

童軍銘言：

準備

SCOUT MOTTO:

Be prepared

童軍誓詞：

我願以信譽為誓，竭盡所能；
對神明，對國家，盡責任；
對別人，要幫助；
對規律，必遵行。

SCOUT PROMISE:

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

童軍規律：

- (1) 童軍信用為人敬。
- (2) 童軍待人要忠誠。
- (3) 童軍友善兼親切。
- (4) 童軍相處如手足。
- (5) 童軍勇敢不怕難。
- (6) 童軍愛物更惜陰。
- (7) 童軍自重又重人。

SCOUT LAW:

- (1) A Scout is to be trusted.
- (2) A Scout is loyal.
- (3) A Scout is friendly and considerate.
- (4) A Scout belongs to the world-wide family of Scouts.
- (5) A Scout has courage in all difficulties.
- (6) A Scout makes good use of time and is careful of possessions and property.
- (7) A Scout has self respect and respect for others.

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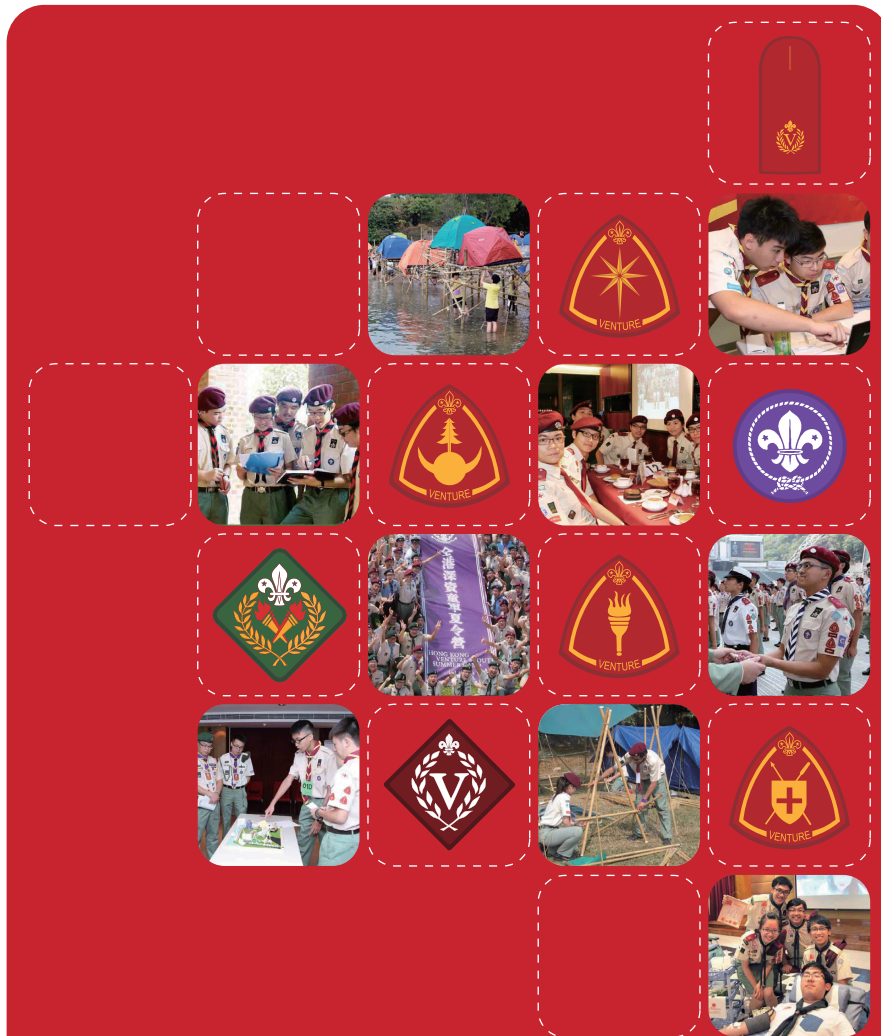
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深資童軍訓練綱要

VENTURE SCOUT TRAINING SCHEME

深資童軍訓練綱要 VENTURE SCOUT TRAINING SCHEME

香港童軍總會
SCOUT ASSOCIATION OF HONG KONG





深資童軍支部 支部徽章

火炬一直以來與深資童軍支部有密切的關係，榮譽童軍獎章領袖標誌及榮譽童軍獎章都是以火炬圖案為主。而火炬本身形狀似“V”字，加上火炬上呈“S”狀之火焰，正是深資童軍支部的簡寫“VS”。

火炬同時具有薪火相傳的意義，象徵深資童軍支部為童軍運動以至社會培育未來領袖之目的。

Venture Scout Section Sectional Emblem

“Torch” has a close relationship with the Venture Scout Section. It comprises a major part of the Dragon Scout Award Insignia for Leaders and the Dragon Scout Award. The torch looks like “V” and shows “S”-like flames, forming “VS”, the abbreviation of the Venture Scout Section.

The torch also carries the meaning of passing the torch to the new generation, symbolising the aim of the Venture Scout Section to nurture future leaders for the Scout Movement and the society.

深資童軍訓練綱要

VENTURE SCOUT

TRAINING SCHEME

香港童軍總會
Scout Association of Hong Kong

一九七零年 : 第一版
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序

在童軍運動中，深資童軍支部為青少年成員提供了一個承上啟下的平台。在成年人領導下，青少年成員由少年階段步入成年階段，他們會透過自務和自治的方法去探索成年人的世界。

自1970年，深資童軍訓練綱要出版以來，制訂有進度、富挑戰、配合時代發展的訓練和活動大綱，這一直是青少年活動署的其中一項重要任務。多年來，香港無論在知識、科技又或社會形態各方面，都有著重大變化，青少年活動署為配合時代的步伐，當然亦會為訓練綱要作出適時的修訂。

透過新修訂的訓練綱要，我們期望深資童軍可以在精通童軍傳統技能之餘，更能發展自務和自治的精神，使個人及團隊的潛能發揮更上一層樓。透過青年人參與決策，從而使他們明白當中所須承擔的責任及義務，並使青年人的全人發展更具成效，更可以培養優質的未來領袖，為童軍運動及社會作出貢獻。

助理香港總監（青少年活動）

歐陽楚源



Preface

In the Scout Movement, the Venture Scout Section serves as a platform for its members to integrate preceding and following Sections. Under the guidance of adult leaders, and with the introduction of self-governing, it is hoped that youth members can have a fruitful experience in the process of moving from adolescence to adulthood.

Since the first publication of the Venture Scout Training Scheme in 1970, providing venture scouts with an appropriate progressive and challenging training system as well as activities in line with the contemporary trend has always been the main duty of Programme Branch. In recent years, no one will wonder about the great changes in knowledge, technology and social ideology in Hong Kong. Of course, the Programme Branch would revise the Venture Scout Training Scheme accordingly.

Through revising the Venture Scout Training Scheme, we expect venture scouts to develop self-autonomy, personal and teams' potentials apart from mastering traditional scoutcraft. Venture scouts are also expected to understand the rights and responsibilities while having youth involvement and participating in decision making, to achieve holistic development and to become quality future leaders. At last, it is hoped that they can have contribution to the Scout Movement and the community.



Assistant Chief Commissioner (Programme)
AU YEUNG Chor-yuen

前言

二十世紀六十年代末期，英國童軍總會根據「未來動態委員會報告書」修訂整個童軍訓練計劃，其中最大之修改，是將深資童軍支部年限由15至18歲，改為16至20歲，並推行執行委員會制，替代採用多年之小隊制度，取消專科徽章，祇保留進度性徽章。當時香港童軍總會是英國童軍總會之海外屬會，所以也隨之施行新制。新制在1970年4月1日起在本港實行，試行一年後，正式採用。緣於民情和社會傳統不同，在推行新制深資童軍訓練綱要初期，遇到不少困難。有見及此，總會採納1971年全港深資童軍領袖會議之建議，在1973年度成立全港深資童軍組，除本會各地域代表外，更邀請外界團體代表加入，包括香港英軍、教育署、香港聖約翰救護機構、香港女童軍總會等，以策劃深資童軍活動。而近年的全港深資童軍組，主要由總會及各地域深資童軍支部的負責總監組成，就深資童軍支部的活動與訓練向青少年活動署提供意見。

自成立後，全港深資童軍組不斷因應本港情況，修訂深資童軍訓練綱要。但礙於本會早期仍為英國童軍總會之屬會，所以祇能作有限度之改變。及至1977年，香港成為世界童軍組織成員後，才可落實研究各項修訂，以適應本港情況。以下是自1970年4月1日後至是次新制推行前，有關深資童軍訓練綱要的重要修訂：

- 1974年11月5日： 加設段章，使深資童軍在完成深資童軍獎章每一個項目後，便可獲得該項目之段章；而完成榮譽童軍獎章程度的項目後，則可配帶金帶。
- 1977年4月15日： 經過兩年多之實驗後，總會正式公佈深資童軍團可以招收女性青年為團員，開拓混合訓練之先河，亦成為首個接受女性成員之訓練支部。
- 1987年7月15日： 經多年研究後，總會決定，修訂深資童軍團內部組織結構，賦予深資童軍團長權力按本團情況，組織執行委員會。
- 1988年： 恢復配戴棗紅色深資童軍肩章。
深資童軍支部的年齡規限改為15至20歲，並取消考取榮譽童軍獎章的年齡限制。
- 1989年10月14日： 深資童軍、深資童軍副團長及深資童軍團長改戴棗紅色軟帽，以劃一深資童軍支部的制服。
- 1996年7月1日： 榮譽童軍獎章考驗安排改由區層面負責。
- 1997年4月15日： 榮譽童軍獎章的英文名稱改為「The Hong Kong Special Administrative Region Scout Award」及改用新設計的獎章及證書。
- 2007年10月15日： 修訂深資童軍支部各級徽章領取／購買及簽發方法，並加設段章及金帶證書。
- 2008年1月15日： 修改榮譽童軍獎章考驗要求，深資童軍可於完成兩個深資童軍段章後，開始報考榮譽童軍獎章，惟只可進行已完成段章的相對金帶。

2008年9月16日：榮譽童軍獎章的英文名稱更改為「The Dragon Scout Award」，中文名稱及徽號則維持不變。

2010年3月11日：修訂深資童軍支部年齡規限由足20歲止改為足21歲止。深資童軍團最少人數則由12人改為6人。

青少年活動署為回應支部研究專責小組在2010年8月發出之《支部發展研究報告》及2011年4月發出之《支部發展研究報告2010公開諮詢意見總結及修訂建議》，全港深資童軍組分別在2011年設立深資童軍訓練綱要發展小組及於2012年6月成立深資童軍訓練綱要工作小組，邀請各地域代表一同修訂深資童軍訓練綱要，以切合時下深資童軍之需要，並完善支部之訓練理念。

工作小組根據報告書建議、「全港深資童軍大會」及兩次「全港深資童軍支部領袖大會」中所收集之意見，進行超過二十次討論及分析，以下是本綱要的修訂重點：

1. 修訂深資童軍支部目的及方法，增設支部訓練之預期成果。
2. 於童軍支部增設深資童軍先修章。
3. 套用單元制作為獎章系統的框架，加入更多切合時下成員興趣及社會需要之考驗選擇，提供更具彈性及多元化之訓練系統。
4. 進度性獎章由兩個拓展為三個。
5. 增加獎章連貫性及進度性。
6. 強調領袖角色與功能。

至於本書，初版於1970年，及後於1973年、1975年2月、1979年印行修訂版及2014年印行第九版。初版中英對照共70頁，至2014版已過百頁。歷年來，深資童軍訓練之改變，可見一斑。

第九版是深資童軍訓練改革的里程碑，為力求盡善並配合童軍運動中各項活動的演進，本版應是第十版，乃依據第九版作出以下方面修訂而重印：

1. 改用彩色印製
2. 重編排版格式
3. 校正錯別字
4. 更新部分資料

上述修訂，限於時力，或仍有不足之處，敬希各界不吝賜教，俾得補正，是所厚幸。

總部總監（深資童軍）

何家諾



Foreword

In the late 1960s, The Boy Scout Association in the United Kingdom (currently The Scout Association) underwent a review in the whole Scouting training programme based on the Advanced Party Report. One of the major changes made was the age restriction of the Venture Scout Section, from 15-18 to 16-20 years, and the Executive Committee system was introduced to replace the patrol system which had been practiced for years. Progressive badges were retained while proficiency badges were abolished. At that time, Scout Association of Hong Kong (formerly known as The Boy Scouts Association, Hong Kong Branch) was an overseas branch of The Boy Scout Association, so a Scouting reform plan was implemented in Hong Kong in line with the report. The reformation was introduced on 1 April 1970 and was officially carried out after a trial period of one year. However, due to different social situations and traditions, lots of difficulties were encountered when the new Venture Scout Training Scheme was introduced at the beginning. As a result, the Association adopted the suggestion made in the Venture Scout Sectional Leaders Conference in 1971 and formed the Venture Scout Board in 1973. The Board consisted of Regional representatives of the Association and representatives of other organisations, including British Forces Overseas Hong Kong, Education Bureau, Hong Kong St. John Ambulance, The Hong Kong Girl Guides Association and so on, and was responsible for planning and organising activities for Venture Scouts. The Venture Scout Board in current years is comprised of the Commissioners-in-charge of the Venture Scout Section in the Association and Regions. Members are to provide opinions on programmes and training of the Venture Scout Section.

Since its establishment, the Venture Scout Board has modified the Venture Scout Training Scheme depending on different situations in Hong Kong. However, as Scout Association of Hong Kong was an overseas branch of The Boy Scout Association, not many changes could be made before 1977 when Scout Association of Hong Kong was admitted as a full member of the World Organisation of Scout Movement (WOSM). Major modifications of the Venture Scout Training Scheme since 1 April 1970 are listed below:

- 5 November 1974 : Achievement badges were added so that Venture Scouts could gain the corresponding achievement badges upon completion of each item in the Venture Scout Award. Bars could be worn upon completion of items in the Queen's Scout Award.
- 15 April 1977 : After a trial period of two years, co-educational units of boys and girls were introduced. The Venture Scout Section was the first training section that accepted female members.
- 15 July 1987 : After years of research, the Association decided to amend the internal structure of a Venture Scout Unit and empowered Venture Scout Leaders to form their Unit Executive Committees based on the situations of respective Units.
- 1988 : Maroon Venture Scout Epaulettes resumed.
The age restriction of the Venture Scout Section was changed to 15-20 and the age limitation of attaining the Queen's Scout Award was removed.

- 14 October 1989 : Maroon berets should be worn by Venture Scouts, Assistant Venture Scout Leaders and Venture Scout Leaders in order to standardise uniforms of the Venture Scout Section.
- 1 July 1996 : The District level became responsible for the arrangement of the Queen's Scout Award assessments.
- 15 April 1997 : "The Queen's Scout Award" was renamed as "The Hong Kong Special Administrative Region Scout Award". New designs of the award and certificate were used.
- 15 October 2007 : Procedures and Guidelines on Issue and Collection/Purchase of Badges in the Venture Scout Section were amended with certificates of achievement badges and bars added.
- 15 January 2008 : Assessment requirements of the Hong Kong Special Administrative Region Scout Award were amended. Venture Scouts, upon completion of two achievement badges, could start the Hong Kong Special Administrative Region Scout Award. However, they could only undertake the corresponding bars.
- 16 September 2008 : "The Hong Kong Special Administrative Region Scout Award" was renamed as "Dragon Scout Award" while the Chinese name and emblem remained unchanged.
- 11 March 2010 : The age restriction of the Venture Scout Section was changed to 15 to 21.
The minimum number of members of a Venture Scout Unit was changed from 12 to 6.

In view of the Sectional Review Report published in August 2010 and the Sectional Review Consultation Report published in April 2011, the Venture Scout Board formed the Venture Scout Training Scheme Developmental Group and the Venture Scout Training Scheme Working Group in 2011 and June 2012 respectively, encouraging the participation of Regional representatives to amend the Venture Scout Training Scheme to address the needs of current Venture Scouts and to perfect the training aims of the Section.

Based on the reports and the opinions collected in the Venture Scout Conference and the two Venture Scout Sectional Leaders Conferences, the Working Group carried out over twenty sessions of discussion and analysis. Major amendments of the Training Scheme are listed below:

1. The aim and method of the Venture Scout Section are modified with expected outcomes newly added.
2. The Venture Scout Link Badge is added in the Scout Section.
3. The module system is implemented as the framework of the award system. More assessment choices are provided, addressing the needs and interests of current Venture Scouts and providing a more flexible and diversified training system.
4. The number of progressive badges is increased from two to three.
5. The connection and progressiveness of awards are enhanced.
6. The roles and functions of leaders are emphasised.

As for the Training Scheme, the first edition was published in 1970, and amended versions were printed in 1973, February 1975 and 1979. The 9th Edition of the Training Scheme was printed in 2014. From 70 pages in the first edition (bilingual) in 1979 to over 100 pages in the 9th Edition in 2014, changes in the Venture Scout training has been well-captured and well-observed throughout the years.

The 9th Edition of the Training Scheme marks the milestone of the Venture Scouts training reform, striving our best to perfect and cope with different changes in the Scout Movement. This version of Training Scheme (10th Edition) is reprinted based on the following amendments made to the 9th Edition:

1. Colour printed
2. Typesetting and formatting redone
3. Further proof-read
4. Information updated

The aforementioned amendments have been made but might still consist of slips of the pen. Any advise or guidance would be greatly appreciated.



Headquarters Commissioner (Venture Scouts)
HO Ka-lok

引言

本書詳述深資童軍支部組織、規條及訓練課程，並詳列深資童軍支部各個獎章的考驗範圍及應達到的水平。

本書乃本會正式訓練手冊之一，有關領袖均須遵照執行。如有任何進一步修訂，請留意日後所發出之通告。

Introduction

This book sets out the organisation, rules and training scheme of the Venture Scout Section. It also details the assessment requirements and standards of various Awards.

This is an official Training Handbook of Scout Association of Hong Kong. Its contents must be closely observed by all leaders. Any further amendments will be announced by circular.

深資童軍訓練

目的

深資童軍支部旨在延續童軍支部之訓練，使童軍運動得以薪火相傳，並為社會培育未來領袖。

方法

在成人領袖的引導下，深資童軍運用執行委員會制度，以自治和自務方式配合有進度性及富挑戰性之活動及訓練誘導成員，以達到深資童軍支部的目的。

何謂自治？

自治為透過民主選舉制度並根據童軍運動原則，以執行委員會模式自行管理及發展團務。

何謂自務？

自務為成員按照該旅團的需要自行計劃深資童軍團行事曆，積極參與訓練、服務及各類型比賽，使之具備組織能力，能擔當成年人角色。

自治和自務兩者必須互相配合才可全面發展成員的個性，最終目的是讓深資童軍累積更多以童軍活動為本的管理經驗，培養領袖素質。

領袖角色

領袖作為成員的楷模，須定時給予執行委員會成員及其他工作小組成員指導。有關引導工作包括活動前的計劃建議及活動後的解說及檢討。惟領袖需給予成員執行計劃的自由度，以發展成員之領導能力為目標。

預期成果

深資童軍應積極參與或策劃各類型活動（如技能訓練、服務、比賽等），出任團執行委員會或工作小組成員，並嘗試於各類型活動中擔當領導角色。當深資童軍完成整個支部訓練後，應可達致下列預期成果：

1. 深造童軍技能；
2. 掌握統籌活動的技巧，發揮領導才；
3. 建立合作精神；
4. 拓闊人際網絡；
5. 培養服務精神；
6. 關心社會，拓展視野；及
7. 欣賞及尊重大自然。

當完成深資童軍訓練或年滿21歲（以西曆生日計），深資童軍可繼續從事童軍活動，擔任童軍領袖工作；或加入樂行童軍團。樂行童軍是第五個訓練支部，旨在維繫關懷社會、熱心服務之青年，給予他們機會及鼓勵，為童軍運動及社會服務。

Venture Scout Training

The Aim

The aim of the Venture Scout Section is to continue the progressive training of the Scout Section in order to pass the torch to the new generation in the Scout Movement, and nurture future leaders for our society.

The Method

Guided by adult leaders, Venture Scouts apply the Executive Committee system. Through self-governing and self-programming, Venture Scout Units shall have progressive and challenging activities and training to achieve the Aim of the Venture Scout Section.

What is self-governing?

Self-governing means the Venture Scout Unit and Unit affairs are self-managed by the Unit Executive Committee based on a democratic electoral system and the principles of Scouting.

What is self-programming?

Self-programming means the Unit members devise their own calendar based on the needs of the Unit, take active participation in training, service and all kinds of competitions, so that they are recognised as capable of organising and of playing an adult role in society.

Self-governing and self-programming must be applied in coordination so as to develop the characteristics and personalities of Venture Scouts in a comprehensive way. The ultimate goal is to let Venture Scouts accumulate more Scouting-based management experience and to nurture the essential qualities of a leader.

Role of Leaders

Leaders are role models of Unit members. They should provide guidance for members of the Executive Committee and other working groups. Related guidance includes planning and suggestions before an activity, and debriefing and reflection after the activity. However, leaders should give freedom to members to implement their plans so that they can help develop members' leadership skills.

Expected Outcomes

Venture Scouts should actively participate in or organise different types of activities (e.g. skills training, services, competitions, etc.), take up a position in the Unit Executive Committee or working groups, and try to play leading roles in activities. Upon completion of the whole Venture Scout Section training, Venture Scouts should be able to:

1. Advance their Scoutcraft,
2. Master Programme Planning and Coordinating Skills and Develop Leadership Skills,
3. Build team spirit,
4. Broaden their interpersonal networks,
5. Develop a Sense of Community Service,
6. Care about the Community and Widen their Horizons, and
7. Appreciate and respect the nature.

