm. Organised excursions and visits will have varying start and finish times.

In addition to the weekly meetings, the Pack also undertakes several camps and other events throughout the year. Camping is an integral part of Scouting, and we hope you will want to join in!

The Pack consists of up to 6 Sixes, each led by the Sixer and deputised by a Secunder. Sixers are responsible for maintaining order within their six by setting good examples of dress and behaviour. These positions are filled on application at the appropriate time. This is not always chosen on age, but if an individual is ready to lead or deputise a six. Any cub who is looking to achieve Six or Secunder must have the Promise Challenge Badge.

Traditions

Scouting is over 100 years old. The centenary was in 2007. Many stories and traditions are widely available in books and freely on the internet, particularly on www.scouts.org.uk. Here are some basics to get you started.

Origins of Cub names

Cub Packs are so called as all leaders names are from Rudyard Kipling's Jungle Book. Why not read the story or download the movie to familiarise yourself with the names? The leader of the pack is Akela and other leaders in the pack could be Baloo, Bagheera or Chil.

The Grand Howl

This is a special way of saying 'Hello' to the Leaders and a way of reminding you

about your Cub Scout Promise every time you do it.

When you have made your Promise and been invested as a Cub Scout, you will be able to join the Grand Howl. Cub Scouts start by forming a circle, with Akela standing in the middle. The Grand Howl begins when Akela's arms are raised then lowered. The Pack squats down like the wolves did and call out: "Akela, we will do our best!". The Duty Sixer then stands at alert, salutes Akela and says "Cubs! Do your best!". The rest of the pack then stands and salutes, saying "We will do our best!".

Straight after the Grand Howl has taken place, the Pack faces the Flag. The Duty Sixer will then break the flag and the Pack will salute simultaneously.

The Cub Section Programme

Within the Pack, we follow the Scout Association's programme for the Cub Section. The programme consists of a range of activities, which we aim to cover when planning it using a variety of methods. In addition there are a very large number of badges and awards which Cubs can gain (see section on Badges later in this handbook).

Joining the Pack

Before you are truly a member of the Cub Pack you must be invested. This is an important occasion when you will make the Cub Scout Promise - this is the same promise that every Scout, Explorer and Adult takes when they join the Scout Movement.

Pack Night

Our regular Pack night takes place on a Thursday evening. We start at 6:30pm - please arrive on time so we can start the meeting promptly. Cubs must NOT arrive before 6:20pm and MUST be brought into the hut by an adult, not left in the car park. This also applies to outside events – Cubs must be delivered to the meeting place. 2 Leaders must be present before you can leave your child either at the hut or at an event.

The meeting starts with Grand Howl and Flagbreak. If you are late, please wait by the Kitchen until flagbreak is finished. After flagbreak, there will be a uniform inspection, after which we normally start the evening with a game, before moving on to the main activity of the evening. We try to run a very wide range of activities, from Pack challenges, guest speakers, wide games, cooking, outings, etc. Towards the end of the evening, notices will be given out, and Cubs will be

Cub Scout Promise

I promise that I will do my best -
To do my duty to God and to the Queen
To help other people
And to keep the Cub Scout Law

Cub Scout Law

Cub Scouts always do their best
think of others before themselves
and do a good turn every day

dismissed around 8:00pm.

Cubs will be collected by an Adult. If someone else is collecting your child, make sure everyone knows (including the Cub). Leaders don't deliver uncollected Cubs!

Of course, sometimes the activity for a particular week cannot follow this format, especially if we are going to be away from the hut. If we will be meeting at a different place or time to usual, an email with the details will be emailed out a week or two before. If you miss a week or don't get an email, make sure you find out from a friend or from one of the leaders what is going on!



Scouts

We have two Scout Troops. Great Gable meets on a Tuesday night and Snowdon meets on a Wednesday night. Each troop is led by a team of Scout Leaders (SLs) supported by Young Leaders from time to time. The leaders are also assisted by parent helpers where the activity requires additional help.

Scouts enter from Cubs or the big outside world at the start of the term in which they are 10½ years old. They stay in Scouts until the term before they are 14½. Each Troop has between 20 and 30 Scouts, and they are split into Patrols. The Troop meetings start at 7:30pm (prompt so do not arrive before 7:20pm), and the evening usually ends at 9:15pm. Organised excursions and visits will have varying start and finish times.