On completion of the Venture Scout Training or reaching the age of 21, a Venture Scout may continue his/ her Scouting life by serving as a Scout Leader or joining a Rover Scout Crew. The Rover Scout Section is the 5th Training Section that aims to connect and provide opportunities and support to young people who care about our society and are devoted in services to serve the Scout Movement and the community.

深資童軍團應有標準及內部組織

(甲) 深資童軍團應有標準

1. 人數

根據總會《政策、組織及規條》，一已成立的深資童軍團，最少要有深資童軍六名，成員的年齡規限是由足十五歲起至足二十一歲止。深資童軍團之人數不宜太少，理想成員人數為十二人或以上，否則很難編排及推行完善的訓練與活動，因此執行委員會及深資童軍團領袖應主動招募更多新成員加入。一如其他支部，深資童軍團應有足夠領袖人數，以確保團員進度及使團務循正途發展。

2. 領袖

一深資童軍團最少要有兩名領袖，其中一名必須持有領袖委任書。此外，其中一名領袖的性別必須與該團成員相同。如團內有男及女成員，則必須有男及女領袖。

3. 會議、集會及活動

在領袖領導下，執行委員會應履行職務，負責設計及推行年度活動計劃。委員會應定期舉行會議，計劃並安排團活動，例如季度常務會議及每月一至兩次團集會。委員會亦須負責組織及進行為區總監滿意的有意義之童軍活動。深資童軍的活動與訓練，必須遵照總會出版的《深資童軍訓練綱要》及所頒佈的任何有關修訂文件。

(乙) 內部組織

1. 全體團員大會

1.1 職責

此大會為深資童軍團之最高行政機構，負責訂定及修改團章、制定長遠團務政策、選出執行委員會委員、檢視執行委員及其他臨時工作小組所籌劃之活動與訓練及審核團財務情況。此大會每年最少召開一次會議。

1.2 組成

所有有效深資童軍成員。

1.3 權力

所有有效深資童軍成員可透過民主及公平的投票方法就特定議題投票。除非有關議決違背童軍運動原則，否則所有有關團務的投票結果均屬最後決定。

2. 執行委員會

2.1 職責

執行委員會須遵照團員大會的決定負責團內的組織、活動及行政等常務事宜。短期計劃應由執行委員會首先策動。

2.2 組成

執行委員會設有主席、文書、財務及其他職位，由全體團員大會視乎情況而定。執行委員會由所有團員選舉產生，包括主席及其他由團員決定的委員人選。各職位可在團員大會中選出或由各委員互選擔任。不論採用簡單多數制、內閣制、兩輪決選制、累積投票制或比例制等選舉辦法，逐個職位投票或選出委員再決定職位，選舉制度必須因應團的發展而訂，而選舉辦法應清晰地載於團章。

2.3 權力

全體團員大會及團章賦予執行委員會及其委員權力代表深資童軍團處理一般行政及常務事宜。但如有議案涉及整個團利益，相關事項必須於全體團員大會中詳細討論及投票表決。

3. 臨時工作小組

3.1 職責

小組主要用作推行旅團的特別活動。職責應由執行委員會決定。

3.2 組成

臨時小組成員由執行委員會委任或由團員自由加入。較多成員的深資童軍團可透過成立這種小組，讓非執行委員會委員的深資童軍亦可參加實際團務及活動策劃，以令各團員都有機會發揮領導才。臨時小組主席及其他工作崗位由該組組員互選或協商產生。

3.3 權力

由於臨時工作小組由執行委員會委任，故需直接向執行委員會匯報工作並向全體團員負責。

4. 領袖角色

4.1 深資童軍團領袖在全體團員大會中可擔當顧問角色，向各深資童軍成員提供意見。

4.2 深資童軍團領袖皆為執行委員會的當然委員。深資童軍團長可根據團員之成熟程度及經驗，出任執行委員會主席，或安排團內領袖擔任執行委員會任何職位。

4.3 深資童軍團長作為團之最高負責人，擁有團內任何會議所通過的議案之最終解釋權及否決權。如團內任何會議之議決違背童軍運動原則，深資童軍團長有責任及權力否決有關投票結果並停止相關活動，並向團員作出適當之指引。

Standards and Internal Structure of Venture Scout Units

(A) Minimum Standards for Venture Scout Units

1. Number of Members

According to the Association's "Policy, Organisation & Rules", an established Venture Scout Unit shall have a minimum of six Venture Scouts. The age range of the Venture Scout Section is from the fifteenth birthday to the twenty-first birthday. The number of members in a Venture Scout Unit should not be too few, otherwise, it will be difficult to plan and implement comprehensive training and activities. The ideal number of members of a Unit is 12 persons or above. Therefore, the Unit Executive Committee and Venture Scout Unit leaders shall actively recruit new members. Like the other Sections, a Venture Scout Unit should have enough leaders to ensure the progress and the development of the Unit and its members.

2. Leaders

There shall be at least two leaders for the Unit and at least one of them is a warranted leader. There shall be at least one Leader who is of the same gender as the members; and if the Unit has both male and female members, there shall be both male and female leaders.

3. Meetings and Activities

Under the leaders' guidance, the Unit Executive Committee is responsible for organising the annual programme of the Unit. The Unit Executive Committee should arrange regular meetings to plan and arrange Unit activities, e.g. quarterly general meetings and Unit meetings once or twice per month. Executive Committee members are also responsible for organising and implementing meaningful Scouting activities that the District Commissioner is satisfied with. The youth programme and training of Venture Scouts shall be in accordance with the "Venture Scout Training Scheme" and any amendments thereto published by the Association Headquarters.

(B) Internal Structure

1. General Meeting

1.1 Responsibility

The General Meeting is the highest administration authority of a Venture Scout Unit. The General Meeting is to devise and amend the Unit Constitution, formulate policies related to long-term Unit affairs, elect Executive Committee members, review the activities and training planned by the Executive Committee and other temporary working groups, and audit the financial position of the Unit. The General Meeting should be convened at least once a year.

1.2 Composition

All valid Venture Scout members.

1.3 Authority

All valid Venture Scout members can vote for specific issues via a democratic and fair voting system. Unless the results violate the principles of Scouting, otherwise, all voting results related to the Unit affairs will be considered final.

2. Executive Committee

2.1 Responsibility

The Unit Executive Committee is responsible for the composition, organisation, programme, training and administration of the Unit as decided in the General Meeting. Short-term planning should be initiated by the Executive Committee in the first instance.

2.2 Composition

An Executive Committee should have a Chairperson, Secretary, Treasurer and other positions as deemed appropriate, depending on the situation during the General Meeting and the size of the Unit. The Executive Committee members, including the Chairperson and other members, shall be elected by the Unit members. Positions of the Executive Committee can be elected during the General Meeting or among the Executive Committee members. There can be various election methods, e.g. plurality voting system, parliamentary system, two-round system, cumulative voting system, and proportional representation. Elections can be done position by position or by electing the members first before deciding the positions. No matter which voting system is used, it should be determined in accordance with the Unit's development. The election method should be clearly stated in the Unit Constitution as well.

2.3 Authority

The General Meeting and the Unit Constitution empower the Executive Committee and its members to handle administrative and general affairs of the Unit. However, if there exists any motion that is related to the interest of the Unit, all related matters must be discussed and voted during the General Meeting.

3. Temporary working groups

3.1 Responsibility

Temporary working groups are mainly responsible for implementing special activities of the Unit. The exact job duties shall be decided by the Executive Committee.

3.2 Composition

Members of the temporary working groups are Unit members who join on a voluntary basis or are appointed by the Executive Committee. Venture Scout Units with more members can let non-Executive Committee members participate in Unit affairs and activity planning through temporary working groups, so that Venture Scouts have the opportunities to develop their leadership skills. The Chairperson and other positions of the temporary working groups are decided by the group members through election or discussion.

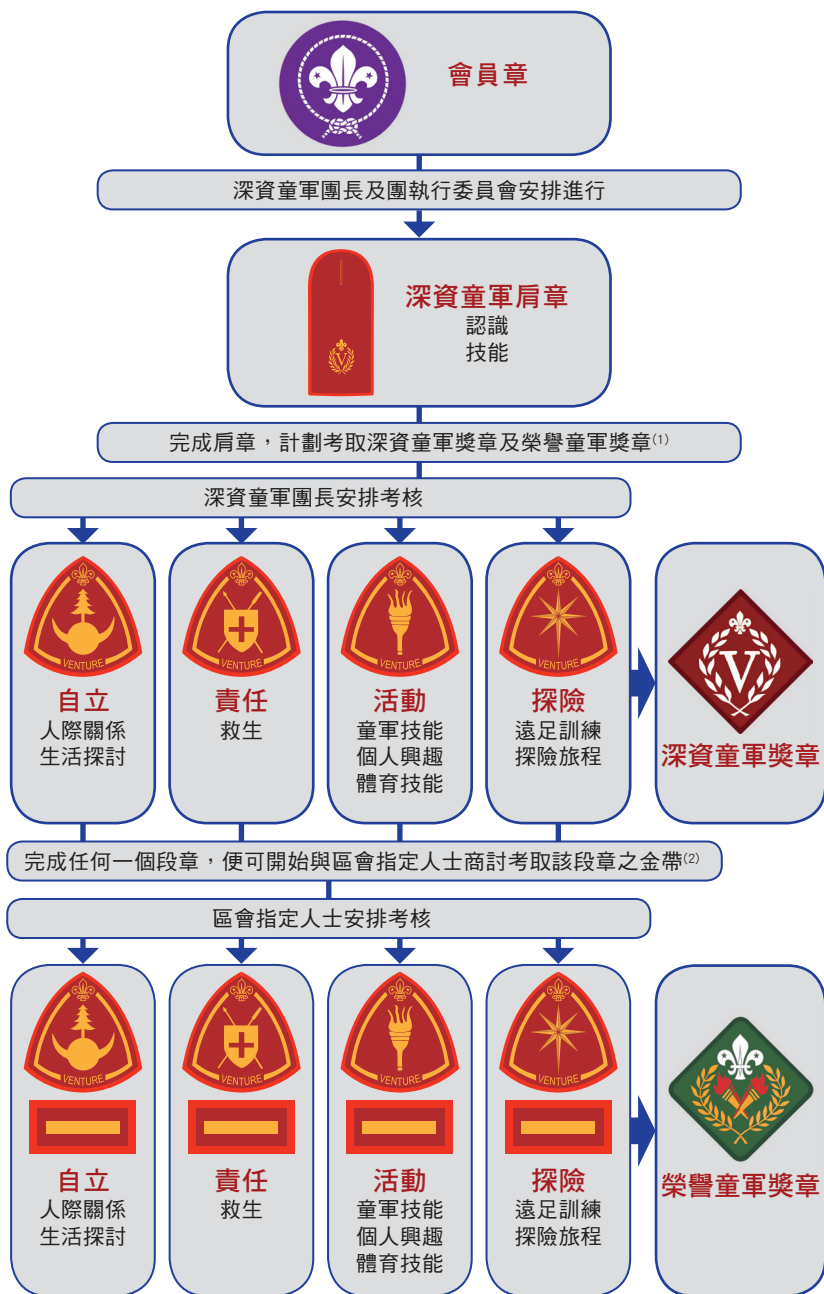
3.3 Authority

Since temporary working groups are appointed by the Executive Committee, group members should directly report their work to the Executive Committee and be responsible to all Unit members.

4. Roles of leaders

- 4.1 Leaders of a Venture Scout Unit are consultants in the General Meeting and shall provide opinions for Unit members.
- 4.2 All leaders of a Venture Scout Unit are ex-officio members of the Unit Executive Committee. The Venture Scout Leader, depending on the maturity and experience of the Unit members, may choose to be the Chairman of the Unit Executive Committee, or assign any Unit leaders to take up any positions in the Executive Committee.
- 4.3 The Venture Scout Leader is the Unit person-in-charge with the highest authority. He/ she possesses the right to interpret and the power to veto motions passed during meetings within the Unit. If any decisions made during meetings within the Unit violate the principles of Scouting, the Venture Scout Leader has the responsibility and the power to veto relevant voting results and terminate the related activities.

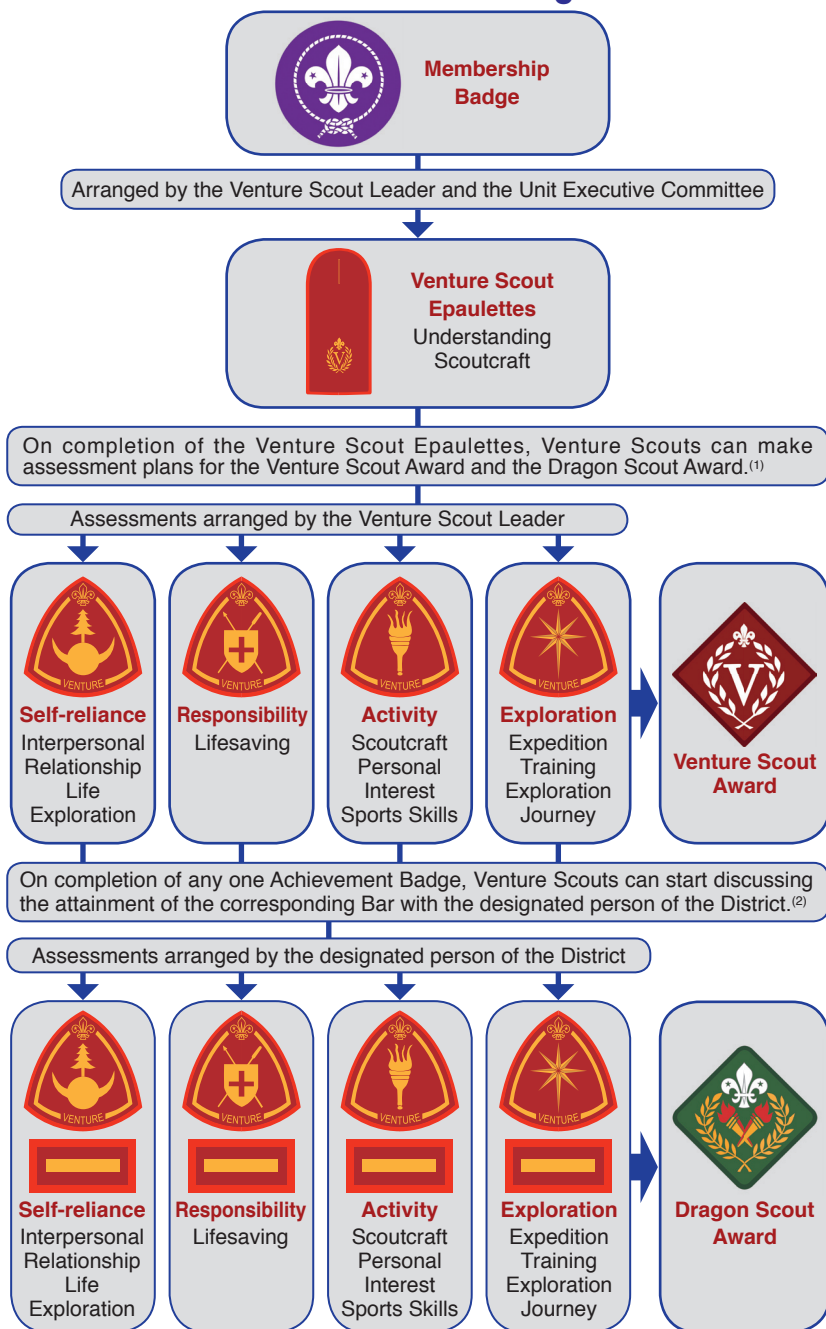
深資童軍進度性獎章考取表



備註:

- (1) 深資童軍在接近完成肩章內容時，可開始計劃考取深資童軍獎章及榮譽童軍獎章，運用「深資童軍獎章及榮譽童軍獎章考驗計劃(PT/65)」(下稱為「計劃表」)，與深資童軍團長商討整個考驗計劃。深資童軍團長應給予指引，並安排段章考核(詳情可參閱32頁有關深資童軍獎章之考驗介紹)。在完成任何一個段章後，深資童軍可開始與所屬區會聯絡，商討考取榮譽童軍獎章之計劃(詳情可參閱第34頁有關榮譽童軍獎章之考驗介紹)。深資童軍應按實際情況修訂及更新個人的「計劃表」，讓自己檢視實際進度及讓團長與區會知悉自己的進度，方便跟進。
- (2) 為提供更具彈性之訓練系統，在不違反進度性獎章之精神下，部份自立段章項目及活動段章項目之考驗次序可作彈性安排，詳情請參閱相關內容。

Flow Chart of Venture Scout Progressive Award



Remarks:

- (1) When approaching the completion of the Venture Scout Epaulettes, Venture Scouts can start making plans for achieving the Venture Scout Award and the Dragon Scout Award with their respective Venture Scout Leaders by using "Planning for Assessment of the Venture Scout Award and the Dragon Scout Award(PT/65)" ("Planning Form" as below). Venture Scout Leaders should provide guidance and help arrange the assessments of the Achievement Badges (Introduction of the Venture Scout Award assessments can be found on P.33). On completion of any one Achievement Badge, Venture Scouts can contact respective Districts and start discussing the planning for achieving the Dragon Scout Award. (Introduction of the Dragon Scout Award assessments can be found on P.35). Venture Scouts shall update their personal Planning Form based on their actual situations to review on their own and let Venture Scout Leaders and Districts know their progress and follow up.
- (2) To provide a more flexible training system, under the circumstances that the spirits of the progressive award system is not violated, the assessment sequence of part of the Self-reliance Achievement Badge and Activity Achievement Badge can be flexibly done. For details, please refer to relevant chapters.

會員章



會員章式樣：紫色底，上有白色箭頭章，外圍以白色繩，底部縛有一平結。

會員章，旨在幫助新加入的深資童軍認識其所屬之深資童軍團，以促進他與其他團員間相互關係，並為彼等所接納。

本章是由深資童軍團長與團執行委員會商議後頒發。

活動

1. 參加最少六次團部活動，而其中一次須為戶外活動。

理解

2. 明瞭童軍運動的目的及人們對深資童軍的期望。
3. 認識香港及世界童軍運動。
4. 能辨認中華人民共和國國旗和國徽；並能說明其含意。
5. 能辨認香港特別行政區區旗和區徽；並能說明其含意。
6. 明瞭設立國歌的用意，並能背唱之。

禮節

7. 認識童軍禮節及基本步操。
8. 認識在國歌奏唱和升掛國旗、區旗時應有之禮儀。
9. 認識升掛國旗、區旗及展示國徽、區徽時的注意事項及使用之限制。
10. 示範國旗和區旗的升掛方法。

許諾

11. 接納童軍誓詞與規律。

註：童軍成員可在晉團前三個月內考取本章之第2, 3, 7及11項。

Membership Badge



Badge Specimen: The arrowhead badge on a purple background surrounded by a rope in a circle, tied in a reef knot at the bottom.

The Membership Badge aims to help new Venture Scouts to get to know their respective Venture Scout Units, foster relations among Unit members, accept each other and be accepted.

This Badge is awarded by the Venture Scout Leader after consulting the Executive Committee of the Unit.

Activity

1. Participate in six Unit activities or meetings (one of which shall be outdoors).

Understanding

2. Understand the aims of the Scout Movement and what is expected of you as a Venture Scout.
3. Understand the Scout Movement in Hong Kong and in the world.
4. Identify the national flag and national emblem of the People's Republic of China and understand their meanings.
5. Identify the regional flag and regional emblem of the Hong Kong Special Administrative Region and understand their meanings.
6. Understand the meaning of the national anthem of the People's Republic of China and be able to sing it by memory.

Scout Salute and Footdrill

7. Know the Scout salute and basic footdrill.
8. Know the protocol when the national and the regional flags are being flown and the national anthem is being performed or sung.
9. Know the regulations for the use and the display of the national and the regional flags as well as the national and regional emblems.
10. Demonstrate how to raise the national and the regional flags.

Commitment

11. Accept the Scout Law and Promise.

Note: A Scout may undertake items 2, 3, 7 and 11 of the Venture Scout Membership Badge three months prior to his/ her transfer to the Venture Scout Unit.

深資童軍肩章



深資童軍肩章之設立旨在提供階梯，讓剛獲頒會員章的深資童軍對深資童軍支部活動及童軍技能有基本認識和體驗。

深資童軍領袖應與團執行委員會安排新加入之成員參與本章訓練，完成後由深資童軍團長簽發。在正常情況下，新成員應可在加入後六個月內完成本章所有項目。新成員可選擇與團內或團外之深資童軍一同參與兩日一夜或以上之度宿活動及團集會，完成本章。區總監、地域總監或上述人士之代表有責任協助所屬深資童軍進行有關活動。

如深資童軍在童軍支部時已完成深資童軍先修章或相關內容，深資童軍團長可承認相關項目，予以簽發。

甲. 認識

1. 說出深資童軍支部的目的、方法及預期成果。
2. 認識深資童軍制服。
3. 明瞭深資童軍獎章及榮譽童軍獎章之四個考驗組別及考驗範圍。
4. 明瞭深資童軍獎章及榮譽童軍獎章與其他機構互相關連的地方。
5. 說出執行委員會之基本功能。
6. 說出執行委員會之組織及委員的職責。
7. 明瞭執行委員會之產生方法。
8. 明瞭執行委員會中領袖的角色。
9. 認識多元化的深資童軍活動。
10. 參加最少一次深資童軍執行委員會會議。

乙. 童軍技能

露營

1. 與團內或團外之深資童軍完成一次兩日一夜之露營。
2. 準備一份適合兩日一夜小隊露營的個人及小隊物資清單。
3. 收拾一個兩日一夜露營用的背囊及個人急救藥囊。
4. 能正確架搭、收拾及存放一個營幕。
5. 熟悉並正確地使用氣爐及摺刀，並知道有關之安全措施。
6. 設計一個兩日一夜小隊露營的食譜及單獨烹調其中一款菜式。
7. 能以火柴及天然物生火。

繩結

示範下列繩結並說出其用途：

平結、接繩結、八字結、雙套結、稱人結、繫木結、四方編結、十字編結及八字編結。

遠足

1. 認識戶外活動時常用的地圖種類，明白不同圖例的意義。
2. 參與一個運用指南針及地圖之戶外活動，期間需示範正置地圖及利用指南針找出正確的前進方向。

急救

1. 知道急救目的及原則。
2. 示範出血處理、傷口護理及簡單包紮的方法。
3. 示範燒傷、燙傷、抽筋及扭傷傷病者的處理方法。

Venture Scout Epaulettes



The Venture Scout Epaulettes aims to provide a platform for Venture Scouts whose membership badges are newly awarded to acquire the basic understanding and experience of the activities and scoutcraft in the Venture Scout Section.

Venture Scout leaders and the Unit Executive Committee should arrange new members to take part in the training in this chapter. The Venture Scout Epaulettes will be issued upon completion of this chapter by the Venture Scout Leader. New members should normally be able to complete all items in this chapter within 6 months after their entry into the Unit. New members may choose to complete this chapter by joining an overnight activity of two days and one night, or more, and Unit meetings with Venture Scouts inside or outside the Unit. District Commissioners, Regional Commissioners or their representatives have the responsibility to assist respective Venture Scouts to participate in related activities.

For Venture Scouts who have completed the Venture Scout Link Badge or relevant contents during the Scout Section, their Venture Scout Leaders should recognise the items and issue the Venture Scout Epaulettes.

A. Understanding

1. State the aim, the method and expected outcomes of the Venture Scout Section.
2. Recognise the Venture Scout uniform.
3. Understand the 4 sections of the Venture Scout Award and the Dragon Scout Award and their requirements.
4. Understand the relationship between the Venture Scout Award and the Dragon Scout Award and other organisations.
5. State the functions of the Executive Committee.
6. State the composition of the Executive Committee and the roles of individual members.
7. Understand the methods of forming an Executive Committee.
8. Understand the role of leaders in the Executive Committee.
9. Recognise the variety of activities available in Venture Scouting.
10. Participate in at least 1 Executive Committee meeting.

B. Scoutcraft Camping

1. Participate in an overnight camp with Venture Scouts.
2. Prepare a personal and a patrol gear list suitable for a 2 days and 1 night camp.
3. Pack a rucksack and a personal first-aid kit for a 2 days and 1 night camp.
4. Pitch, pack and store a tent properly.
5. Be familiar with and properly use gas stoves and pen knives, and understand the relevant safety measures.
6. Devise a menu for a 2 days and 1 night camp for the patrol, and cook one of the dishes individually.
7. Light a fire with the use of matches and natural materials.

Knotting

Demonstrate the following knots and explain their functions:

Reef knot, Sheet bend, Figure-of-eight knot, Clove hitch, Bowline, Round turn and two half hitches, Square lashing, Diagonal lashing, and Figure-of-eight lashing.

Expedition

1. Know the kinds of map commonly used in outdoor activities, and understand the meanings of different map legends.
2. Participate in an outdoor activity with the use of compasses and maps. Demonstrate how to set map and find the correct forward direction with a compass.

First-aid

1. Know the purposes and principles of First Aid.
2. Demonstrate the handling of bleeding, wound care and simple wound dressing methods.
3. Demonstrate the handling of burns, scalds, muscle fatigue and sprains.

深資童軍獎章



獎章式樣：棕色底，上有白色「V」；外圍以月桂環，頂有一童軍徽。

深資童軍完成「深資童軍肩章」後，才可開始考取本獎章。

擬考取「深資童軍獎章」之深資童軍，可向深資童軍團長要求代為安排獎章內各項目的主考人，或向團長提議主考人人選，由團長作出適當安排。如團長因任何原因未能安排主考人，所屬區總監及其代表有責任協助安排。

深資童軍團長、區總監、地域總監、青少年活動總監或上述人士之代表，均可擔任主考人；惟「探險」項目選修項須由認許之遠足審核員考核。合資格的高級遠足審核員及遠足審核員名單可參閱總會網頁。

深資童軍在完成「自立」、「責任」、「活動」及「探險」任何一個段章內之全部項目，便可於制服佩戴該項目之段章。

青少年活動總監授權總部總監（深資童軍）及助理總部總監（深資童軍）為其代表，處理與「深資童軍訓練綱要」悉數相關事宜。地域總監及區總監應指派並公佈其代表，處理與「深資童軍訓練綱要」有關的考驗事宜【通常為地域總部總監（深資童軍）、助理地域總部總監（深資童軍）及助理區總監（深資童軍）】。

「深資童軍獎章」證書由青少年活動總監或其代表簽發。在接受考驗的深資童軍完成所有項目後，深資童軍團長應向所屬區總監或其代表提名，再由區總監或其代表向所屬地域總監推薦，經地域總監或其代表批核，最後由青少年活動總監或其代表確認有關申請，並頒發獎章證書以作嘉許。有關申請簽發「深資童軍獎章」的程序，請參閱「深資童軍支部各級徽章簽發及領取／購買方法」通告，有關內容已上載總會網頁。

Venture Scout Award



Badge Specimen: Brown background, White 'V' with laurel wreath and the arrowhead badge.

Upon completion of the Venture Scout Epaulettes, Venture Scouts can start the assessments in this award.

A Venture Scout who plans to achieve the Venture Scout Award should seek assistance from his/ her Venture Scout Leader in assigning appropriate examiners/ assessors for different parts of the Award. The Venture Scout may suggest appropriate examiners/ assessors to the Venture Scout Leader, subject to his/ her agreement. If the Venture Scout Leader fails to arrange appropriate persons to be the examiners/ assessors, the respective District Commissioner or his/ her representative should assist the Venture Scout.

Venture Scout Leaders, District Commissioners, Regional Commissioners, Programme Commissioner or their representatives can serve as examiners/ assessors. However, the Exploration Achievement Badge should be assessed by a recognised Expedition Assessor of the Association. The list of Senior Expedition Assessors and Expedition Assessors can be found on the Association website.

Upon completion of all requirements in any Achievement Badge: Self-reliance, Responsibility, Activity, and Exploration, the Venture Scout can wear the respective Achievement Badges on his/ her uniform.

The Programme Commissioner authorises Headquarters Commissioner (Venture Scouts) and Assistant Headquarters Commissioner (Venture Scouts) to handle all matters related to assessments in the Venture Scout Training Scheme. Regional Commissioners and District Commissioners should appoint and announce their representatives to handle all matters related to assessments in the Venture Scout Training Scheme. (The representatives should normally be Regional Headquarters Commissioner (Venture Scouts), Assistant Regional Headquarters Commissioner (Venture Scouts) or Assistant District Commissioner (Venture Scouts)).

The Venture Scout Award is issued by the Programme Commissioner or his/ her representative. Upon completion of all Achievement Badges in the Venture Scout Award, the Venture Scout Leader should give recommendation to the respective District Commissioner or his/ her representative for his/ her nomination to the respective Regional Commissioner. After the approval of the Regional Commissioner or his/ her representative, the Programme Commissioner or his/ her representative will confirm the application and issue the Venture Scout Award. The guidelines for issuing the Venture Scout Award can be found on the Association website.

榮譽童軍獎章



獎章式樣：綠色底，上有金黃色火炬，紅色火焰，外圍以月桂環，頂有一童軍徽。

深資童軍完成任何一個「深資童軍獎章」段章後，即可開始考取本獎章，惟只可著手已完成段章的相對金帶（「自立」項目的人際關係及「活動」項目除外）。

擬開始「榮譽童軍獎章」考核的深資童軍，應在諮詢深資童軍團長後，與所屬區會的指定人士【通常為助理區總監（深資童軍）】聯絡，商討考取本獎章之計劃。在得到指示後，方可展開本獎章之考核。

擬考取「榮譽童軍獎章」之深資童軍，應與深資童軍團長或所屬區會商討主考人的安排，其團長、區總監及其代表亦有責任協助安排主考。如團長及區會因任何原因未能安排主考人，所屬地域總監及其代表有責任代勞。

區總監、地域總監、青少年活動總監或上述人士之代表，均可擔任主考人；惟本章內「探險」金帶則必須由認許之高級遠足審核員考核。合資格的高級遠足審核員名單可參閱總會網頁。

青少年活動總監授權總部總監（深資童軍）及助理總部總監（深資童軍）為其代表，處理與「深資童軍訓練綱要」悉數相關事宜。地域總監及區總監應指派並公佈其代表，處理與「深資童軍訓練綱要」有關的考驗事宜【通常為地域總部總監（深資童軍）、助理地域總部總監（深資童軍）及助理區總監（深資童軍）】。

深資童軍在完成「榮譽童軍獎章」內「自立」、「責任」、「活動」及「探險」任何一個項目後，便可在該項目之段章下佩戴一條金帶。

「榮譽童軍獎章」由總會根據地域及區之推薦作批核，並由總領袖及香港總監簽發。在接受考驗的深資童軍完成所有項目後，深資童軍團長應向所屬區總監或其代表提名，區總監、地域總監或上述人士之代表應向青少年活動總監推薦，最後由青少年活動總監或其代表批核有關申請，並於童軍大會操頒授獎章證書以作嘉許。有關申請簽發「榮譽童軍獎章」的程序，請參閱「深資童軍支部各級徽章簽發及領取／購買方法」通告，有關內容已上載總會網頁。

當完成本獎章所有項目後，區總監及地域總監將會接見該深資童軍以作勉勵及推薦。

Dragon Scout Award



Badge Specimen: Green background, Golden torch with fire surrounded by laurel wreath and the arrowhead badge.

A Venture Scout may attempt the Bar of the corresponding Achievement Badge upon completion of one Achievement Badge of the Venture Scout Award (except Interpersonal Relationship in Self-reliance and Activity).

A Venture Scout wishing to start the Dragon Scout Award should consult the Venture Scout Leader first, then contact the respective District Commissioner or his/ her representative (The representative should normally be the Assistant District Commissioner (Venture Scouts)) to discuss and devise the achievement plan for the Dragon Scout Award. The Venture Scout can start the Dragon Scout Award upon approval.

A Venture Scout who plans to achieve the Dragon Scout Award should seek assistance from his/ her Venture Scout Leader or District in assigning appropriate examiners/ assessors for different parts of the Award. The Venture Scout Leader or District Commissioner should help assign the examiners/ assessors. If the Venture Scout Leader and District fails to find appropriate persons to be the examiners/ assessors, the respective Regional Commissioner or his/ her representative should assist the Venture Scout.

District Commissioners, Regional Commissioners, Programme Commissioner or their representatives can serve as the examiners/ assessors. However, the Exploration Bar of the Dragon Scout Award should be assessed by a recognised Senior Expedition Assessor of the Association. The list of Senior Expedition Assessors can be found on the Association website.

The Programme Commissioner authorises Headquarters Commissioner (Venture Scouts) and Assistant Headquarters Commissioner (Venture Scouts) to handle all matters related to assessments in the Venture Scout Training Scheme. Regional Commissioners and District Commissioners should appoint and announce their representatives to handle all matters related to assessments in the Venture Scout Training Scheme. (The representatives should normally be Regional Headquarters Commissioner (Venture Scouts), Assistant Regional Headquarters Commissioner (Venture Scouts) or Assistant District Commissioner (Venture Scouts)).

After completing all requirements in any one of the Bars: Self-reliance, Responsibility, Activity, and Exploration, the Venture Scout can wear the Bar under the corresponding Achievement Badge on his/ her uniform.

The Dragon Scout Award is issued by Chief Scout and Chief Commissioner based on the Headquarters' approval of Regional and District's recommendation. After completing all items in the Dragon Scout Award, the Venture Scout Leader should give recommendation to the respective District Commissioner or his/her representative for his/ her nomination. The District Commissioner and the Regional Commissioner or their representatives should nominate the Venture Scout to the Programme Commissioner for the issuance of the Dragon Scout Award. The Programme Commissioner or his/ her representative will then approve the

application and the Dragon Scout Award certificate will be presented in the Scout Rally. The guidelines for issuing the Dragon Scout Award can be found on the Association website.

A Venture Scout who has finished all requirements in the Dragon Scout Award shall have interviews with the District Commissioner and Regional Commissioner in recognition of his/ her achievements and for their nomination.

自立

自立項目之設立旨在培養深資童軍策劃活動的能力和對社會事務的觸覺，以提升個人素質。



自立段章一

分別完成「人際關係」及「生活探討」內A組各一個單元，即可獲簽發自立段章。



自立金帶一

考獲自立段章後，分別完成「人際關係」及「生活探討」內B組各一個單元，即可獲簽發自立金帶。



自立項目簡表：

組別	單元編號	單元名稱
人際關係		
A 組	S-A101	團外活動
	S-A102	活動支援
	S-A103	交流活動
	S-A104	深資童軍執行委員會研習班
	S-A105	深資童軍會議程序研習班
	S-A106	社區參與
B 組	S-B101	活動策劃
生活探討		
A 組	S-A201	生活教育
	S-A202	職業研究
	S-A203	專上學院研究
	S-A204	宗教研究
	S-A205	社會議題探討
	S-A206	童軍運動發展
	S-A207	政制探究
	S-A208	司法探究
	S-A209	(已失時效而刪除)
	S-A210	環境教育
	S-A211	自然生態研究
	S-A212	共融大使
	S-A213	社會服務機構探訪
	S-A214	動物福利機構探訪
B 組	S-B201	專題研究
	S-B202	舉辦活動

自立項目（人際關係 - A組）

S-A101 團外活動

出席一次有其他旅團深資童軍參加的會議、研討會、公開論壇，或需要度宿的訓練課程或活動，並與主考分享當中得著。

S-A102 活動支援

與其他深資童軍、樂行童軍或青年人合作，以小組形式協助領袖或成年人策劃一項活動，處理如：程序、財政、其他細節安排等，從而體驗分工合作精神的重要性。該項活動形式不一，可以是環繞某主題的連串團集會、旅部活動、攤位遊戲、籌募活動、服務等。

S-A103 交流活動

完成以下其中一項，並將所得經驗及見聞與其他團員分享：

1. 參加一項為期不少於三日兩夜的國際或內地交流活動，即泛指由旅團／區／地域／總會所舉辦的國際或內地交流活動（包括大露營及國際青年論壇），亦可選擇其他團體、機構或學校所舉辦的相似性質活動。但是，自助旅遊或觀光形式的旅行，則不能接受。
2. 接待一名或以上外國童軍或訪客三天，向彼介紹香港的童軍活動、本地文化、特色景點等。而這三天的接待可以逐日分段進行。

S-A104 深資童軍執行委員會研習班

完成一個由區／地域／總會認許之深資童軍執行委員會研習班，於完成研習班後在其深資童軍團擔任執行委員會成員六個月或以上，簡單紀錄曾協助之工作或活動，並作出反思。

S-A105 深資童軍會議程序研習班

完成一個由區／地域／總會認許之深資童軍會議程序研習班，於完成研習班後在其深資童軍團擔任執行委員會成員六個月或以上，簡單紀錄曾協助之工作或活動，並作出反思。

S-A106 社區參與

參與由所屬旅團／區／地域／總會認許之社會服務，而時間總計不少於20小時。惟該服務對象需為非童軍單位及非牟利性質。深資童軍須保存一份服務紀錄，以備審核。

自立項目（人際關係 - B組）

S-B101 活動策劃

條件：成員進行此單元考驗前必須已開始A組任何一個單元的考驗，而此單元考驗可先於A組完成前開始，惟必須於A組單元完成後才獲簽發。

與其他旅團深資童軍、樂行童軍或青年人聯合於總會、地域、區、社區中心或社福機構，組織大型活動項目。該項活動形式不一，可以是聯合團集會、營商體驗活動、籌募活動、服務計劃、與弱能人士舉行聯合活動或與深資女童軍聯合推行之工作項目等。項目可請領袖或其他人士給予意見及提供支援，但必須由青年人或深資童軍成員主導。

成員須於活動最少兩個月前諮詢深資童軍團長及向所屬區總監或其代表【通常為助理區總監（深資童軍）】提出申請及得到許可，並於活動舉行前一個月呈交活動計劃書，及在活動完結後一個月內呈交活動報告書（包括分工、日程、財政報告等）。

自立項目（生活探討 - A組）

S-A201 生活教育

參加一個生活教育之專題演講、課程或工作坊，如時間管理、生涯規劃、情緒管理、理財管理、健康教育、餐桌禮儀等，並與他人分享上述活動內容及討論相關範疇。成員可參考下列形式：

1. 在團活動中，與全體團員討論有關資料。
2. 就該範疇，參與最少一次四至六人的小組討論，以不少於30 分鐘探討該專題，並就該專題發表意見。
3. 透過專題演講，跟非童軍人士分享心得，並簡單紀錄上述活動並作出反思。

S-A202 職業研究

搜集兩種不同職業或專業的資料，找出該等職業的入職要求、職業道德、行規、行業生態、受訓機會、薪金、晉升機會及服務條件。

S-A203 專上學院研究

探訪至少兩間大學或專上學院，研究及比較教育理念、院校特色、學生活動、支援資源、某類課程、獎學金、畢業後升學或就業情況等。

S-A204 宗教研究

透過參與宗教演講、閱讀宗教參考書、訪問宗教場所、參加宗教儀式、聚會或類似活動，理解最少兩個不同宗教信仰的信念。

S-A205 社會議題探討

研究一個經常為人談及的社會議題。例如：

1. 戰爭、種族問題、政治事件
2. 性別、濫用藥物、墮胎、貧窮、賭博、酗酒
3. 人類活動對自然環境的影響，如河水污染、機器噪音、油污
4. 社區發展、舊區保育、市區規劃

S-A206 童軍運動發展

研究一個有助童軍運動發展的課題，如童軍團集會形式、獎章制度、支部參與年齡、青年參與決策等，並提出建議。

S-A207 政制探究

完成（甲）及（乙）項

（甲）明瞭香港政府的組織及行政功能，分析現行政制的優劣。

（乙）旁聽一次立法會會議；或參加一次模擬立法會辯論，並簡單紀錄上述活動及作出反思。

S-A208 司法探究

完成（甲）及（乙）項

（甲）明瞭本港司法精神及架構，分析普通法及大陸法之異同。

（乙）到高等法院或區域法院旁聽審訊案件一次；或參加一次模擬法庭比賽，並簡單紀錄上述活動及作出反思。

S-A209（已失時效而刪除）

S-A210 環境教育

完成一個由區／地域／總會認許之「世界童軍環境教育訓練班（深資童軍）」。

S-A211 自然生態研究

透過參考書、訪問專業人士、有關自然生態課程或地質考察活動，探討一自然生態議題，如：生態平衡、物種消失、海洋污染等。

S-A212 共融大使

完成一個由總會認許之「共融大使」訓練班。

S-A213 社會服務機構探訪

探訪一間社會服務機構（如復康機構、幼兒中心），明瞭其理念、方法、服務和內部設施，並探討慈善機構及社會企業之區別。

S-A214 動物福利機構探訪

探訪一動物福利機構或動物診所，明瞭他們的理念、方法、內部設施和工作，簡單紀錄上述活動及作出反思。

自立項目（生活探討 - B組）

S-B201 專題研究

條件：須先完成S-A201至S-A214其中一項，可以選擇延續該範疇研究。
專題研究須包括事前計劃及研究報告。

研究範圍需與社會時事、升學、就業或童軍運動有關，例如：

1. 宗教信仰
2. 戰爭、種族問題、政治事件
3. 性別、濫用藥物、貧窮、墮胎、賭博、酗酒
4. 人類活動對自然環境的影響
5. 大學或專上學院
6. 不同職業或專業
7. 社區發展、舊區保育、市區規劃
8. 童軍運動發展

註：詳細計劃及研究要求請參閱《自立項目－專題研究指引》

S-B202 舉辦活動

條件：須先完成S-A201至S-A214其中一項，可以選擇以該題目舉辦活動。

就所研究範疇與其他青少年組成小組，舉辦活動，從而引起社會大眾對該問題之認識及關注。小組需撰寫計劃書，執行計劃，並於完成後檢討。

研究範圍需與社會時事、升學、就業或童軍運動發展有關，例如：

1. 宗教信仰
2. 戰爭、種族問題、政治事件
3. 性別、濫用藥物、貧窮、墮胎、賭博、酗酒
4. 人類活動對自然環境的影響
5. 大學或專上學院
6. 不同職業或專業
7. 社區發展、舊區保育、市區規劃
8. 童軍運動發展

註：詳細計劃及研究要求請參閱《自立項目－專題研究指引》

Self-Reliance

Self-reliance aims to develop programme planning ability and civic awareness of Venture Scouts to raise their personal qualities.



Self-reliance Achievement Badge -

The Self-reliance Achievement Badge is awarded upon completion of one module each in Group A of Interpersonal Relationship and Life Exploration.