Each Troop consists of 3/4 Patrols, each led by the Patrol Leader (PL) and deputised by an Assistant Patrol Leader (APL). Patrol Leaders are responsible for maintaining order within their Patrol by setting good examples of dress and behaviour. These positions are filled on application at the appropriate time.

Traditions

The Flag Break takes place at the start of meeting with the patrols formed up and facing the Scout Leadership team. A Scout, usually a Patrol Leader, will be asked to "break", i.e. open, the Union flag, once the Scout Leader has brought the Troop to attention. When the flag has been broken, the Scout who broke the flag will take two steps back and the Troop will salute the flag. The Scout will return to their Patrol position and the Scout Leader will start the evening.

Scout Promise

On my honour, I promise that I will do my best to do my duty to God and to the Queen, to help other people and to keep the Scout Law.

Scout Law

A Scout is to be trusted
A Scout is loyal
A Scout is friendly and considerate
A Scout belongs to the world-side fam-

The Closing Ceremony takes place at the end of the Troop meeting. Similar to the opening Flag Break the Scout who broke the flag will lower it. The Patrols will be formed up and the selected Scout will walk to the flag and lower the flag ensuring the flag doesn't touch the ground. (We would not like to surrender would we!!). Once the flag is lowered the Scout takes two steps back, however, there is no salute on this occasion. The Scout returns to his Patrol place and the Scout Leader will make announcements, followed by a Scout leading a closing prayer or thought.

The final act of a Troop meeting or camp is the dismissal. The Scout Leader will say "Troop dismissed" and all Scouts, including Leaders, will make a turn to the right and salute. At this point the troop meeting or camp is finished.

The Scout Section Programme

Within the Troop, we follow the Scout Association's programme for the Scout Section. The programme consists of a range of activities, which we aim to cover when planning it using a variety of methods. In addition there is a very large number of badges and awards which Scouts can gain (see the badge section later). The two troops collaborate on the same programme, and at least once a term aim to have a joint evening. All camps are offered jointly.

Joining the Troop

Before you are truly a member of the Scout Troop you must be invested. This is an important occasion when you will make the Scout Promise - this is the same promise that every Scout, Explorer and Adult takes when they join the Scout Movement. This will be followed by stating the Scout Law. The Scout need not be nervous as the Scout Leader will lead the Scout through the Promise and Law if required. Parents and friends are most welcome to attend the investiture.

Troop Night

Our regular Troop night starts at 7:30pm - please arrive on time so we can start the meeting promptly. Scouts must NOT arrive before 7:20pm and MUST be handed over to a Scout Leader. This also applies to outside events – Scouts must be delivered to the meeting place. If there is a meeting away from the Hut, Scouts MUST arrive on time at the meeting place as we WILL leave promptly. Two Leaders must be present before you can leave your child either at the hut or at an event.

The meeting starts with flagbreak. If you are late, please wait quietly until flagbreak is finished. Before flagbreak there will be a uniform inspection then the flagbreak, after which we normally start the evening with a game, before moving on to the main activity of the evening. We try to run a wide range of activities, from Scout challenges, guest speakers, wide games, cooking, outings, etc. Towards the end of the evening, notices will be announced, and Scouts will be dismissed around 9:15pm. All notices will be sent out to the parents and Scouts via e-mail.

Scouts must be collected by an Adult or can walk/cycle home by themselves with

prior written agreement with the Scout Leader. If someone else is collecting your child, make sure everyone knows (including the Scout). Leaders don't deliver uncollected Scouts!

Of course, sometimes the activity for a particular week cannot follow this format, especially if we are going to be away from the hut. If we will be meeting at a different place or time to usual, an email with the details will be emailed out a week or two before. If you miss a week or don't get an email, make sure you find out from a friend or from one of the leaders what is going on!