Self-reliance Bar -

The Self-reliance Bar is awarded upon completion of one module each in Group B of Interpersonal Relationship and Life Exploration after completing the Self-reliance Achievement Badge.



Self-reliance Modules Chart:

Group	Module Code	Module Name
Interpersonal Relationship		
Group A	S-A101	Activity outside the Unit
	S-A102	Activity Assistance
	S-A103	Exchange Programme
	S-A104	Venture Scout Executive Committee Workshop
	S-A105	Venture Scout Meeting Procedure Workshop
	S-A106	Community Involvement
Group B	S-B101	Activity Planning
Life Exploration		
Group A	S-A201	Life Education
	S-A202	Research on Occupations
	S-A203	Research on Institutes of Higher Education
	S-A204	Research on Religions
	S-A205	Research on Social Issues
	S-A206	Research on Development of the Scout Movement
	S-A207	Research on Constitutional Affairs
	S-A208	Research on Judiciary
	S-A209	(Deleted as spent)
	S-A210	Environment Education
	S-A211	Research on Wildlife and Nature
	S-A212	Integration Ambassador
	S-A213	Visit to Community Service Agencies
	S-A214	Visit to Animal Welfare Agencies
Group B	S-B201	Project-based Learning
	S-B202	Organisation of Activity

Self-Reliance (Interpersonal Relationship–Group A)

S-A101 Activity outside the Unit

Participate in a conference, seminar, open forum or residential training course or activity, and share your experience with your assessor.

S-A102 Activity Assistance

Work with other Venture Scouts, Rover Scouts or teenagers in a small group to assist leaders or adults in planning an event or activity, e.g.: rundown, financial matters, other arrangements, to experience the importance of sharing responsibility. There is no restriction to the forms of activity. It can be a series of Unit meetings related to a particular theme, group activity, game stalls, fund-raising activity, service and etc.

S-A103 Exchange Programme

Complete one of the following items and share your experience with members of your own Unit:

1. Participate in an International or Mainland exchange programme with duration of not less than 3 days and 2 nights. Exchange programme refers to recognised International or Mainland exchange activities (inclusive of Jamboree and International Youth Forum). Venture Scouts can also choose exchange programmes of similar natures organised by other organisations, agencies or schools. However, travelling in the form of individual tour or sightseeing will not be accepted.
2. Accommodate one or more overseas Scouts or visitors for 3 days. Introduce the Hong Kong Scout Movement, local culture, famous tourist spots etc. to them. These 3 days can be done separately.

S-A104 Venture Scout Executive Committee Workshop

Complete a recognised Venture Scout Executive Committee Workshop. Become a member of the Venture Scout Unit Executive Committee for more than 6 months after completing the workshop. Briefly record and reflect on the work or activities assisted in.

S-A105 Venture Scout Meeting Procedure Workshop

Complete a recognised Venture Scout Meeting Procedure Workshop. Become a member of the Venture Scout Unit Executive Committee for more than 6 months after completing the workshop. Briefly record and reflect on the work or activities assisted in.

S-A106 Community Involvement

Participate in a recognised community service with not less than 20 hours in total. The service targets should not be Scouting units and the service should be nonprofit making in nature. Venture Scouts should keep good records of the services done for checking upon request.

Self-Reliance (Interpersonal Relationship–Group B)

S-B101 Activity Planning

Criteria: Before beginning the assessment of this module, Venture Scouts must have started any one module in Group A. This module can be completed before finishing Group A, but it will only be signed upon completion of the module in Group A.

Work with Venture Scouts of other Units, Rover Scouts or teenagers to organise a large-scale activity in the Association Headquarters, Regions, Districts, community centres or social welfare organisations. There is no restriction to the forms of activity. It can be a joint Unit meeting, company programme, fund-raising activity, joint activity with disabled persons or project held together with Rangers etc. Venture Scouts can seek advice and assistance from leaders or other persons, but should play a major role in planning and organising the activity.

Venture Scouts should consult the Venture Scout Leader, and apply and get approval from the respective District Commissioner or his/ her representative (The representative should normally be Assistant District Commissioner (Venture Scout)) at least 2 months before the activity. An activity plan should be submitted 1 month before the activity and a report (including distribution of work, rundown, financial report etc.) should be submitted within 1 month after the activity.

Self-Reliance (Life Exploration–Group A)

S-A201 Life Education

Participate in a seminar, course or workshop related to life education, e.g., time management, life planning, emotion management, finance management, health education, table manners etc., and share the contents and discuss the above activity with other persons. Venture Scouts can consider the following:

1. Discuss the related information with members of the Unit during a Unit activity.
2. Participate in a group discussion related to the activity with 4 to 6 persons. The duration should not be less than 30 minutes. Express your opinions about the activity.
3. Share your experience with non-Scout persons through presentation and briefly record and reflect on the above activity.

S-A202 Research on Occupations

Collect information about 2 kinds of occupations or professions. Find out the entry requirements, professional ethics, professional etiquette, culture and habits of the occupations/ professions, training opportunities, salaries, promotion opportunities and conditions of service.

S-A203 Research on Institutes of Higher Education

Visit at least 2 universities or institutes of higher education. Study and compare the education principles, characteristics, student activities, resources, programmes, scholarships, career prospects and furthering studies after graduation and etc.

S-A204 Research on Religions

Understand at least 2 different religious beliefs through attending religion seminars, reading religious reference books, visiting place of worship, participating in religious ceremonies, gatherings or similar activities.

S-A205 Research on Social Issues

Study a commonly discussed social issue, e.g.:

1. War, Race, Political Affairs
2. Gender, Drug Abuse, Abortion, Poverty, Gambling, Alcoholism
3. Impacts of human activities on the natural environment, e.g. water pollution, noise from machines, oil contamination
4. Community Development, Old Districts Preservation, Urban Planning

S-A206 Research on Development of the Scout Movement

Study a topic that helps the development of the Scout Movement, e.g. forms of Scout Troop meetings, award system, age of Sections, Youth Involvement in Decision Making etc., and give suggestions.

S-A207 Research on Constitutional Affairs

Complete (A) and (B).

- (A) Understand the organisation and administrative functions of the Government, and analyse the merits and demerits of the current constitutional affairs.
- (B) Observe 1 Legislative Council meeting; or participate in 1 mock Legislative Council debate, and briefly record and reflect on the above activity.

S-A208 Research on Judiciary

Complete (A) and (B).

- (A) Understand the heart and soul of and structure of Hong Kong Judiciary, and analyse the similarities and differences of Common Law and Civil Law.
- (B) Observe a trial in High Court or District Court; or participate in a mock trial competition, and briefly record and reflect on the above activity.

S-A209 (Deleted as spent)

S-A210 Environment Education

Complete a recognised World Scout Environment Education Course (Venture Scout).

S-A211 Research on Wildlife and Nature

Study a topic about wildlife and nature, e.g. ecological imbalance, extinction of species, marine pollution etc. through reading reference books, interviewing professionals, attending courses about wildlife and nature or site-visiting geology.

S-A212 Integration Ambassador

Complete a recognised Integration Ambassador Course.

S-A213 Visit to Community Service Agencies

Visit a community service agency (e.g. rehabilitation organisation, child centre), understand its missions, methods, services and facilities, and study the differences between charitable organisations and social enterprises.

S-A214 Visit to Animal Welfare Agencies

Visit an animal welfare agency or animal clinic, understand its mission, methods, facilities and work, and briefly record and reflect on the above activity.

Self-Reliance (Life Exploration–Group B)

S-B201 Project-based Learning

Prerequisite: Completion of any one module in Group A (S-A201 to S-A214).
 Venture Scouts can choose to do a project studying the same area selected in Group A as an extension.

The project includes a proposal and a report.

The research areas should be relevant to social affairs, study options, career prospects or development of the Scout Movement, e.g.:

1. Religious Beliefs
2. War, Race, Political Affairs
3. Gender, Drug Abuse, Poverty, Abortion, Gambling, Alcoholism
4. Impacts of human activities on the natural environment
5. Universities or Institutes of Higher Education
6. Different Vocations or Professions
7. Community Development, Old Districts Preservation, Urban Planning
8. Development of the Scout Movement

Remarks: For details and requirements of the project, please refer to “Self-reliance Project-based Learning Guidelines”.

S-B202 Organisation of Activity

Prerequisite: Completion of any one module in Group A (S-A201 to S-A214).
 Venture Scouts can choose to organise an activity related to the same area selected in Group A as an extension.

Form a group with other teenagers to organise an activity related to the selected area to raise public awareness. The group should write a proposal and an execution plan, and reflect on the activity upon completion.

The areas should be relevant to social affairs, study options, career prospects or development of the Scout Movement, e.g.:

1. Religious Beliefs
2. War, Race, Political Affairs
3. Gender, Drug Abuse, Poverty, Abortion, Gambling, Alcoholism
4. Impacts of human activities on the natural environment
5. Universities or Institutes of Higher Education
6. Different Vocations or Professions
7. Community Development, Old Districts Preservation, Urban Planning
8. Development of the Scout Movement

Remarks: For details and requirements of the project, please refer to “Self-reliance Project-based Learning Guidelines”.

責任

責任項目之設立旨在鼓勵深資童軍發揮所長，以己之所能，盡對社會的責任，並培養助人精神及社會歸屬感。



責任段章一

完成A組兩個單元，即可獲簽發責任段章。



責任金帶一

考獲責任段章後，完成B組一個單元，即可獲簽發責任金帶。



責任項目簡表：

組別	單元編號	單元名稱
A 組	R-A101	消防
	R-A102	急救
	R-A103	拯溺(I)
	R-A104	拯溺(II)
B 組	R-B201	志願服務
	R-B202	專門技能服務
	R-B203	童軍及社區服務

責任項目（A組）

R-A101 消防

完成由區 / 地域 / 總會認許之深資童軍消防訓練班。

R-A102 急救

持有有效的本會或其他根據香港法例《職業安全及健康規例》（第509章，附屬法例A）勞工處認可的三十小時急救課程證書。

R-A103 拯溺(I)

持有有效香港拯溺總會拯溺銅章或以上程度資格。

R-A104 拯溺(II)

持有有效香港拯溺總會泳池救生章、沙灘救生章或以上程度資格。

責任項目（B組）

成員必須完成時間總計不少於四十八小時的服務工作，其中不少於一半服務時數須為社區服務（服務對象為非童軍單位）。同時，童軍成員於進行B組項目時必須持有相關有效證書。

R-B201 志願服務

經常參與一項六個月或以上之服務。進行此項服務前須對服務對象及該服務所需之技能有一定程度的認識（如了解與失明人士或自閉症兒童的相處方法）。

該服務應持續進行九次或以上，而時間總計不少於四十八小時。此項目重點不在於深資童軍需要具備專門技能或持有相關專業資格之證書，惟該名深資童軍應學以致用，發揮所長，並持續參與相關服務，發揮助人精神。

服務對象可為青少年、老年人、病者或弱能人士等。此項服務可以通過教會（如主日學）、志願機構（如小童群益會）或其他社團進行，並可與外界青少年合作。深資童軍須保存一份服務紀錄，以備審核。

R-B202 專門技能服務

完成下列其中一項：

（甲）接受一項專門技能訓練並考獲相關證書，並以該項技能進行九次或以上的服務，而時間總計不少於四十八小時；或策劃並執行不少於三次有持續性的義務工作。該服務需在童軍單位外進行及不可為兼職或全職性質。深資童軍須保存一份服務紀錄，以備審核。服務範疇包括：

1. 教練
2. 活動導師
3. 裁判
4. 音樂或藝術導師及表演

參考證書資格：

由中國香港體育協會暨奧林匹克委員會轄下體育總會簽發的教練或裁判證書，如：香港拯溺總會拯溺教師證書、香港業餘游泳總會教練證書、香港獨木舟總會獨木舟教練證書、香港拯溺總會拯溺裁判證書、香港手球總會初級手球裁判證書；

或其他具高度認可的導師證書，包括：香港游泳教師總會游泳教師證書、香港繩網總會繩網教練證書、中國香港挑戰網陣協會高結構教練證書、英國皇家音樂試八級或以上或同等資歷等。

- (乙) 接受一項與救護、拯溺或家居護理有關的專門訓練並考獲相關證書，以該項技能進行九次或以上認許的服務；或策劃並執行不少於三次有持續性的認許救護或家居護理服務，而時間總計不少於四十八小時。該服務需在童軍活動外進行及不可為兼職或全職性質。深資童軍須保存一份服務紀錄，以備審核。

R-B203 童軍及社區服務

完成（甲）項及（乙）項

（甲）完成下列其中一項：

1. 完成下列其中一個訓練班，並在童軍單位內進行四次或以上認許的服務，而時間總計不少於二十四小時。惟所選服務內容必須具策劃及教導成份，而該項工作不得在所屬之深資童軍團進行及內容必須與進行的訓練有關，深資童軍須保存一份服務紀錄，以備審核。認可之訓練班：
 - (a) 領袖初級訓練班
 - (b) 深資童軍繩結及先鋒工程訓練班

地域或區會可以書面建議增補其他同類訓練班，總會將採納適合者列入上述名單內。
2. 參與本會海上活動中心的船隻維修工作三個月以上，多於四次的服務，或參與策劃一個不少於三次的持續性義務工作，而時間總計不少於二十四小時。深資童軍須保存一份服務紀錄，以備審核。

(乙) 從責任項目的B組中，選擇一項對象為非童軍單位的社區服務，進行服務四次或以上，或策劃及執行有持續性的服務一次或以上（如適用），總計服務時間則不少於二十四小時。

Responsibility

Responsibility aims to encourage Venture Scouts to help others, develop sense of community belonging and do their duties to the community with their abilities and skills acquired.



Responsibility Achievement Badge -

The Responsibility Achievement Badge is awarded upon completion of two modules in Group A.



Responsibility Bar -

The Responsibility Bar is awarded upon completion of one module in Group B after completing the Responsibility Achievement Badge.



Responsibility Modules Chart:

Group	Module Code	Module Name
Group A	R-A101	Fire Fighting
	R-A102	First Aid
	R-A103	Life Saving (I)
	R-A104	Life Saving (II)
Group B	R-B201	Voluntary Services
	R-B202	Expertise Services
	R-B203	Scout and Community Services

Responsibility (Group A)

R-A101 Fire Fighting

Complete a recognised Venture Scout Fire Fighting Course.

R-A102 First Aid

Be a holder of valid First Aid Certificate issued by Scout Association of Hong Kong, or other certificates of 30 hours First Aid courses recognised by Labour Department in accordance with Occupational Safety and Health Ordinance (Chapter 509).

R-A103 Life Saving (I)

Be a holder of valid Bronze Medallion issued by The Hong Kong Life Saving Society or qualifications of levels above.

R-A104 Life Saving (II)

Be a holder of valid Pool Lifeguard Award, Beach Lifeguard Award issued by The Hong Kong Life Saving Society or qualifications of levels above.

Responsibility (Group B)

Venture Scouts must complete service work of not less than 48 hours in total. Venture Scouts must spend at least one-half of the service hours in community services (with non-scouting units as service targets). Venture Scouts must be holders of valid certificates of relevant items when undertaking modules in Group B.

R-B201 Voluntary Services

Participate in a service project regularly for 6 months or above. Before committing to the service project, candidates should possess a certain level of knowledge about the service targets and skills needed (e.g. to understand the ways to get along with people with visual impairment or children with autism).

The service project should last for 9 times or above continuously and not less than 48 hours. The main focus of this module is to encourage Venture Scouts to apply what they have learnt and take part in related services continuously instead of simply obtaining certificates of relevant expertise or professional qualifications.

Service targets can be adolescents, elderly, patients, disabled persons and etc. The service project can be done with teenagers outside the respective Venture Scout Unit via churches (e.g. Sunday school), voluntary agencies (e.g. The Boys' & Girls' Clubs Association of Hong Kong) or other organisations. Venture Scouts should keep good records of the services done for checking upon request.

R-B202 Expertise Services

Complete either (A) or (B).

- (A) Receive 1 kind of expertise training and attain relevant certificates. Provide 9 times or above related expertise services with not less than 48 hours in total, or plan and implement continuous voluntary work for not less than 3 times. The voluntary work should be non-profit making in nature. Venture Scouts should keep good records of the services done for checking upon request. Service can be done as:

1. Coaches
2. Trainers, Mentors
3. Referees, Judges
4. Music or Magic Instructors and Performers

Certificates of Qualification for reference:

Coaching or Referee Certificates issued by Sports Associations recognised by Sports Federation & Olympic Committee of Hong Kong, China, e.g.: Teacher Certificate issued by The Hong Kong Life Saving Society, Coaching Certificate issued by Hong Kong Amateur Swimming Association, Kayak Instructor Certificate issued by Hong Kong Canoe Union, Referee Certificate issued by The Hong Kong Life Saving Society, Junior Referee Certificate issued by Handball Association of Hong Kong;

Or other highly recognised instructor/ coaching certificates, including: Swimming Teacher Certificate issued by Hong Kong Swimming Teachers' Association, Rope Course Instructors Certificate issued by Rope Course Union of Hong Kong, High Event Instructor Certificate issued by Challenge Course Association of Hong Kong, China, Grade 8 Practical Examinations of ABRSM or above or equivalent qualifications etc.

- (B) Receive 1 kind of expertise training related to ambulance service, lifesaving or home nursing and attain relevant certificates. Provide 9 times or above related expertise services, or plan and implement recognised and continuous ambulance home nursing service for not less than 3 times and at least 48 hours in total. The services should be done outside Scouting activities and should not be part-time or full-time work in nature. Venture Scouts should keep good records of the services done for checking upon request.

R-B203 Scout and Community Services

Complete (A) and (B).

- (A) Complete one of the following items:

1. Complete one of the following training courses and undertake 4 or more recognised services in Scouting with not less than 24 hours in total. However, the selected service item must consist of planning and instructing and be related to on-going training, and it must not be done in respective Venture Scout Unit. Venture Scouts should keep good records of the services done for checking upon request. Recognised training courses are:

(a) General Information Course

(b) Venture Scout Knotting and Pioneer Training Course

Regions and Districts can suggest other similar training courses in writing. The Association Headquarters will include the appropriate courses into the above list.

2. Participate in ship repair work in sea activity centres of the Association for more than 3 months and more than 4 times of service, or take part in planning continuous voluntary work that lasts for not less than 3 times and at least 24 hours in total. Venture Scouts should keep good records of the services done for checking upon request.

- (B) Choose 1 kind of community services in Group B of Responsibility section. The service targets should not be Scouting units. Candidates should participate in 4 times of service or above, or plan and implement continuous service 1 time or above (if applicable), with not less than 24 service hours in total.

活動

活動項目之設立旨在透過有進度性之童軍技能項目，訓練深資童軍在童軍技能上達至青少年成員之最高標準；並促進深資童軍陶冶性情和鍛鍊良好體魄。

活動項目共分三個範疇：「童軍技能」、「個人興趣」及「體育技能」，深資童軍必須完成深資童軍獎章及榮譽童軍獎章三個項目之考核，方考獲活動項目之段章及金帶。

「童軍技能」不設選修分項，深資童軍必須完成所有分項考驗。

「個人興趣」共分兩大類，分別以成員經常從事（為期不少於三個月及時數不少於十二小時）該項個人興趣項目作考核；及熟悉該項目之理論、原理及實習。

「體育技能」共分兩大類，分別以成員經常從事（為期不少於三個月及時數不少於十二小時）該項體育技能項目作考核；及熟悉該體育項目之理論及原理或於該項目獲取專業運動資格。

活動段章一

完成下列三個範疇即可獲簽發活動段章一



1. 完成「童軍技能」內單元A-101原野生活知識及單元A-102先鋒工程（知識及技巧）。
2. 完成「個人興趣」內任何一個單元。
3. 完成「體育技能」內任何一個單元。

活動金帶一

完成下列三個範疇即可獲簽發活動金帶一



1. 完成「童軍技能」內單元A-103露營技藝及營務工作及單元A-104先鋒工程（實踐）。
2. 完成「個人興趣」內任何一個單元（不可重覆活動段章所選之項目）。
3. 完成「體育技能」內任何一個單元（如在活動段章所選單元之性質是以經常從事之體育技能作考核，深資童軍可重覆該項目，以達至為期不少於六個月及時數不少於二十四小時）。

為提供更具彈性之訓練系統，在不違反進度性獎章之精神下，深資童軍可因應個人之進度計劃作出以下安排：

1. 以上三個範疇之進度可以獨立進行，例如一深資童軍已完成活動段章內的「個人興趣」，但並未完成「體育技能」及「童軍技能」，該名深資童軍可繼續進行金帶內的「個人興趣」；及
2. 深資童軍在未完成活動段章內的「童軍技能」範疇之內容時，可開始進行該範疇之金帶內容，惟進行單元A-104先鋒工程（實踐）前必須已完成單元A-102先鋒工程（知識及技巧）。

惟活動金帶須於活動段章完成後才獲簽發。

活動項目簡表

單元編號	單元名稱
童軍技能	
A-101	原野生活知識
A-102	先鋒工程（知識及技巧）
A-103	露營技藝及營務工作
A-104	先鋒工程（實踐）
個人興趣	
A-203	飛行
A-204	跳傘
A-205	獨木舟建造
A-206	飛機及直升機飛行員理論
A-207	天象
A-208	護養
A-209	釣魚
A-210	林務
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A-229	演辯
A-230	溜冰
A-231	魔術
A-232	時裝裁剪
A-233	自家烘焙
A-234	收音機製造
A-235	海上活動—水手長
A-236	海上活動—副舵手
A-237	海上活動—舵手
A-238	航空活動—初級空勤員
A-239	航空活動—中級空勤員
A-240	航空活動—高級空勤員

單元編號	單元名稱
體育技能	
A-301	運動I / 球類活動
A-302	運動II / 水上活動（競技性）
A-303	運動III
A-304	射擊
A-305	氣手鎗射擊
A-306	野外定向
A-307	箭術
A-308	獨木舟（非競賽性）
A-309	單車（非競賽性）
A-310	馬術
A-311	風帆（非競賽性）
A-312	體適能訓練

備註：領袖、區會或地域可隨時以書面建議增添其他活動項目的「個人興趣」及「體育技能」的單元，其基本條件是該新項目必須符合相關範疇的性質。符合資格的單元將以A-999（該批准項目），有關內容將上載於總會網頁供成員、領袖、區會及地域參考。

活動項目（童軍技能）

A-101 原野生活知識

完成（甲）及（乙）項

（甲）完成下列各項：

1. 正確使用摺刀，利用天然材料製作餐具，並以之食用第2項所列的食物。
2. 用不超過十支火柴及天然物品生火，並以原野烹飪方法（不用任何炊具）烹調下列食物：
 - (a) 以食物作器皿的蛋，例如：洋蔥蛋及薯仔蛋
 - (b) 一種家禽，如雞、鴨、鵠
 - (c) 魚
 - (d) 麵粉團
 - (e) 米
 - (f) 水

（乙）完成下列其中一項：

1. 運用反射爐、煙燻爐、紙烤箱或泥坑箱，以烘焙方法，製作以下其中一種：麵包、蛋糕、餅乾、西餅、薄餅、泡芙。
2. 以自製鋁罐酒精爐，煮熟一種肉類及烹調一種飲品，例如：湯、羹。
3. 製作一個天然遮蔽處，並在內度宿一晚。
4. 用簡單工具把海水化淡或污水過濾。
5. 以鑽木方式或運用鎂棒與火石生火。

A-102 先鋒工程（知識及技巧）

透過完成一個由區／地域／總會認可的「深資童軍繩結及先鋒工程訓練班」，完成下列各項：

1. 熟習使用及展示應用於先鋒工程的繩結、編結、織結和繩端結：包括平結、錨結、接繩結、雙接繩結、雙套結、三套結、稱人結、繫木結、縮繩結、曳木結、漁人結、椅結、貓爪結、繩耳上之稱人結、活稱人結、馬賊結、八字結、西班牙稱人結、吊板結、滑輪代用結、四方編結、十字編結、八字編結、接棍編結、剪立編結、繩端織結、牛眼織結及帆工繩端結。
2. 認識及展示基本先鋒工程用具的使用和護理方法，包括竹、棍杆、滑輪、刀、鋸、斧及鐵鏟；及認識使用上述各種用具的安全措施。
3. 認識以下先鋒工程技術：
 - (a) 轆轤及滑輪。
 - (b) 用細繩將滑輪掛鈎的鈎口封住。
 - (c) 將一個滑輪縛在樹幹或粗棍上。
 - (d) 應用在不同土質及不同類型先鋒工程上的基本樁臺：單柱樁臺、2-1 樁臺法、3-2-1 樁臺法、「死佬」（埋藏）樁臺法、粗樹杆連木柱樁臺法。

- (e) 槓桿原理。
- (f) 運用套拉繩方法扯拉或垂下粗重的圓桶形物體。
- 4. 認識以下先鋒工程注意事項：
 - (a) 各類適合先鋒工程使用之人造纖維或天然纖維製的繩纜的主要特性。
 - (b) 示範怎樣保養及網捲繩纜。
 - (c) 估計繩纜之狀況及所能承受之力量。
 - (d) 先鋒工程的潛在危險（如漠視領導人之指示、不守紀律、誤用工具或繩結及編結超越負荷、人造纖維繩纜在斷裂時所造成的危險等）。

註：詳細課程大綱請參閱本訓練綱要附錄的「深資童軍繩結及先鋒工程訓練班」。

A-103 露營技藝及營務工作

完成下列各項內容：

1. 完成一次兩日一夜固定露營活動，營前一個月呈交小隊計劃書，並在營後一個月內呈交個人露營紀錄。
2. 熟習各項露營技藝及營務工作：
 - (a) 營地選擇及營區分配
 - (b) 個人及小隊裝備清單及保養
 - (c) 營帳及天遮架搭
 - (d) 各項營地紮作（包括廚具架、梳洗用品架、鞋架、衣物架等）
 - (e) 食物儲藏及烹飪
 - (f) 衛生措施
 - (g) 爐具運用
 - (h) 食水處理
 - (i) 廢物處理
 - (j) 露營節目之編排（包括營火會組織）

註：詳細考驗要求請參閱本訓練綱要附錄的「露營技藝及營務工作考驗指引」。

A-104 先鋒工程（實踐）

條件：須先完成A-102先鋒工程（知識及技巧）

聯同其他三至五位深資童軍：

1. 完成下列任何兩項先鋒工程：
 - (a) 橋：利用繩索及竹完成長度及高度均不少過1.5公尺之橋一座。（選擇項目請參考先鋒工程選擇項目）
 - (b) 瞭望台：利用竹及繩完成高度不低於4公尺之瞭望台一座。（選擇項目請參考先鋒工程選擇項目）
 - (c) 空中滑輪索橋：利用繩索完成長度不少於8公尺之空中滑輪索橋一座。
2. 於活動前呈交小隊計劃書；每人就擬建之先鋒工程，各自製一個合比例的模型；並在活動後一個月內呈交先鋒工程活動紀錄。

註：詳細考驗要求請參閱本訓練綱要附錄的「先鋒工程（實踐）考驗指引」。

先鋒工程選擇項目

(參考童軍技能評審計劃(SAS)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
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

活動項目（個人興趣）

A-203 飛行

考獲飛行章。

註：

1. 有關之考核要求請參閱總會最新通告。
2. 本單元不適合已經以單元「A-206 飛機及直升機飛行員理論」作為此段章「個人興趣」考驗之深資童軍。

A-204 跳傘

考獲跳傘章。

註：有關之考核要求請參閱總會最新通告。

A-205 獨木舟建造

完成下列其中一項內容：

1. 完成一個認可之獨木舟建造訓練班。
2. 完成下列四項：
 - (a) 明瞭獨木舟各部份的名稱及功能。
 - (b) 對建造獨木舟用具及材料之準備、選購、用途及保養等有相當之認識。
 - (c) 在必要的指導及協助下，統籌建造一艘獨木舟。
 - (d) 呈交一本建造獨木舟詳細紀錄簿，內容應包括工作時數、所用工具及材料、價格及建造過程。紀錄應採用日記方式。

A-206 飛機及直升機飛行員理論

完成下列各項內容：

1. 認識各類飛機及直升機之機種發展及特性。
2. 認識飛機及直升機師之飛行實習培訓內容。
3. 懂得飛機及直升機飛行原理，包括航空動力學、各種飛行儀表的使用、活塞式引擎、噴射引擎及渦輪軸引擎之運作原理。
4. 懂得飛機師及直升機師進行越域導航飛行前之飛行模擬計劃。

註：本單元不適合已經以單元「A-203 飛行」作為此段章「個人興趣」考驗之深資童軍。

A-207 天象

完成下列各項內容：

1. 描述下列各項天文觀測概念：
 - (a) 中國星座和西方星座。
 - (b) 太陽、月球、恆星和行星在天球上的運動及其觀測特徵。
 - (c) 日食、月食、凌日、流星雨及深空天體。
 - (d) 觀星禮儀。
2. 對太陽系中各天體有基本認識，並指出地球在太陽系中的獨特性。

3. 就以下其中一項天文概念作專題研習：
 - (a) 中國古代天文儀器。
 - (b) 恆星光譜。
 - (c) 恆星演化。
 - (d) 近期天文學之新發展或研究。
4. 概述宇宙的結構及其演化。
5. 在夜空中使用星圖辨別三個或以上星座。
6. 懂得以星座辨別方向。
7. 能說出光污染及其他環境因素對天文觀測的影響，並列舉有助減少光污染的方法或措施。
8. 製作一種可用作安全觀測太陽的器具。
9. 能說出天文望遠鏡之功用、原理及種類。
10. 完成以下其中一項：
 - (a) 參加兩次分別在不同季節舉行的晚間戶外觀星活動；在活動中進行簡單天文攝影。
 - (b) 計劃及舉行一次特別天文現象的觀測活動。

A-208 護養

完成下列各項內容：

1. 明瞭護養的目的和認識在本港推行護養工作的機構。
2. 認識水成岩、變質岩和火成岩的特徵，並舉例解釋其用途。
3. 認識五種不同的土壤和明瞭土壤侵蝕的主要原因。
4. 明瞭水循環，以及比較雨量過多和天旱的影響。
5. 解釋水及空氣污染的原因及影響，並闡述控制之法。
6. 明白動物、植物及人類互相倚賴而存。
7. 舉出四個自然環境受到損害和破壞的事例，其中兩個事例需與工業發展有關；並闡述有效防範之護養方法。
8. 在兩處不同地方，分別進行一項為期最少2天的戶外調查，其一必須為公眾經常使用的地方。實地觀察須在星期六或星期日進行，而調查報告應附有簡圖及包括下列綱目：
 - (a) 過去及現在的土地使用情形。
 - (b) 美化及康樂價值。
 - (c) 野生動植物的護養。
 - (d) 不同土地使用者的衝突。

註：此項調查工作，可與其他深資童軍共同進行。
9. 熟悉本港漁農自然護理署所進行的土壤護養工作。
10. 參加一項為期最少一日，並由專家主持的自然護養事工。

A-209 釣魚

完成下列各項內容：

1. 認識以下各項：
 - (a) 水上安全規則。
 - (b) 本港水塘釣魚守則：水塘可供釣魚的季節及准許漁獲的魚類、數量及尺碼。
 - (c) 在本港水域內（包括水塘）的釣魚方法。
 - (d) 任何一種為本港漁民所採用的捕魚方法。
 - (e) 釣取不同魚類的方法及在各種情況下的釣魚方法。
 - (f) 如何選擇適當的魚鉤及魚餌。
 - (g) 魚竿、絲轆及魚絲的選擇。
 - (h) 魚竿的構造原理，並示範簡單修理魚竿的技術。
 - (i) 釣魚時所使用的基本繩結。
 - (j) 天氣及潮汐。
2. 曾在三個月內，有八次釣取鹹水或淡水魚的經驗，並呈交一本個人釣魚紀錄冊，內載有每次釣魚所獲數目、種類、尺碼、所用魚餌、天氣及水面情況。

A-210 林務

完成下列各項內容：

1. 能在冬天及夏天辨認出二十種樹木；並能從植物特徵辨認樹木。
2. 明瞭山火、霜雪、病害、蟲蟻及其他動物對植物所造成的傷害，和研究消除之法。
3. 懂得培植樹木的方法及程序，並闡述其理由。
4. 成功移植一棵小樹，及懂得處理幼樹損傷。
5. 知道怎樣選擇、使用和保養斧頭，並熟悉使用的安全規則。
6. 闡述樹林在保護土壤、培養肥力、調節流水、控制野生物及康樂的價值。
7. 在林務專家指導下從事一項林務工作，如植樹、收集樹苗、改善林區或控制森林野生動物。

A-211 園藝

完成下列（甲）、（乙）及（丙）項內容：

（甲）實地工作

完成第1至3項，或完成第4項：

1. 開墾一小塊土地連續三個月以上，栽培出1種以上的室內植物。
2. 培植下列任何三種花卉 / 植物：
 - (a) 球莖植物
 - (b) 顯花灌木
 - (c) 蔬菜
 - (d) 花圃
 - (e) 草本植物
 - (f) 果樹

3. 剪裁上述植物的幼苗，將之移植於花盆或空地上，並施以適當肥料。
4. 完成下列任何兩項：
 - (a) 修剪灌木或花卉。
 - (b) 三種不同的接枝法。
 - (c) 種植至少一種植物。
 - (d) 栽培一種特別花卉或蔬菜，如碗豆、菊花、牡丹、蔓科植物、芹菜等。
 - (e) 示範三種園藝技巧，如分盆、移植及高取法。

(乙) 紀錄

呈交實地園藝工作及訪問參觀的紀錄冊。

(丙) 理論

完成第1至2項，或完成第3項：

1. 懂得保持正常的種植環境：了解除草的重要性、辨別益蟲與害蟲、認識常見疑難。
2. 研究下列三類花卉：一年生、兩年生及多年生。
3. 認識使植物正常生長所需的條件，如肥料、陽光、溫度和水。

A-212 業餘無線電

完成下列各項內容：

1. 認識業餘無線電的目的。
2. 知道業餘無線電的參與方法。
3. 具有下列知識：
 - (a) 業餘無線電電台呼號；
 - (b) 業餘無線電牌照的限制；
 - (c) 國際發音字母；
 - (d) 業餘無線電頻道分配。
4. 最少懂得十二個國際「Q」碼。
5. 具有下列基本電氣及電子知識：
 - (a) 歐姆定律。
 - (b) 簡單半導體、電阻及電容原理。
 - (c) 簡單電阻及電容計算。
 - (d) 基本電路符號。
 - (e) 簡單收音機原理。
 - (f) 簡單發射機原理。
6. 明白業餘無線電紀錄簿的紀錄方法。
7. 熟悉甚高頻及高頻通信機的操作。
8. 熟悉政府對業餘無線電通訊器材的管理法令。
9. 最少與本地及海外業餘無線電台通信五十次，所有通訊均需有良好之紀錄，而收到之通信紀錄卡均需呈交。

A-213 書法

完成下列各項內容：

1. 熟悉篆、隸、楷及行草書的書寫技巧。
2. 熟悉五指執筆法及運用。
3. 認識漢字的結構美。
4. 懂得書法源流歷史，分析及臨摹歷代經典法帖。
5. 認識不同古代大師的書法作品。

A-214 陶藝

完成下列各項內容：

1. 認識基本的陶瓷成形法和裝飾法。
2. 認識陶瓷藝術的歷史及發展。
3. 懂得利用拉坯拉出圓形的坯體，用修坯、手捏及不同的工具，製作出自己的作品。
4. 懂得利用坯體結合作品，坯體變形等深一層的陶瓷技巧。

A-215 繪畫

完成下列各項內容：

1. 深入研究以下其中一種媒介：
 - (a) 油彩
 - (b) 水彩
 - (c) 粉彩
 - (d) 塑膠彩
 - (e) 水墨
2. 認識該種媒介之特性。
3. 認識兩位以該種媒介繪畫之著名藝術家，分析及分享其風格特色。
4. 以該種媒介完成兩件作品，並分享創作意念及當中之技巧。

A-216 雕塑

完成下列各項內容：

1. 認識雕塑之歷史及發展。
2. 懂得雕塑之基本技巧及手法。
3. 認識以不同材料製作雕塑之好處及特色。
4. 熟悉不同風格之雕塑設計。
5. 自行完成一項雕塑，並與其他人分享該作品之技巧、個人風格及希望表達之意。

A-217 平面設計

完成下列各項內容：

1. 認識視覺語言及視覺概念元素之空間效果。
2. 掌握色彩與不同形象元素的組合及變化。
3. 能操作基本平面設計電腦軟件（例如：Illustrator、Photoshop）。
4. 懂得控制及運用色調。
5. 展示一項自己創作的字體設計。

A-218 絲網印刷

完成下列各項內容：

1. 熟習直接印法、去色印法和抗染印法。
2. 認識用來製網架的木料和金屬的特性。
3. 認識至少五種製網用的布料。
4. 示範至少兩種上網的方法。
5. 示範至少兩種印網的方法。
6. 知道如何硬化和堅固網板。
7. 知道膠刮子的形狀、應用角度、力度和移動速度對印網的影響。
8. 知道兩種固色的方法。
9. 知道下列其中兩種印刷的配方，並示範其技術：
 - (a) 棉布顏料多色印法。
 - (b) 棉布染料多色印法。
 - (c) 化學纖維或棉混合布顏料多色印法。

A-219 民政

完成下列各項內容：

1. 呈交一幅地圖，顯示與旅部距離最近的民政事務處，並指出主要政府服務機構：如醫院、消防局、警署、政府各部門、學校及圖書館等的所在地。
2. 認識香港特區政府之行政體系，包括行政長官、政務司司長及民政事務局局長之職權。
3. 認識香港的立法程序及闡述香港司法機關的工作。
4. 熟悉本港歷史。
5. 闡述由政府及志願團體提供社會福利服務的情況。
6. 熟悉過去六個月的國際及本港大事。

A-220 電腦

完成(甲)或(乙)其中一項：

(甲) 網站建構

1. 認識建構網頁的各項考慮因素。
2. 對連接互聯網、互聯網運作的概念和技術有基本認識，包括服務供應商的角色、連接及使用的方法和領域名稱與領域名稱伺服器的應用。
3. 了解在家中、學校或旅部裝置電腦網絡的基本要求。
4. 建立一特定主題，包括有互動及特別效果的動態網頁的網站，並上傳至萬維網，以供瀏覽。設計時應考慮資訊組織、適當設置連結／表／框／多媒體元素、顏色配搭、背景設計、字體大小及款式等，以便瀏覽。

(乙) 軟件編程

1. 認識良好的程式編寫風格之重要性，例如使用有意義的變量名稱、註譯、註解、空位及縮排等。
2. 對布爾邏輯（AND, OR, NOT）及真假值表有基本認識。
3. 明瞭解決問題的過程（釐清問題、問題分析、設計算法、構擬解決方法、除錯和測試及文件編製）。
4. 利用其中一種電腦語言，運用變數、各種運算子及流程控制指令等，編寫一個特定的程式（須具備輸入及輸出設計）。

A-221 攝影

完成下列各項內容：

1. 呈交一套十二幅的相片，表達一個連環動作。其中包括：
 - (a) 一張20厘米乘25厘米（8吋乘10吋）相片，表達該動作之高峰。
 - (b) 一張以多次曝光法製成的連環動作相片。
 - (c) 照片調色法。
2. 運用罐中顯影法，沖晒一卷底片。
3. 懂得底片的整理技術，包括蝕刻和修補法。
4. 懂得最少六種放大相片的技術。
5. 示範相片修飾法。
6. 示範在不同光源下（包括陽光，射燈和閃光燈），及使用適當的濾光鏡，產生各種特別效果。
7. 闡述各類尺碼底片的優點。
8. 運用搖鏡方法拍攝一張20厘米乘25厘米（8吋乘10吋）相片。
9. 認識照片構圖的基本原則，和人造造型的燈光擺設。

A-222 數碼攝影

完成下列各項內容：

1. 闡述及比較各類數碼相機及記憶媒體的優點及缺點。
2. 闡述及比較各類數碼相片儲存格式的優點及缺點。
3. 懂得最少四種輸出數碼相片的途徑。
4. 懂得數碼相機的攝影設定，包括拍攝模式、白平衡、焦距、對焦模式、測光模式、快門設定、相片風格等。
5. 認識構圖的基本原則。
6. 闡述各類鏡頭及濾鏡的作用及產生的效果。
7. 認識至少兩種相片管理及處理的軟件，並以其中一種軟件示範修飾相片。
8. 呈交一份不少於二十張相片的作品集，並符合以下要求：
 - (a) 涵括至少五種題材，如風景、人像、建築、寵物、花鳥蟲魚、大型活動、創意、藝術、紀實及黑白等。
 - (b) 運用並註明至少三種常見的攝影技術，如追焦攝影法、包圍曝光、曝光變焦拍攝法、光影塗鴉等。
 - (c) 使用至少三種構圖法。
 - (d) 運用至少一種軟件修飾相片常見瑕疵，如消除紅眼、抑制雜訊等。
 - (e) 運用至少一種軟件為相片製作特別效果，如移軸效果、魚眼效果、柔焦效果、連環動作相片、高動態範圍（HDR）等。

A-223 電影理論及拍攝技巧

完成下列各項內容：

1. 探討及闡述各種電影理論之發展、特點及呈現方式。
2. 懂得拍攝各種短片之分鏡技巧，攝影機鏡頭運用及燈光氣氛營造等。
3. 展示自己製作不少於二十分鐘之短片作個人或小組經驗分享。

A-224 話劇

完成下列各項內容：

1. 認識話劇的特點，及與其他戲劇之分別。
2. 懂得運用身體語言、面部表情及聲線表達情感。
3. 懂得舞台化妝技巧。
4. 認識下列各項幕後工作的功能：
 - (a) 燈光
 - (b) 音響
 - (c) 佈景設計
 - (d) 服裝設計
 - (e) 道具製作及資料搜集
 - (f) 舞台監督
 - (g) 導演
5. 曾參與一個劇本創作。
6. 曾參與一齣十五至二十分鐘的短劇排練及演出。

A-225 語言

完成下列各項內容：

1. 對所學語言之字彙、發音、文法有顯著的進步和對該地的風土人情有更深的認識。
2. 提交證明以顯示有關學習該種語言的情形，如參加興趣小組之紀錄、自學語言的唱片及自修書籍等。
3. 提交利用所學語言與外國筆友通訊的信件，曾發出函件之副本及回信亦須一併呈閱。通訊所用的文字可酌量滲入英文／中文，以幫助表達個人思想，但盡可能多用所習的語文。

註：選擇本項活動者應注意，在學校中所學習有關語言的時間與課程，雖對個人進度有幫助，但不能作為審核的範圍。在開始時，深資童軍無需對所選的語言有任何認識，而審核之標準亦無硬性規定，祇是以個人學習該語言時間內（不能少過六個月）之進度為依據。