Outings and Outdoor activities

An integral part of Scouting are night hikes, incident hikes, treasure hunts etc. where the Scouts in patrols are away from the Hut working under minimal supervision. It is a requirement of the Scouts that you have agreed to your Scout undertaking activities in their patrols with minimal Leader supervision. As these are part of the Scout programme permission will be assumed unless a parent has written to us and discussed the matter with the Scout Leadership team.

Fun events like a water activity day or an evening trip for ten pin bowling, quasar or a visit to watch the scouts in the gang show will take place. These events need to be paid for and parents/guardians will be given reasonable advance notice of the cost and date for the return of a reply slip.

Patrol Leaders and Assistant Patrol Leaders

The selection of Patrol Leaders and Assistant Patrol Leaders of the Troop is not always based on age, but if an individual is ready they may be invited to lead or deputise for a Patrol Leader. Any Scout who is looking to achieve PL/APL is likely to be a regular troop night and camp attendee who is progressing through the Scout Challenge badges.

The Scout Group in General

Our Scout Group is made up of its members, which are automatically the parents or guardians of all of our young people, plus our leaders.

The Group is managed by the Group Scout Executive (GSE), a group of volunteers who meet once a term to oversee the operation of the group and co-ordinate its activities. The Group Scout Leader (GSL) is an ex officio member of the GSE, appointed by the District Commissioner. The Chairman of the GSE is appointed by the GSL, as are one leader representative from each of the Beaver, Cub and Scout sections. Other members of the GSE are elected at the Annual General Meeting of the Group. Additional members of the GSE have the following roles:

- Lead Fundraiser
- Quartermaster
- Assistant Group Scout Leader

The Group is a registered charity, governed by trustees who are the ex officio post holders of the Group Scout Leader, Chairman, Secretary and Treasurer roles.

Discipline and Behaviour

In each of our sections, we expect a high standard of behaviour. We are not a school - we recognise that Scouts, Cubs and Beavers come to enjoy themselves and have fun (so do we!). Nor are we army cadets - we do not expect absolute obedience and discipline with draconian punishments.

However, in order to ensure everyone can enjoy themselves and are safe in potentially harmful activities a certain level of discipline is necessary. Some examples are being quiet during flagbreak and closing ceremony, listening when someone else is speaking, acting sensibly in taking part in activities and being

careful of Scout possessions and property and others. Many of our games and activities require everyone to play fairly if they are to work and be enjoyable. With energetic fast moving young people it is important that we do not allow a few to disrupt things for everyone else in a potentially harmful way.

Some of our activities require special safety considerations, and our young people must obey relevant instructions from leaders, young leaders or adult helpers.

If we consider that a particular individual's behaviour is not acceptable, and this continues after they have been asked to stop, consideration will be given by the section leader to approach parents to assist in behaviour issues. Any further action required will be a matter of discussion with the parent, Section Leadership team and Group Scout Leader, and may ultimately lead to a young person being asked to leave the Group.

Subscriptions

Subscriptions are set at £100 per year, payable by 30th September, or £35 per term, payable by 30th September, 31st January and 30th April respectively. If payment is not made by the half term, participation will be suspended. If this happens twice, membership will be cancelled.

Financial Support

Scouting is for all. In these uncertain times continuous employment can't be guaranteed. Families facing difficulty in meeting the cost of subscriptions, uniform, or other scout activities may approach the Group Scout Leader in confidence to enquire about available financial assistance. Such assistance is effectively a subsidy by other members of the Group.

Subscriptions go towards materials and equipment, building and vehicle maintenance, utility bills, and insurance. Funds are also used to meet the cost of some outings, in whole or in part. Part of the subscription is transferred to District, County and National level. All adult help with the Group is entirely voluntary.

Parental Involvement

Parent involvement is extremely important.

Without you the troop will not work, and you are expected to help out! Our sections require occasional rota help for evenings when additional manpower is required.

We run a parent rota for section evenings where additional help is required. We also encourage parents to help organise evenings - perhaps you have a skill or hobby you could share, or you could just help organise a pre-planned evening. There are many ways you can help further, so every family should be able to find something that will fit with their skills and time commitments.

The most valuable way you can help is in the leadership team for a section. You

don't have to help in the same section that your child is in, if you feel you are more suited to a different age group, and no experience is required. A regular commitment doesn't necessarily mean you have to turn up every week—typically a section is led by a team of 3-4 leaders, not all of whom have to be in attendance each week..