A-226 氣象

完成（甲）及（乙）項

（甲）完成下列其中一項內容：

1. 完成一個由區／地域／總會認許之深資童軍氣象課程（如研習班、訓練班等）。
2. 完成以下各項：
 - (a) 明瞭大氣層的結構，並對大氣環流有所認識。
 - (b) 描述各種天氣測量儀器的操作原理，以及懂得分析童軍自動氣象站的數據。
 - (c) 詮釋天氣圖及辨認有關的天氣系統。
 - (d) 明瞭天氣與氣候的分別，熟悉本港氣候特徵、天氣報告術語、預警系統及相應之預防措施。
 - (e) 描述在各種惡劣天氣下，進行戶外活動時對身體的影響，並為深資童軍團活動制訂惡劣天氣應變措施。
 - (f) 認識中國民間氣象知識，例如廿四節氣、天氣諺語等。
 - (g) 辨認各種雲的種類，並描述各種雲的形成過程及相關的天氣概況。
 - (h) 利用天氣圖、衛星圖、雷達圖及各種氣象資料，預測短期天氣。
 - (i) 認識全球氣候變化的各種原因及威脅。

（乙）完成一個不少於三個月的氣象專題研習。

A-227 音樂

完成下列其中一項內容：

1. 合唱
 - (a) 為一個認可合唱團的成員，如學校合唱團，經常參加合唱團練習三個月以上；或經常參加獨唱及二重唱練習，並能公開演唱。
 - (b) 熟習基本樂理及能閱讀樂譜（相當於皇家音樂學院樂理考試五級程度）。
 - (c) 認識清唱曲、詠嘆調及神劇，並各舉出三個例子。
 - (d) 與主考人討論最近在播音節目、電視節目或音樂會中的歌唱演出，並討論著名聲樂家及其音樂成就。
2. 器樂
 - (a) 經常練習一件中或西樂管絃樂器（不包括無音高敲擊樂器）三個月以上，並能公開演奏。
 - (b) 熟習基本樂理及能閱讀樂譜（相當於皇家音樂學院樂理考試五級程度）。
 - (c) 認識奏鳴曲、協奏曲、神劇及交響曲，並各舉三個例子。
 - (d) 與主考人討論最近在播音節目、電視節目或音樂會中聆聽的演出，並討論著名演奏家及其音樂成就。
3. 民謠樂
 - (a) 完成下列其中一項：
 - i. 經常練習民歌三個月以上，不論清唱或樂器伴奏（五絃琴、六絃琴（結他）、八絃琴），並能公開演出；或
 - ii. 經常練習演奏一件民謠樂器，如：五絃琴、六絃琴、八絃琴、口琴、手風琴或其他民謠樂器，並能公開演出。
 - (b) 熟習基本樂理及能閱讀樂譜（相當於皇家音樂學院樂理考試五級程度）。
 - (c) 與主考人討論所喜歡民謠的類型，及喜愛的民歌手或作曲家的風格，並講出喜歡的原因。
4. 合奏
 - (a) 為一樂隊成員三個月以上，如學校樂隊、童軍樂隊、救世軍樂隊或其他機構樂隊。
 - (b) 經常參加樂隊練習及演出。
 - (c) 熟習基本樂理及能閱讀樂譜（相當於皇家音樂學院樂理考試五級程度）。
 - (d) 熟習及示範演出任何一種管絃樂器或步操樂隊樂器，包括腰鼓、中音鼓、低音鼓或號角等。

A-228 集郵

完成下列各項內容：

1. 能正確地從紙上浸脫郵票和清除背膠。
2. 能正確地將郵票放入集郵簿上，如小心使用貼票膠紙。
3. 能分辨各種貼票膠紙的品質，避免使用有過久黏附性的膠紙。
4. 能對冊頁及票品作適當編排與說明（如排列平衡或對稱圖案）。
5. 從集郵票簿中取出任何一頁，用五分鐘時間闡述個人對該頁郵票的心得。
6. 呈交已收集超過200個郵票，並經過整理的集郵簿，顯示個人所收集的對象和範圍，如：
 - (a) 收集某一個國家的郵票。
 - (b) 收集某一組國家的郵票。
 - (c) 收集某一類形的郵票。
 - (d) 收集某一個專題郵票。
7. 知道如何量度齒孔，和闡述最少兩種使用齒孔的原因。
8. 在一些印有地名的郵票上，分辨該地的名稱和所在。
9. 懂得使用郵票目錄或年鑑。
10. 分辨出郵票設計之主題，如工業及農業等。
11. 分辨出不同國家郵票的水印。
12. 知道萬國郵政聯盟宗旨。
13. 在個人郵票簿每頁上，白手書寫有關郵票的說明。

A-229 演辯

完成下列各項內容：

1. 能當眾宣佈執行委員會所擬定的計劃，如遠足計劃。
2. 懂得：
 - (a) 介紹一位講者。
 - (b) 致謝詞。
 - (c) 致詞歡迎一位特別嘉賓。
3. 選擇一題目，演講十至二十分鐘，顯示能簡潔而有條不紊地表達個人思想和意見。懂得準備一份演辭，並知道在演講時須有精闢的引言、明確綱目、和有建設性的結論。
4. 能即席就任何題目，演講五分鐘以上。
5. 認識辯論會與座談會兩者之間的不同目的和技巧。
6. 能引導一個四至六人小組，作專題討論，並能簡潔地作總結。

A-230 溜冰

完成下列各項內容：

1. 認識溜冰運動之歷史及發展。
2. 認識溜冰正確姿勢。
3. 能單獨做出以下溜冰動作：
踏步前行、單腳滑行、雙腳滑行、葫蘆式滑行及雙腳蛇形倒後滑行等。

A-231 魔術

完成下列各項內容：

1. 認識魔術的定義、歷史、常識及戒條。
2. 運用三款不同道具示範十個魔術作出最少一次公開魔術表演。

A-232 時裝裁剪

完成下列各項內容：

1. 懂得使用及保養衣車。
2. 認識及熟習量身法。
3. 自行縫製以下其中一款時裝：
基本上衣（背心）、簡單連衣裙、A字裙、多款半截裙、新款恤衫、褲、寬袖衫或各種衣領衫裙等。

A-233 自家烘焙

完成下列各項內容：

1. 闡述家居焗爐的使用與保養方法。
2. 闡述家居焗爐烹調食物的優點與缺點。
3. 懂得運用最少四種烘焙用具。
4. 能理解及應用食物標籤的基本內容。
5. 認識食物的基本營養素及其重要性。
6. 認識處理食物的基本原理、安全衛生知識及儲存方法。
7. 認識選購食物的基本原則及材料量度方法。
8. 設計一個以焗爐為主要炊具，合二至四人份量的餐單，並示範烹調。菜式包括：
 - (a) 主菜：例如芝士焗薯或公司三文治等。
 - (b) 飲品：例如什果賓治、奶昔或鮮果汁等。
 - (c) 甜品：例如鬆餅、燉蛋或英式鬆糕（English Trifle）等。
 - (d) 蛋糕：例如黑森林蛋糕等。

A-234 收音機製造

完成下列各項內容：

1. 認識直流電路的理論：
 - (a) OHM'S定律。
 - (b) KIRCHHOFF'S定律。
 - (c) THEVENIN'S定律。
2. 認識交流電路的理論：電阻、電容、電感之組合線路、相向量、阻抗及電抗。
3. 明白晶體管的放大及震盪理論；能闡述晶體管偏壓、RC耦合及變壓器耦合之分別、正回輸、負回輸。
4. 對調幅及調頻系統有認識，並闡述兩類接收系統。
5. 製造一個簡單的無線電話，或超外差式晶體管收音機。

A-235 海上活動—水手長

考獲水手長章，只供進行段章考驗者進行。

註： 1. 只供段章考驗之深資童軍進行。

2. 若深資童軍於童軍支部時已考獲水手長章，則不能以此單元作為考核項目。

A-236 海上活動—副舵手

考獲副舵手章。

A-237 海上活動—舵手

考獲舵手章。

A-238 航空活動—初級空勤員

考獲初級空勤員章。

A-239 航空活動—中級空勤員

考獲中級空勤員章。

A-240 航空活動—高級空勤員

考獲高級空勤員章。

活動項目（體育技能）

A-301 運動I / 球類活動

完成下列各項內容：

1. 持續參與下列任何一項運動，並有顯著進步：
籃球、木球、高爾夫球、曲棍球、網球、手球、欖球、小型足球、排球、水球、羽毛球、壁球、獨木舟水球、壘球、棒球、保齡球、冰球、投球、門球、桌球、板球、草地滾球、乒乓球、足球、柔力球、閃避球。
2. 對該項運動之規則、術語及相關安全措施有充份認識。
3. 認識該項運動容易引發的痛症及預防方法。

A-302 運動II / 水上活動（競技性）

完成下列各項內容：

1. 持續參與下列任何一項水上活動，並有顯著進步：
競賽式獨木舟、賽艇、風帆競賽、滑浪風帆、龍舟、滑水、競賽式救生滑浪板。
2. 對該項運動之規則、術語及相關安全措施有充份認識。
3. 認識該項運動容易引發的痛症及預防方法。

A-303 運動III

完成下列各項內容：

1. 持續參與下列任何一項運動，並有顯著進步：
田徑、游泳競賽、拯溺競賽、野外賽跑、小型賽車、滑冰（溜冰）、滾軸溜冰、舞蹈、體操、三項鐵人、舉重、單車（競賽性）、西洋拳、劍擊、獅藝、啦啦隊、野戰遊戲、花式單車、器械健身、瑜伽、足毬、柔道、空手道、國術、跆拳道、拳擊、技擊、運動攀登、潛水。
2. 對該項運動之規則、術語及相關安全措施有充份認識。
3. 認識該項運動容易引發的痛症及預防方法。

A-304 射擊

完成下列各項內容：

1. 熟悉射擊安全守則。
2. 認識所選射擊項目槍械的基本構造，保養及清潔方法。
3. 認識所選射擊項目的訓練方法及比賽規則。
4. 認識香港的火器及彈藥條例。
5. 完成以下其中一項：
 - (a) 由香港童軍總會射擊會主辦的射擊訓練。
 - (b) 加入一個射擊會，並於三個月內在認可的靶場內進行不少於十次的射擊練習。
6. 在一個認可的靶場，根據所選射擊項目的規則進行一次練習，成績水平須在百分之八十或以上。使用過的靶紙或成績須由靶場主任、授權槍械導師或教練簽署證明。

A-305 氣手鎗射擊

完成下列各項內容：

1. 認識氣手鎗之配件名稱及使用。
2. 認識氣手鎗的基本構造、保養及清潔方法。
3. 懂得氣手鎗的結構、操作及基本維修。
4. 懂得射擊活動的訓練方法、比賽規則及安全守則。
5. 認識香港的氣手鎗條例及規管。
6. 持續三個月參與氣手鎗活動及進行不少於十次的練習。

A-306 野外定向

完成下列(甲)或(乙)其中一項後，完成最少兩場認可的野外定向比賽：

(甲) 持有香港定向總會之野外定向第二階段訓練班證書。

(乙) 完成下列各項內容：

1. 認識野外定向的歷史及形式。
2. 能閱讀野外定向地圖(比例、顏色、圖例及等高線)，並能描述其中一段路程。
3. 明瞭野外定向活動之安全措施。
4. 認識野外定向運動裝備。
5. 明瞭野外定向比賽之類型、程序和規則。
6. 示範下列定向技術：
分別使用指南針及地貌正置地圖、3S、拇指輔行法、扶手法、沿途搜集特徵、攻擊點、目標偏差法、數步法、路線選擇及指南針導向法。
7. 明瞭國際控制點提示符號之定義。
8. 認識香港及國際定向組織及活動。
9. 明瞭指南針之構造及功能。

註：認可的比賽類別包括以下各項，但不包括體驗組別及公園定向：

1. 由總會、地域或區會舉辦之野外定向練習賽或錦標賽。
2. 香港定向總會認可之公開賽事。

A-307 箭術

完成下列各項內容：

1. 參與有組織性之射箭活動。
2. 認識弓和箭的種類及各部份名稱。
3. 認識射箭安全規則，並能應用於射箭活動中。
4. 參與兩次，每次不少於三小時與射箭活動有關之服務。
5. 正確示範射箭姿勢。
6. 認識弓、箭及弦的正確裝拆和保養。
7. 知道國際射箭聯會(FITA)的基本計分方法、規則和升級制度。
8. 呈交最少三個月及不少於十二小時的射箭練習及練習成績記錄。

A-308 獨木舟 (非競賽性)

完成下列 (甲) 或 (乙) 其中一項：

(甲) 持有「香港獨木舟總會」之獨木舟中級證書。

(乙) 完成下列各項內容：

1. 穿著輕便衣服，游泳五十米和潛過一艘獨木舟。
2. 熟習下列各種繩結：平結、接繩結、雙套結、三套結、曳木結、反手結、繫木結和稱人結。
3. 闡述獨木舟各部分的名稱、其設備和種類。
4. 懂得修理和保養一艘獨木舟；懂得選擇合適的修理工具放在獨木舟。
5. 將一艘獨木舟從河岸或海灘放下水，然後上舟，並划至深水處。
6. 划舟前行五十米，然後把獨木舟分別向左及右轉三百六十度，再把舟倒划回原處。
7. 示範各項獨木舟操縱技術：
 - (a) 掃槳
 - (b) 拉槳
 - (c) 急停
 - (d) 繫搖槳平衡
 - (e) 側搖拉槳
8. 示範獨木舟泊岸的正確方法，或將獨木舟從水中拖上海灘。
9. 在深水處作覆舟練習，再將舟拖返岸，清理舟中積水。
10. 認識潮水、水流和風向對划獨木舟的影響，及在海上使用獨木舟的安全措施。

A-309 單車 (非競賽性)

完成下列各項內容：

1. 熟習交通規則。
2. 曾連續三個月以上，擁有或使用一架裝備良好的單車。
3. 懂得修理及調校單車各部份（補呔、修理車掣、換呔、換車輪鋼線、校正車輪、保養車鍊、飛輪及承軸）。
4. 明瞭聯動機（波）的原理及其使用方法，並認識應用在各類單車上的聯動機。
5. 能閱讀普通郊野地圖及香港地形圖。
6. 懂得利用地圖及旅遊指南，設計單車旅行的路線。
7. 參加一次單車活動，惟其路程不得少於五十公里。

A-310 馬術

完成下列各項內容：

1. 不用握持韁繩亦能穩坐於馬鞍上，保持正確的鞍上姿勢，並懂得將雙手擺放在適當位置。
2. 能正確地駕馭一匹馬：在奔跑中轉彎、打圈、快步及慢步、跳低欄。
3. 能在郊野中駕馭馬匹，認識郊野的安全守則和禮儀。
4. 懂得怎樣上馬鞍、轡頭和披上氈墊。

5. 懂得如何照料一匹馬。
6. 認識料理馬匹的基本用品及其用途。
7. 懂得如何護理及清潔馬鞍。
8. 知道如何清潔及餵飼馬匹。
9. 能辨認及處理馬蹄鐵鬆脫及過長的馬蹄。

A-311 風帆 (非競賽性)

完成下列 (甲) 或 (乙) 其中一項：

(甲) 持有「香港帆船運動總會」之三級風帆證書。

(乙) 完成下列各項內容：

1. 認識航海時的安全措施和在本港海域內的各種危險。
2. 明瞭基本的海上航行與防撞規則及相關的航海燈號與航標系統。
3. 編織一個短織結和牛眼織結。
4. 熟悉下列繩結：
平結、接繩結、稱人結、雙套結、漁夫結、三套結、繫木結、八字結。
5. 與一組合格的水手一齊示範：
(a) 從岸上放一隻小艇下水。
(b) 啟碇。
(c) 單以主帆，貼風、橫風及順風前進。
(d) 順風轉向、迎風轉向和停船。
(e) 在海上裝卸船帆。
(f) 將船用纜鏈縛牢在浮泡上。
(g) 能在任何一種航行情況下，駛船拯救一個遇溺者。
(h) 靠向其他船舶。
(i) 下錨及放錘。
(j) 將船擱淺和浮離淺灘。
(k) 順風泊岸。
6. 熟習「覆舟」演習。
7. 與一位合格的舵手一同航海（最少四十小時），並曾掌舵最少四小時。
8. 能分辨在本港水域上可見的四類小船。
9. 在三個月內，經常在一個海上活動中心或船艇活動中心服務，或從事船隻保養工作，每月不少於八小時。

A-312 體適能訓練

完成下列各項內容：

(甲) 持續於三個月內，以不少於每星期一次的頻率，進行以下項目，並有所進步，及以紀錄表形式展示其進步程度：

1. 十二分鐘耐力跑。
2. 一分鐘仰臥起坐。

3. 引體上升（男）／屈臂懸垂（女）。

4. 坐地體前伸。

（乙）認識壓力的概念、來源、處理及策略。

註：有關（甲）項之測試常模表，請參閱「體適能訓練附表」。

體適能訓練附表 - （甲）項之測試常模表

（參考沈劍威教授、阮伯仁先生編著之《體適能基礎理論》）

健康體適能狀況的五大要素包括：心肺耐力(Cardiorespiratory Endurance)、肌力及肌耐力(Muscular Strength and Endurance)、柔軟度(Flexibility)、身體肥瘦組合(Body Composition) 及神經肌肉鬆馳(Neuromuscular Relaxation)，故應考此項者除了須參考甲項之測試常模表外，亦需參考身體質量指數(Body Mass Index) 測量方法。

A. 十二分鐘耐力跑

十二分鐘耐力跑（米）常模表

	年齡	欠佳	尚可	一般	良好	優異
男	15-19	<1900	1901-2100	2101-2400	2401-2600	>2601
	20-21	<1900	1901-2100	2101-2400	2401-2600	>2601
女	15-19	<1400	1401-1600	1601-1800	1801-2000	>2001
	20-21	<1500	1501-1700	1701-2000	2001-2200	>2201

B. 一分鐘仰臥起坐

一分鐘仰臥起坐（次）常模表

	年齡	欠佳	尚可	一般	良好	優異
男	15-17	≤ 15	16-27	28-37	38-47	≥ 48
	18-21	≤ 16	17-28	29-40	41-50	≥ 51
女	15-17	≤ 14	15-22	23-27	28-35	≥ 36
	18-21	≤ 13	14-21	22-26	27-34	≥ 35

C. 引體上升（男）／屈臂懸垂（女）

引體上升（男）／屈臂懸垂（女）測試常模表

	年齡	引體上升（次）		年齡	屈臂懸垂（秒）
男	15	2-7	女	15	8-12
	16-21	5-8		16-21	8-12

D. 坐地體前伸

坐地體前伸（厘米）常模表

	年齡	欠佳	尚可	一般	良好	優異
男	15-19	≤ 18	19-30	31-24	35-39	≥ 40
	20-21	≤ 21	22-28	29-32	33-36	≥ 37
女	15-19	≤ 32	33-37	38-39	40-41	≥ 42
	20-21	≤ 28	29-34	35-37	28-41	≥ 42

體適能訓練附表 - 身體質量指數

(參考The National Center for Health Statistics in Collaboration with the National Center for Chronic Disease Prevention and Health Promotion (2000))

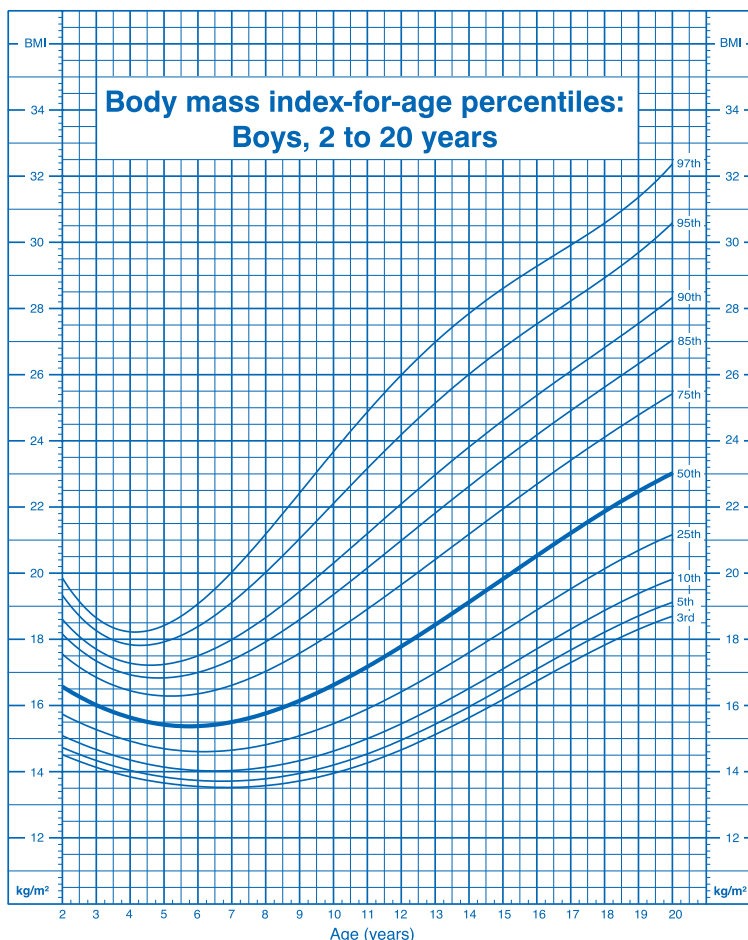
註：以下測量身體質量指數只供應考者參考，並非考核內容。

A. 身體質量指數 (Body Mass Index, BMI)

計算公式：體重 (公斤) / 身高² (米²)

B. 兒童及青少年身體質量指數參考圖表 (適用於兩歲至二十歲人士)

1. 低於第五個百分值：過輕
2. 高於或等於第九十五個百分值：過重



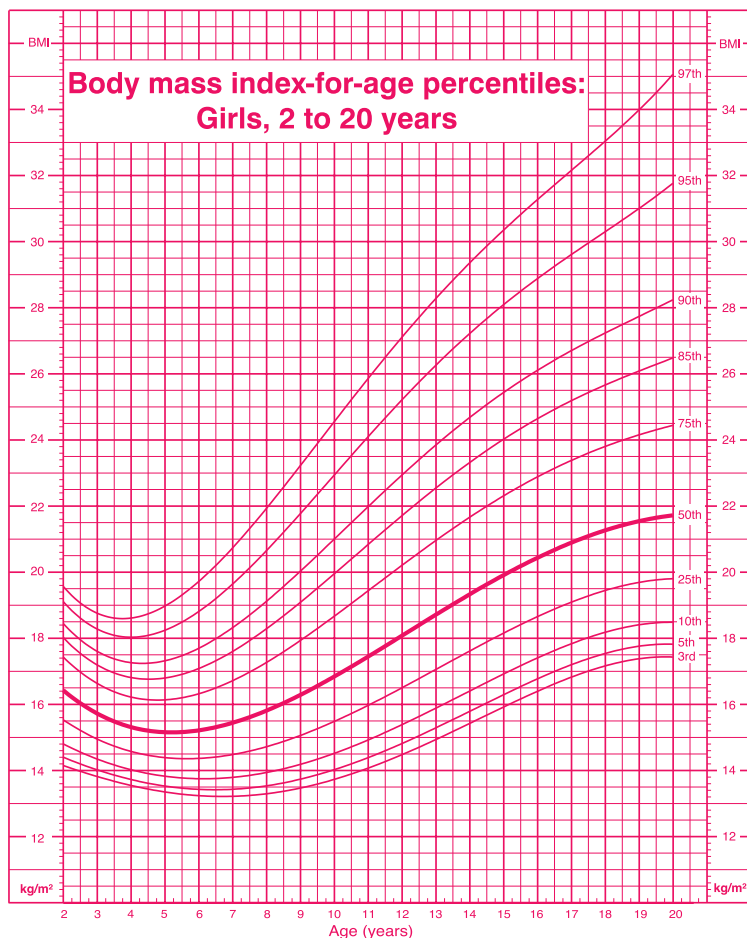
Published May 30, 2000.