Another possibility which also involves helping directly with a section is to help out on camp. There is always a lot to do on camp, so extra pairs of hands are always appreciated - again, no previous experience is required. If you can't come to the whole camp, you might be able to help with transport to or from the camp.

Fund raising is a high priority and parent help and support is essential for this. If you have access to charity fund matching through your company we would love to hear from you.

Parents are expected to participate in Scout hut work parties to maintain the hut and grounds at an acceptable standard.. And we have a Quartermaster Crew who help the leaders by organising and maintaining our equipment.

All leaders and helpers are required to complete a DBS (disclosure and Barring Service) form in order to ensure the safeguarding of children and vulnerable adults. This form is presented as an Occasional Helper form for Scouting purposes. Scouting takes safeguarding very seriously and fully complies with all relevant legislation.

If you would rather assist behind the scenes, there are still many ways to help. The Group Scout Executive, a committee, which is responsible for the Group's assets and finances, is always on the lookout for more volunteers - this might be to fill a specific named post, for example treasurer or secretary, or just to sit on the committee and help with organising and running fundraising events. There are also specific roles which are not committee posts, for example, to be responsible for collection of subscriptions or to assist with the administration of badges and

www.2ndharpendscouts.org.uk

attendance for a section.

Nights Away

Nights away from home are part of the adventure of scouting. We start with simple sleepovers at Beaver level and graduate to more extensive and frequent camping experiences at Cub and Scout level.

Before all camps, you will receive a 'Permission to Camp' form. This gives us permission to take your child on camp or other overnight experience, and also provides a mechanism for you to tell us about any medical or dietary issues which might affect the camp. This information is of course kept strictly confidential.

If the event includes any activities with special safety arrangements, such as air rifle shooting, you will receive an additional permission form for the activity concerned. Under Scout Association rules, we must obtain explicit parental permission each time we undertake these activities - in other words, we must ask you to sign a separate form each time.

It makes life much easier for the leaders organising camps if forms and payments are returned on time - at section meetings or by email and bank transfer as advised from time to time.

Communications

Our communication is exclusively by website and email. Section activities are posted on a live calendar on our website, as is information about every aspect of the Group's operation and activities.

Parents are requested to keep us continually updated with contact details. If there are any changes in circumstances which we should know about (e.g. medical conditions / allergies), you must notify this to the section leader too.

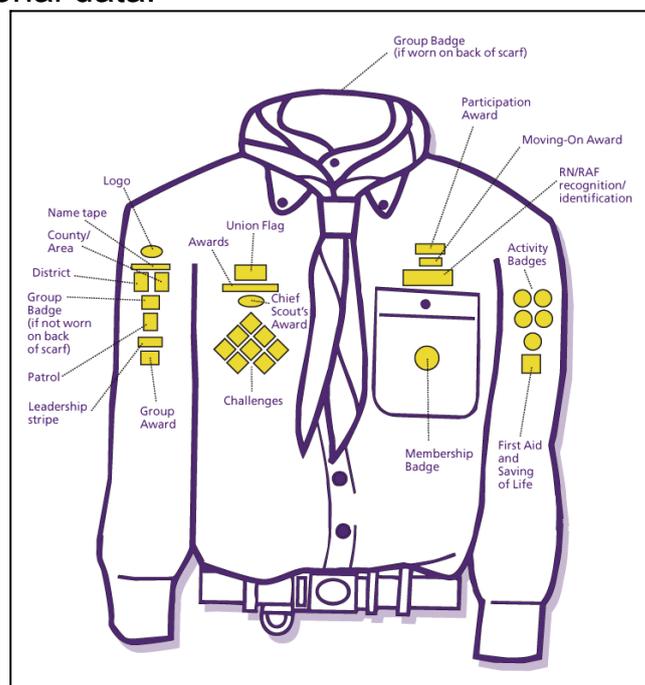
The 2nd Harpenden Scout Group undertakes to adhere to generally accepted best practice with regard to confidentiality of personal data.