SOURCE: Developed by the National Center for Health Statistics in collaboration with the National Center for Chronic Disease Prevention and Health Promotion



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Figure 13. Individual growth chart 3rd, 5th, 10th, 25th, 50th, 75th, 90th, 95th, 97th percentiles, 2 to 20 years: Boys body mass index-for-age



C. 成人身體質量指數參考指標（適用於二十歲或以上人士）

身體質量指數	指標
< 18.5	過輕
18.5 — 24.9	正常
25.0 — 29.9	過重
≥ 30	肥胖

Activity

Activity aims to train Venture Scouts to reach the highest standard among youth members in terms of scoutcraft through progressive scoutcraft training, and cultivate their minds and develop their physical fitness.

There are 3 areas in Activity: **Scoutcraft**, **Personal Interest** and **Sports Skills**. Venture Scouts must complete all 3 areas in both Venture Scout Award and Dragon Scout Award before wearing the Activity Achievement Badge and Bar.

“**Scoutcraft**” does not consist of elective module. Venture Scouts must complete all assessments in compulsory modules.

“**Personal Interest**” includes 2 categories:

- (1) Assessments of items that Venture Scouts regularly take part in (with a period not less than 3 months and 12 hours); and
- (2) Familiarisation in theories, principles and practice of the chosen items.

“**Sports Skills**” includes 2 categories:

- (1) Assessments of items that Venture Scouts regularly take part in (with a period not less than 3 months and 12 hours); and
- (2) Familiarisation in theories and principles or attainment of professional qualifications in the chosen items.

Activity Achievement Badge -

The Activity Achievement Badge is awarded upon completion of the following 3 areas -

- (1) Complete modules A-101 Wilderness Knowledge and A-102 Pioneering (Knowledge & Skills) in “Scoutcraft”.
- (2) Complete one module in “Personal Interest”.
- (3) Complete one module in “Sports Skills”.

Activity Bar -

The Activity Bar is awarded upon completion of the following 3 areas -

- (1) Complete modules A-103 Campcraft and Camp Work and A-104 Pioneering (Practice) in “Scoutcraft”.
- (2) Complete one module in “Personal Interest” (without repeating the module selected in Activity Achievement Badge).
- (3) Complete one module in “Sports Skills” (If the module chosen in the Achievement Badge is undertaken regularly, Venture Scouts can choose the same module, but the period should not be less than 6 months and 24 hours.)



To provide a more flexible training system, under the circumstance that the principle of progression is not violated, the following arrangements can be made depending on the progress of the Venture Scout:

- (1) The above 3 areas can be undertaken independently. For example, if a Venture Scout has completed “Personal Interest” in the Achievement Badge but not yet finished “Sports Skills” and “Scoutcraft”, he/ she can continue with the assessment of “Personal Interest” in the Bar.
- (2) If a Venture Scout has not completed all modules in “Scoutcraft” in the Achievement Badge, he/ she can start undertaking the modules in the Bar. However, module A-102 Pioneering (Knowledge & Skills) is a prerequisite for module A-104 Pioneering (Practice).

The Activity Bar can only be awarded upon completion of the Activity Achievement Badge.

Activity Modules Chart:

Module Code	Module Name
Scoutcraft	
A-101	Wilderness Knowledge
A-102	Pioneering (Knowledge & Skills)
A-103	Campcraft and Camp Work
A-104	Pioneering (Practice)
Personal Interest	
A-203	Flight Training
A-204	Parachuting
A-205	Canoe Construction
A-206	Pilot Theory
A-207	Astronomy
A-208	Conservation
A-209	Fishing
A-210	Forestry
A-211	Gardening
A-212	Amateur Radio
A-213	Chinese Calligraphy
A-214	Ceramics
A-215	Drawing
A-216	Sculpture
A-217	Graphic Design
A-218	Silk Screen Printing
A-219	Civic
A-220	Computer
A-221	Photography
A-222	Digital Photography
A-223	Film Theory and Filming Techniques
A-224	Drama
A-225	Language
A-226	Meteorology
A-227	Music
A-228	Philately
A-229	Public Speaking
A-230	Ice-skating
A-231	Magic
A-232	Fashion Sewing
A-233	Home Baking
A-234	Radio Construction
A-235	Sea Activity - Boatswain
A-236	Sea Activity - Coxswain's Mate
A-237	Sea Activity - Coxswain
A-238	Air Activity - Basic Aircrew
A-239	Air Activity - Intermediate Aircrew
A-240	Air Activity -Advance Aircrew

Module Code	Module Name
Sports Skills	
A-301	Sports I / Ball Games
A-302	Sports II / Water Sports (Competitive)
A-303	Sports III
A-304	Shooting
A-305	Air Pistol Shooting
A-306	Orienteering
A-307	Archery
A-308	Canoeing (Non-competitive)
A-309	Cycling (Non-competitive)
A-310	Equestrian
A-311	Sailing (Non-competitive)
A-312	Physical Fitness

Remark: Leaders, Regions or Districts can suggest adding activity item into "Personal Interest" and "Sport Skills" as new modules in written form. The basic requirement is that the new item must comply with the nature of the relevant areas. Qualified modules will be entitled "A-999 Name of the approved item". Relevant information will be uploaded to the website of the Scout Association of Hong Kong for members, leaders, Districts and Regions' reference.

Activity (Scoutcraft)

A-101 Wilderness Knowledge

Complete (A) and (B)

(A) Complete the following items:

1. Be able to use a penknife correctly. Use natural materials to make cutlery and use them to eat the food listed in part 2.
2. Use natural materials to light a fire with not more than 10 matches, and use it to cook or boil the following food (without any cooking utensils):
 - (a) Eggs with food as containers, e.g. onion-eggs and potato-eggs
 - (b) One kind of poultry, e.g. chicken, duck, squab
 - (c) Fish
 - (d) Bread
 - (e) Rice
 - (f) Water

(B) Complete one of the following items:

1. Use a reflector oven, masonry oven, box oven or earth oven to bake one of the following: bread, cake, biscuits, pizza, profiterole.
2. Use DIY aluminium can alcohol stove to cook one kind of meat and drink, e.g. soup, thick soup.
3. Build a natural shelter and stay inside for 1 night.
4. Use simple tools to desalinate seawater or filter sewage.
5. Make a fire with bow drill or magnesium fire starter.

A-102 Pioneering (Knowledge & Skills)

Finish the following items by completing a recognised Venture Scout Knotting and Pioneering Training Course:

1. Demonstrate and be familiar with the use of the following knots, lashings, splices and whippings in pioneering: including reef knot, anchor hitch, sheet bend, double sheet bend, clove hitch, rolling hitch, bowline, round turn and two half hitches, sheepshank, timber hitch, fisherman bend, fireman's chair knot, cat's paw, bowline on the bight, running bowline, highwayman's hitch, figure of eight bend, spanish bowline, scaffold sling, harvester's hitch, square lashing, diagonal lashing, figure of eight lashing, round lashing, sheer lashing, back splice, eye splice and sailmaker's whipping.
2. Know and demonstrate the use and maintenance of pioneering tools, and know the safety measures of using the following tools, including, bamboo, spar, pulley, knife, hammer, saw, axe and spade.
3. Know the following pioneering skills and techniques:
 - (a) Pulley and block and tackle.
 - (b) Mousing the hook of a pulley.
 - (c) Lashing a block to a spar or trunk.
 - (d) Anchorage suitable for a variety of soil and pioneering projects: simple picket, 2-1 picket, 3-2-1 picket, deadman, log and picket anchor.
 - (e) Lever principles.
 - (f) Parbuckle.

4. Know the following points to note in pioneering:
 - (a) Characteristics of natural fibre or synthetic ropes suitable for a variety of pioneering projects.
 - (b) Maintenance and coiling of ropes.
 - (c) Selection and strength of ropes.

Potential dangers in pioneering (e.g. dangers caused by failure to follow leaders' instructions, indiscipline, wrong use of tools or ropes and excess load of knots etc.)

Remarks: Please refer to "Venture Scout Knotting and Pioneering Course" for further assessment requirements.

A-103 Campcraft and Camp Work

Complete the following items:

1. Complete a 2 days and 1 night standing camp. Submit a team plan book 1 month before the camp and a personal camping logbook within 1 month after the camp.
2. Be familiar with the following campcraft and camp work:
 - (a) Campsite selection and allocation of camping areas
 - (b) List and maintenance of personal and team gears
 - (c) Tent pitching and shelter erecting
 - (d) Camp gadgets (including gadgets for catering and cooking gears, washing gears, shoes, clothing, etc.)
 - (e) Food storage and cooking
 - (f) Hygiene
 - (g) Use of stoves
 - (h) Treatment of drinking water
 - (i) Treatment of rubbish
 - (j) Programme planning for camping (including organising a campfire)

Remarks: Please refer to "Campcraft and Camp Work Assessment Guidelines" for further assessment requirements.

A-104 Pioneering (Practice)

Prerequisite: A-102 Pioneering (Knowledge & Skills)

Complete the following with 3 to 5 Venture Scouts:

1. Construct 2 of the following pioneering projects:
 - (a) Bridge: use ropes and bamboos to construct a bridge of at least 1.5 metres in length and height. (Please refer to "Pioneering Projects".)
 - (b) Tower: use ropes and bamboos to construct a tower of at least 4 metres in height. (Please refer to "Pioneering Projects".)
 - (c) Aerial Runway: use ropes to construct an aerial runway with a span of at least 8 metres.
2. Submit a team plan book before the activity. Each candidate should make a proportional model of the pioneering project planned. Submit a pioneering project logbook within 1 month after the activity.

Remarks: Please refer to "Pioneering (Practice) Assessment Guidelines" for further assessment requirements.

Pioneering Projects

(Reference: Pioneering Projects Category B, Scoutcraft Accreditation Scheme (SAS))

A. Tower, Lifting and Height

1. Cable Car
2. Extending Tower
3. High Hoist
4. Monopole Tower
5. Stilt Tower H
6. Davits
7. Ducking Stool
8. Elevated Tent
9. Log Winch
10. Lookout Lift
11. Pile Driver
12. Swinging Derrick
13. Swing Derrick Mark II
14. Swinging Derrick on a Tree
15. Thai Fishing Net

B. Bridge and Crossing

16. Abington Spring / Suspension Bridge
17. Banana Bridge
18. Bushman's Bridge
19. Counterweight Bridge
20. Counterweight Bridge Mark II
21. Derrick Draw Bridge
22. Double Swing (Round) Bridge
23. Drawbridge
24. Gilwell Drawbridge
25. Ladder Bridge
26. Ladder Bridge to the Tree
27. Light Pole Bridge
28. Permanent Road Bridge

29. Portcullis Drawbridge
30. Revolving Derrick Bridge
31. Seesaw Bridge
32. Single Lock Bridge
33. Single-Lock Trestle Bridge
34. Swing Bridge
35. Swinging Drawbridge
36. Transporter Ladder Bridge
37. Aerial Transporter
38. Gantry
39. Ravine
40. Simple Runway
41. Swamp

Activity (Personal Interest)

A-203 Flight Training

Attained Scout Wings.

Remarks: Please refer to the latest circular issued by the Association Headquarters for the assessment requirements.

This module is not suitable for Venture Scouts who have selected module A-206 Pilot Theory for their "Personal Interest" in the Activity Achievement Badge.

A-204 Parachuting

Attained Scout Canopy Wings

Remarks: Please refer to the latest circular issued by the Association Headquarters for the assessment requirements.

A-205 Canoe Construction

Complete one of the following items:

1. Complete a recognised Canoe Building Course.
2. Complete the following 4 items:
 - (a) Know the names and functions of all parts of a canoe.
 - (b) Have good knowledge of the selection, preparation, purchase, uses and maintenance of tools and materials for building a canoe.
 - (c) Play a major part in building a canoe under supervision, and with assistance where necessary.
 - (d) Submit a detailed logbook. The logbook should contain working hours, the tools and materials used, cost and building procedures. This logbook should be in a diary form.

A-206 Pilot Theory

Complete the following items:

1. Know the development and characteristics of airplane and helicopter types.
2. Know the contents of flight training of airplane and helicopter pilots.
3. Know the flight principles of airplanes and helicopters, including aerodynamics, the use of different types of flight instruments, the operation principles of operation of piston engine, jet engine and turbine engine.
4. Know the flight planning of airplane and helicopter pilots before doing air navigation over territorial airspace.

Remarks: This module is not suitable for Venture Scouts who have selected module A-203 Flight Training for their "Personal Interest" in the Activity Achievement Badge.

A-207 Astronomy

Complete the following items:

1. Describe the following astronomical observation concepts:
 - (a) Chinese and Western constellations.
 - (b) Motions and observational characteristics of the Sun, the Moon, stars and planets on the celestial sphere.
 - (c) Solar eclipse, lunar eclipse, transit, meteor shower and deep sky objects.
 - (d) Stargazing manners.
2. Have basic knowledge of celestial bodies of the Solar System and tell the uniqueness of the Earth in the Solar System.

3. Choose one of the following astronomical concepts and complete a project:
 - (a) Ancient Chinese astronomical instruments.
 - (b) Stellar classification.
 - (c) Stellar evolution.
 - (d) Recent new development or research in Astronomy.
4. Briefly describe the structure of the Universe and its evolution.
5. Identify at least 3 constellations with the use of a star map at night.
6. Be able to tell directions by constellations.
7. Be able to tell the effects of light pollution and other environmental factors on astronomical observations and list methods or measures to alleviate light pollution.
8. Make 1 tool for observing the Sun safely.
9. Be able to tell the functions, principles and types of astronomical telescopes.
10. Complete one of the following items:
 - (a) Participate in 2 outdoor stargazing activities at night in different seasons. Take simple astrophotos during the activities.
 - (b) Plan and organise 1 special astronomical phenomena observation activity.

A-208 Conservation

Complete the following items:

1. Know the aims of conservation and organisations that promote conservation in Hong Kong.
2. Know the characteristics of igneous, metamorphic and sedimentary rocks and give examples to explain of their uses.
3. Know 5 soil types and understand the major cause of soil erosion.
4. Understand the water cycle and compare the effects of excessive rainfall with drought conditions.
5. Explain the causes and effects of water and air pollution and how they can be controlled.
6. Understand the interdependence of plants, animals and human being.
7. Give 4 examples of how our natural environment is being hurt and destroyed. Two of the examples should be related to industrialisation, and explain how conservation methods can prevent such injury and destruction.
8. Conduct a survey of two different areas. One of which should be extensively used by the public. A minimum of 2 days should be spent outdoor in each area. The candidate should visit the actual location and the visit should be either on Saturday or Sunday. The survey report should consist of sketch maps and the following contents:
 - (a) Past and present land utilisation.
 - (b) Amenity and recreational value.
 - (c) Wildlife conservation.
 - (d) Conflicts between different land users.

Remarks: This survey can be carried out in company with other Venture Scouts.
9. Be familiar with the soil conservation work done by the Agriculture, Fisheries and Conservation Department.
10. Participate in a conservation project of at least 1 day held by a conservationist.

A-209 Fishing

Complete the following items:

1. Have knowledge of:
 - (a) Water safety rules.
 - (b) Rules concerning fishing in the reservoirs in Hong Kong: the season, quantity and size of fish allowed to be caught.
 - (c) Methods of fishing in local waters including reservoirs.
 - (d) Any one type of fishing used by local fishermen.
 - (e) Fishing techniques for different types of fish and conditions.
 - (f) The choice of suitable hooks and baits.
 - (g) Selection of rods, reels and lines.
 - (h) The structure of rods and demonstration of simple repairs to a rod.
 - (i) Elementary knots used in fishing.
 - (j) Weather and tidal condition.
2. Have 8 times of experience in catching saltwater or freshwater fish in 3 months. Submit a personal fishing logbook recording the number, type and size of fish caught, baits used, weather and water conditions.

A-210 Forestry

Complete the following items:

1. Be able to identify 20 varieties of trees in summer and winter, and by characteristics of plants.
2. Understand the harm to plants done by hill fire, frost, diseases, insects and animals, and study how to combat these dangers.
3. Know the tree planting methods and procedures, and explain the reasons.
4. Successfully transplant a young tree and know how to handle the wounds.
5. Know how to select, use and maintain an axe and be familiar with the safety rules of axemanship.
6. Explain the values of forests in soil protection, fertility building, water flow regulation, wildlife management and recreation.
7. Undertake a forestry work with a forester's guidance, e.g. tree planting, seed collection, range improvement or forest wildlife management.

A-211 Gardening

Complete (A), (B) and (C):

(A) Practical Work

Either complete part 1 to 3 or part 4:

1. Cultivate a plot for at least 3 consecutive months and grow more than 1 indoor plants.
2. Raise 3 of the following flowers / plants:
 - (a) Cormous plants
 - (b) Flowering shrubs
 - (c) Vegetables
 - (d) Bedding plants
 - (e) Herbaceous plants
 - (f) Fruit bushes or trees

3. Thin out seeding, transplant into pots or boxes with suitable compost, or in the open ground depending upon the groups selected.
4. Complete 2 of the following items:
 - (a) Pruning shrubs or flowers.
 - (b) Propagation of new plants from old in 3 different ways.
 - (c) Grow at least 1 plant.
 - (d) Raise 1 type of special flower or vegetable, e.g. The raising of 1 special flower or vegetable crop, e.g. sweet-peas, chrysanthemums or dahlias, paeonia suffruticosa, runner beans, celery etc.
 - (e) Demonstrate 3 gardening skills: potting, pricking out, air layering.

(B) Records

Submit a record of the practical work done and visits made.

(C) Theory

Either complete part 1 to 2 or part 3:

1. Know how to maintain a garden in good condition: importance of weeding, identification of helpful and harmful pests, recognition of common garden troubles.
2. Study the following 3 flower groups: annual, biennial and perennial.
3. Know the necessary conditions for healthy plant growth: e.g. fertilisers, light, temperature and water.

A-212 Amateur Radio

Complete the following items:

1. Know the aims of amateur radio.
2. Know how to take part in amateur radio activities.
3. Have knowledge of:
 - (a) The call sign of amateur radio;
 - (b) The limitations of the Amateur Radio Licence;
 - (c) The International Phonetic Alphabet;
 - (d) The Amateur Radio Frequency Allocations.
4. Know at least 12 international Q-Codes.
5. Have basic electrical and electronic knowledge of:
 - (a) OHM'S Law.
 - (b) Simple theory of semiconductor, resistor and capacitor.
 - (c) Simple calculation of resistor and capacitor.
 - (d) Simple radio circuit symbols.
 - (e) Simple theory of radio receivers.
 - (f) Simple theory of transmitters.
6. Understand how to record the amateur radio logbook.
7. Be familiar with the operation of V.H.F. and H.F. amateur transceivers.
8. Be familiar with the Government regulations restricting the use of radio equipment for amateur.
9. Perform at least 50 radio contacts with local and overseas amateur radio stations. Logs of these contacts should be kept in good condition. QSL cards of these contacts received should also be submitted.