Uniform

Scouting is a uniformed organisation, and as such, Scouts are expected to wear full uniform at all Scouting events and evenings unless specifically directed otherwise by the Leaders e.g. canoeing, sailing etc. New Scouts are NOT expected to buy uniform until they are to be invested into the movement.

Full scout uniform consists of:

- Scout Activity Trousers with Scout Belt and Buckle
- Scout Shirt
- 2nd Harpenden Scarf
- Scout leather woggle
- Black clean school shoes (Not Trainers)



Full cub uniform consists of:

- Cub Activity Trousers with Cub Belt and Buckle
- Cub Sweatshirt
- 2nd Harpenden Scarf
- Scout woggle (Colour of Six issued by Akela on joining)
- Black clean school shoes (Not Trainers)

Beaver Scouts wear a turquoise sweatshirt with a Group scarf (often called a necker) and a maroon woggle or one of another colour which identifies their Lodge or team.

All these items must be official uniform - the trousers, belt buckle and shirt all have the 'Scouts' logo on them.

Uniform (and loads of other Scouts / camping / books and other stuff) is available from:

- Harpenden Scout shop, at our own Tallents Crescent, Batford HQ
Open: 9am – 11am Saturdays during school term (not either side of half term).
- St Albans Scout shop, Chenie Drive, off Waverly Rd, St Albans.
Open: 7:30pm - 9pm Mondays and 8:30am - 10:30am Saturdays during school term.
- Online from www.scoutshops.com

The diagram alongside shows the position of badges on your uniform.

Badges

The system of badges in scouting is designed to provide motivation and to celebrate progress through the Movement. The structure is as follows:

The Membership Award

Every Scout in the world (all 28 million!) wears some form of the World Membership Badge - in the UK (and many other countries), it is a circular purple badge with the Scout arrowhead symbol encircled by a rope tied in a reef knot. The Membership Award continues through the sections, and is complemented for those moving from one section to the next by the Moving On awards.

The Membership or Moving On awards require you to attend the relevant section for about 4 weeks, and find out about Scouts, get to know your patrol/six/lodge, and learn a bit about the history and traditions of Scouting. At the end of this time, you will have to take the Promise in front of the whole section, at your investiture.

Participation Awards

Participation Awards show how many years, in total, you have been in Beavers, Cubs or Scouts. Each year, you will get the next participation award.

Challenges

The core of the award scheme centres around the seven Challenge badges (with two extra at Scouts). They are:

- The Outdoor Challenge
- The Creative Challenge
- The Fitness Challenge
- The Global Challenge
- The Community Challenge
- The Promise Challenge
- The Outdoor Plus Challenge
- The Adventure Challenge (Scouts only)
- The Expedition Challenge (Scouts only)

Challenge awards can be attempted at any time - in fact you can get some of them more than once. The requirements are not rigid - in each case, the leaders will set the exact challenge that you need to complete to get the award. In most cases, you will need to do some training or preparation before attempting the challenge.

The Expedition Challenge can only be undertaken by a minimum of 3 senior trusted Scouts who have extensive camping experience with minimal leader supervision.

The Chief Scout's Award

The Chief Scout's Award is the highest award you can get in each section. To attain the Silver award in cubs, you must complete all of the Challenge badges except the Outdoor Plus challenge. To attain the Gold award in Scouts, you must complete the first six in the list, plus any two of the last three. You will normally work towards this in your last few months in the section, but not all scouts succeed in attaining it – if you make it you can feel very proud!

Activity Badges

In addition to the core Challenge Badges, there is also a vast number of special-interest activity badges, from camp cook to circus skills, artist to dinghy sailor. You can attempt any of these any time you like while. There are also 6 'staged' activity badges, such as Nights Away, swimming and IT, where you can progress from one badge to the next. Each Staged Activity has 5 stages and the highest is transferred from Beavers and to Scouts.

In each section, our balanced programme will contain features of most badges. However, scouts will be expected to obtain some badges on their own merit from activities with their families and skills learned outside the Movement. Scouts are encouraged to review books, websites and apps to determine which badges they want to achieve outside weekly activities.

A simple note of evidence provided by the scout and parent or other witness may be sufficient to obtain a badge if the criteria for that badge are met. (eg Swimming