A-213 Chinese Calligraphy

Complete the following items:

1. Be familiar with the calligraphic skills of seal script, clerical script, regular script and semi-cursive script.
2. Be familiar with and apply the five-finger method of holding the brush.
3. Know the structural beauty of Chinese characters.
4. Know the history of Chinese calligraphy, and analyse and copy classical model calligraphy in history.
5. Know the calligraphy of ancient famous work.

A-214 Ceramics

Complete the following items:

1. Know the basic shape forming methods and ornamentation of ceramics.
2. Know the history and development of ceramics.
3. Know how to make a spherebody by throwing and use fettling, hand building and other tools to make your own work.
4. Know how to combine works with bodies and advanced ceramics techniques like deformation.

A-215 Drawing

Complete the following:

1. Study one of the following media:
 - (a) Oilpaint
 - (b) Watercolour
 - (c) Pastel
 - (d) Acrylicpaint
 - (e) Sumi-e (ink wash painting)
2. Know the characteristics of the chosen medium.
3. Know two artists that are famous for the chosen medium, analyse and share their drawing styles and characteristics.
4. Finish two works with the chosen medium, share your design concepts and techniques used.

A-216 Sculpture

Complete the following items:

1. Know the history and development of sculpture.
2. Know the basic skills and techniques of making sculptures.
3. Know the merits and characteristics of making structures with different materials.
4. Be familiar with different styles of sculpture designs.
5. Make a sculpture and share the techniques used, personal styles and meanings of the sculpture with others.

A-217 Graphic Design

Complete the following items:

1. Know the visual language and space effect of visual elements.
2. Be able to master the use of colour and different combinations and variations of image elements.
3. Be able to operate basic graphic computer software (e.g.: Illustrator, Photoshop).
4. Be able to control and use colour tones.
5. Show a font style design created by the candidate.

A-218 Silk Screen Printing

Complete the following items:

1. Be familiar with direct-to-garment printing, discharge printing and resist printing.
2. Know the properties of wood and metal used for making screen frames.
3. Know at least 5 types of mesh cloths suitable for screens.
4. Demonstrate at least 2 methods of mounting the mesh cloth onto the frame.
5. Demonstrate at least 2 methods of printing a design onto a screen.
6. Know the methods of hardening and reinforcing the screen.
7. Know the effects on screen caused by the shape of squeegee, angle of application, pressure and speed of movement.
8. Know 2 types of dye fixation methods.
9. Know and demonstrate 2 of the following techniques:
 - (a) Multi-colour printing of cotton fabric with pigment.
 - (b) Multi-colour printing of cotton fabric with reactive dyes.
 - (c) Multi-colour printing of polyester/ cotton blended fabric with pigment.

A-219 Civic

Complete the following items:

1. Submit a map showing the nearest District Offices and Sub-offices under Home Affairs Department to the Group Headquarters, and the location of all main services: hospital, fire station, police station, government offices, school, and public library etc.
2. Know the system of the Government, including the Chief Executive, the Chief Secretary for Administration, the Secretary for Home Affairs and their powers and functions.
3. Know the process of making legislation in Hong Kong and explain the work of Hong Kong Judiciary.
4. Be familiar with Hong Kong history.
5. Explain the welfare services provided by the Government and voluntary organisations in Hong Kong.
6. Be familiar with International and Hong Kong affairs of the preceding 6 months.

A-220 Computer

Complete either (A) or (B):

(A) Website construction

1. Know the essential factors to be considered in website construction.
2. Have basic knowledge of Internet connection, concepts of Internet operation and techniques, including the roles of the service providers, the types of connection and access, the use of domain names and domain name servers.
3. Understand the general requirements of setting the computer network at home, school or group.
4. Design and construct a website with a particular theme, including dynamic webpages with interactive and special effects, and upload onto the World Wide Web. The organisation of information, appropriate placement of links, tables, frame, multimedia elements, colour combinations, background design, font size and style etc. should be considered.

(B) Software Development

1. Know the importance of good programming habits, e.g. the use of meaningful variables, comments, annotations, space and indentation
2. Have basic knowledge of Boolean logic (AND, OR, NOT) and truth tables.
3. Understand the procedures of problem solving (problem identification, problem analysis, designing an algorithm, developing a solution, debugging and testing and documentation).
4. Use one of the computer languages, with variable, operator and flow control, etc., to develop a specified programme (including input and output function).

A-221 Photography

Complete the following items:

1. Submit a set of 12 photographs showing a sequence of action which should include:
 - (a) 1 photograph of size 20cm x 25cm (8" x 10") expressing the peak of the action.
 - (b) 1 photograph showing a sequence of action produced by multiple exposure.
 - (c) The technique of toning a photograph.
2. Develop a roll of film using a daylight-developing tank.
3. Know etching and retouching of negatives.
4. Know at least 6 types of photograph enlarging techniques.
5. Demonstrate the photograph retouching technique.
6. Demonstrate how to produce different special effects by using appropriate filters under different lighting (including daylight, artificial light and flash).
7. Explain the merits of different sizes of films.
8. Produce a photograph of size 20cm x 25cm (8" x 10") using panning technique.
9. Know the basic rules of picture composition and lighting for portraiture.

A-222 Digital Photography

Complete the following items:

1. Explain and compare the advantages and disadvantages of different types of digital camera and storage media.
2. Explain and compare the advantages and disadvantages of different file format for digital photos.
3. Know at least 4 ways to output a digital photo.

4. Know the setting of a digital camera, including shooting mode, white balance, focal length, focusing mode, metering mode, shutter setting, picture style and etc.
5. Know the principle of composing a photo.
6. Explain the functions of and the effects produced by different lens and filters.
7. Know at least 2 sets of software for photo management and handling and use one of them to demonstrate how to embellish photos.
8. Submit a portfolio of at least 20 photos and the photos should fulfil the following requirements:
 - (a) Include at least 5 themes, e.g. scenery, human figures, architecture, pets, flowers, bird, insects, fish, large-scale activities, creativity, art, records of fact, black and white etc.
 - (b) Use and state clearly at least 3 commonly seen photo-taking techniques, e.g., panning, bracket exposure, zoom burst photography, light painting etc.
 - (c) Use at least 3 photo composition methods.
 - (d) Use at least 1 set of software to embellish commonly seen photo blemish, e.g. red eye removal, noise reduction etc.
 - (e) Use at least 1 software to produce special effects for photos, e.g. tiltshift effect, fisheye effect, soft focus effect, motion shot, high dynamic range etc.

A-223 Film Theory and Filming Techniques

Complete the following items:

1. Explore and explain the development, characteristics and presentation methods of different film theories.
2. Know different shooting techniques, the use of cameras and mood building through lighting when filming different short video clips.
3. Show a self-made video clip of not less than 20 minutes for personal or group sharing.

A-224 Drama

Complete the following items:

1. Know the characteristics of drama and the differences between different types of dramas.
2. Be able to use body language, facial expressions and voices to convey feelings.
3. Be able to do stage make-up.
4. Know the following functions of backstage work:
 - (a) Lighting
 - (b) Audio
 - (c) Stage decoration and design
 - (d) Costume design
 - (e) Props making and information collection
 - (f) Stage management
 - (g) Directing
5. Have participated in writing a script.
6. Have participated in the practice and performance of one 15-20 minutes drama.

A-225 Language

Complete the following items:

1. Show evidence of improved pronunciation, wider vocabulary, greater grammatical accuracy and increased knowledge of the country and people.
2. Submit evidence to show how you learn the language, e.g. record of joining interest classes, recorded courses on CDs, and books for self-study etc.
3. Submit correspondence with an overseas pen pal written in the language learnt. Copies of the letters and replies received should be submitted. Candidates may use English/ Chinese to help express their ideas, but they should use the language learnt as much as possible.

Remarks: Candidates of this module should be reminded that the curriculum and time spent on learning the selected language at school will not be included into the assessment although these help with candidates' progress. It is not necessary for Venture Scouts to have any knowledge about the language at the beginning. Assessment should be based on progress made rather than the standard reached. The assessor should compare the candidate's initial language proficiency (if any) with that shown at the end of the prescribed period (which should not be less than 6 months).

A-226 Meteorology

Complete both (A) and (B).

(A) Complete one of the following:

1. Complete a recognised Venture Scout Meteorology Workshop.
2. Complete the following items:
 - (a) Understand the structure of the atmosphere and know the atmospheric circulation.
 - (b) Describe the working principles of the weather instruments, and know how to analyse the data collected by Scout Automatic Weather Stations.
 - (c) Interpret weather charts and identify the related climatic systems.
 - (d) Understand the difference between weather and climate. Be familiar with the characteristics of Hong Kong climate, terminology in Hong Kong weather reports, warning signals and related safety precautions.
 - (e) Describe the effects on physical health during outdoor activities and formulate adverse weather arrangements for Venture Scout Unit activities.
 - (f) Know Chinese folk lore, e.g. the 24 Solar Terms, weather proverbs, etc.
 - (g) Identify different types of clouds, and describe the formation process of different types of clouds and related weather situation.
 - (h) Forecast short-range weather with the use of weather charts, satellite images, radar images and meteorological information.
 - (i) Know the causes and threats of global warming.

(B) Complete a meteorological study for at least 3 months.

A-227 Music

Complete one of the following parts:

1. Vocal music
 - (a) Be a member of a recognised choir, e.g. school choir (participate in practices regularly for more than 3 months), or practice solo or dual singing regularly, and be able to perform to audience outside the candidate's own Unit.
 - (b) Be familiar with basic theories and be able to read scores (equivalent to ABRSM Grade 5 Theory Exam).
 - (c) Know Cantata, Aria and Oratorio and give 3 examples of each.
 - (d) Discuss with the examiner the recent performances you have heard at concerts, on radio or television, and some of the prominent artists in this field of music and their famous work.
2. Musical Instrument
 - (a) Play an orchestral (Western or Chinese) instrument (excluding nonpitch percussion instrument) regularly for more than 3 months, and be able to perform to audience outside the candidate's own Unit.
 - (b) Be familiar with basic theories and be able to read scores (equivalent to ABRSM Grade 5 Theory Exam).
 - (c) Know Sonata, Concerto, Oratorio and Symphony and give 3 examples of each.
 - (d) Discuss with the examiner the recent performances you have heard at concerts, on radio or television, and some of the prominent artists in this field of music and their famous work.
3. Folk Music
 - (a) Complete one of the following items:
 - i. Have folksong singing practices regularly for more than 3 months, with or without any musical accompaniment (banjo, guitar, mandolin), and be able to perform to audience outside the candidate's own Unit; or
 - ii. Practice one folk musical instrument regularly, e.g. banjo, guitar, mandolin, harmonica, concertina or other folk musical instruments, and be able to perform to audience outside the candidate's own Unit.
 - (b) Be familiar with basic theories and be able to read scores (equivalent to ABRSM Grade 5 Theory Exam).
 - (c) Discuss with the examiner some of the types of folk music and performers or composers you like and explain why.
4. Ensemble
 - (a) Be a member of an orchestra or a band for more than 3 months, e.g. at school, in Scout Association, Salvation Army or other organisations.
 - (b) Participate in the orchestra or band's practices and performances regularly.
 - (c) Be familiar with basic theories and be able to read scores (equivalent to ABRSM Grade 5 Theory Exam).
 - (d) Be familiar with and demonstrate any one orchestral instrument or marching band instrument, including side drum, tenor drum, bass drum or bugle, etc.

A-228 Philately

Complete the following items:

1. Be able to wash stamps off paper and remove surplus gum correctly.
2. Be able to put stamps into the album correctly, i.e. to use stamp hinge with care.
3. Be able to recognise the qualities of different stamp hinges to avoid using hinges with permanent adhesion.
4. Be able to arrange and explain album pages and stamps appropriately (i.e. use patterns or symmetry in placing stamps).
5. Be able to give a 5-minute talk on any single sheet of the candidate's own stamps.
6. Submit a well-arranged collection of more than 200 stamps showing that the collector has a planned collection of, e.g.:
 - (a) Collection of one particular country.
 - (b) Collection of a group of countries.
 - (c) Collection of particular types of stamps.
 - (d) Collection of a particular theme.
7. Know how to measure perforations and explain at least 2 reasons of using perforations.
8. Be able to recognise geographical locations and names of countries that are printed on stamps.
9. Know how to use stamp catalogues.
10. Distinguish the themes in stamp designs, e.g. industrial and agricultural, etc.
11. Distinguish the watermarks of different countries.
12. Know the missions of the Universal Postal Union.
13. Hand-write the descriptions of stamps on every page of the album.

A-229 Public Speaking

Complete the following items:

1. Be able to make an announcement regarding plans of the executive committee of the Unit, e.g. expedition plan.
2. Be able to:
 - (a) Introduce a speaker.
 - (b) Propose a vote of thanks.
 - (c) Deliver a speech to welcome a distinguished guest.
3. Choose a topic, speak for about 10 to 20 minutes and be able to express ideas and opinions clearly and logically. Be able to prepare a speech and know the importance of having a good introduction, clear main headings and constructive conclusions.
4. Be able to give an impromptu talk on any subject for not less than 5 minutes.
5. Know the differences between a debate and a discussion in terms of purposes and techniques.
6. Be able to lead a discussion with a group of 4 to 6 members on a chosen subject and sum up the findings clearly and concisely.

A-230 Ice-skating

Complete the following items:

1. Know the history and development of ice-skating.
2. Know the correct positions of ice-skating.
3. Be able to demonstrate the following movements:
Marching while moving, One-foot glide, Two-foot glide, Forward and backward swizzle, Two-foot backward wiggle, etc.

A-231 Magic

Complete the following items:

1. Have general knowledge of, and know the definitions, history and rules of magic.
2. Perform at least one public magic show and demonstrate 10 magic by using 3 different apparatus.

A-232 Fashion Sewing

Complete the following items:

1. Know how to use and maintain a sewing machine.
2. Know and be familiar with body measurements.
3. Make one of the following clothing:
Tops (tank top), one-piece dress, A-line skirt, skirt, trousers, casual shirt, or any tops, bottoms, dresses, etc.

A-233 Home Baking

Complete the following items:

1. Explain the use and maintenance methods of home ovens.
2. Explain the advantages and disadvantages of baking using home ovens.
3. Know how to use at least 4 types of baking equipment.
4. Be able to understand and apply the basic contents of food labels.
5. Know the nutrition in food and their importance.
6. Know the principles of handling food, food safety, and hygiene and food storage.
7. Know the basic principles of choosing and purchasing food and methods to measure ingredients.
8. Design a menu for 2-4 persons and demonstrate how to use ovens as the main cooker. Dishes include:
 - (a) Main Course: e.g. baked potato with cheese, club sandwich, etc.
 - (b) Beverage: e.g. fruit punch, milkshake, fruit juice, etc.
 - (c) Dessert: e.g. muffin, steamed eggs, English trifle, etc.
 - (d) Cake: e.g. black forest cake, etc.

A-234 Radio Construction

Complete the following items:

1. Have knowledge of D.C. Circuit Theory:
 - (a) OHM'S Law.
 - (b) KIRCHHOFF'S Laws.
 - (c) THEVENIN'S theorem.
2. Have knowledge of A.C. Circuit Theory: the associating circuit with resistance, inductance and capacitance, phasor, impedance and reactance.
3. Understand the theoretical knowledge of the working of a transistor as an amplifier and oscillator. Explain transistor-biasing, the difference between RC-coupled and transformer coupling tuned amplifier, positive and negative feedback.
4. Have knowledge of AM and FM systems and explain the 2 types of receiving systems.
5. Make a simple cordless phone or a super heterodyne transistor radio.

A-235 Sea Activity-Boatswain

Attained Boatswain. For Venture Scouts using this Badge as the assessment of the Achievement Badge only.

- Remarks:
1. For Venture Scouts using this Badge as the assessment of the Achievement Badge only.
 2. Venture Scouts who attained Boatswain in the Scout Section are not allowed to choose this module.

A-236 Sea Activity-Coxswain's Mate

Attained Coxswain's Mate

A-237 Sea Activity-Coxswain

Attained Coxswain

A-238 Air Activity-Basic Aircrew

Attained Basic Aircrew

A-239 Air Activity-Intermediate Aircrew

Attained Intermediate Aircrew

A-240 Air Activity-Advance Aircrew

Attained Advance Aircrew

Activity (Sports Skills)

A-301 Sports I / Ball Games

Complete the following items:

1. Participate in any one of the following sports continuously and show progression:
Basketball, Cricket, Golf, Hockey, Tennis, Handball, Rugby, Mini-soccer, Volleyball, Water polo, Badminton, Squash, Canoe polo, Softball, Baseball, Bowling, Ice hockey, Netball, Gateball, Billiard games, Lawn bowls, Table tennis, Soccer, Roulitqu, Dodge ball.
2. Have sufficient knowledge about the rules, terminology and safety measures of the sports selected.
3. Know the physical pain caused by the selected sports and related prevention methods.

A-302 Sports II / Water Sports (Competitive)

Complete the following items:

1. Participate in any one of the following sports continuously and show progression:
Competitive canoeing, Competitive rowing, Competitive sailing, Windsurfing, Dragon boating, Water-skiing, Competitive surf life-saving.
2. Have sufficient knowledge about the rules, terminology and safety measures of the sports selected.
3. Know the physical pain caused by the selected sports and related prevention methods.

A-303 Sports III

Complete the following items:

1. Participate in any one of the following sports continuously and show progression:
Athletics, Competitive swimming, Competitive life-saving, Cross-country running, Karting, Ice skating, Roller-skating, Dancing, Gymnastics, Triathlon, Weight lifting, Cycling (Competitive), Boxing, Fencing, Lion dancing, Cheerleading, War-games, Artistic cycling, Fitness training, Yoga, Shuttlecock, Judo, Karate, Martial arts, Sports climbing, Diving.
2. Have sufficient knowledge about the rules, terminology and safety measures of the sports selected.
3. Know the physical pain caused by the selected sports and related prevention methods.

A-304 Shooting

Complete the following items:

1. Know and understand the safety regulations of shooting well.
2. Know the parts, maintenance and cleaning methods of the guns chosen by the candidate.
3. Know the training method and competition rules of the shooting events chosen by the candidate.
4. Know the Firearms and Ammunition Ordinance.

5. Complete one of the following items:
 - (a) Shooting training organised by Scout Target Shooting Club, Scout Association of Hong Kong.
 - (b) Join a shooting club and participate in at least 10 practices in an approved range within 3 months thereafter.
6. In an approved range, the candidate carries out a practice according to the regulations of the shooting event chosen. The minimum score should reach 80% or above. All the target paper used in the practice or the results must be signed by a range officer, authorised arms instructor or coach.

A-305 Air Pistol Shooting

Complete the following items:

1. Know the names of components of an air pistol their uses.
2. Know the parts, maintenance and cleaning methods of air pistols.
3. Understand the structure, operation and basic repairs of air pistols.
4. Know the training methods, competition rules and safety regulations of shooting activities.
5. Know the ordinance and regulations of air pistols in Hong Kong
6. Participate in air pistol shooting activities for consecutive 3 months and at least 10 practices.

A-306 Orienteering

Complete either (A) or (B) and finish at least 2 recognised orienteering events:

- (A) Be a holder of Certificate of Level II Orienteering Course issued by Orienteering Association of Hong Kong (OAHK).
- (B) Complete the following items:
 1. Know the history and modes of orienteering.
 2. Be able to read an orienteering map (scale, colour, legend and contour) and describe one session of the route.
 3. Understand the safety measures of orienteering activities.
 4. Know the orienteering equipment.
 5. Understand types, procedures and rules of an orienteering event.
 6. Demonstrate the following orienteering skills:
Set map by using compass and landscape features, 3S (Stop, Set map, Select), Thumbing, Handrail, Collecting Features, Attack Points, Aiming Off, Pacing, Route Choice, Compass Steering.
 7. Understand the meaning of International Orienteering Federation (IOF) Control Descriptions.
 8. Know the orienteering organisations and events in Hong Kong and worldwide.
 9. Understand the structure and functions of a compass.

Remarks: Recognised orienteering events include the following items but exclude novice category and park orienteering:

1. Any orienteering practice events or orienteering championships held by the Association Headquarters, Regions or Districts.
2. Any open events recognised by Orienteering Association of Hong Kong (OAHK).

A-307 Archery

Complete the following items:

1. Participate in organised archery activities.
2. Know the types and names of components of bows and arrows.
3. Know and apply the safety rules in archery activities.
4. Participate in 2 archery related services with a minimum of 3 hours each.
5. Demonstrate forms of shooting correctly.
6. Know the setting up and maintenance of bows, arrows and bowstrings.
7. Know the basic rules, scoring and progression requirements of the World Archery. Federation (also known as Fédération Internationale de Tir à l'Arc, FITA).
8. Present a personal scoring record showing at least 3 months' practice with a minimum of 12 hours.

A-308 Canoeing (Non-competitive)

Complete either (A) or (B):

- (A) Be a holder of the Kayak Proficiency Certificate issued by Hong Kong Canoe Union.

(B) Complete the following items:

1. Swim 50 metres in light clothing and swim under a canoe and come up on the other side.
2. Have good knowledge of the following knots: Reef Knot, Sheet Bend, Clove Hitch, Rolling Hitch, Timber Hitch, Overhand Knot, Round Turn and Two Half Hitches, and Bowline.
3. Name different parts of a canoe, its equipment and their classes.
4. Know the repairs and maintenance of a canoe. Know how to select appropriate repair tools to carry in the craft.
5. Launch a canoe from a beach or a river bank, then get into it and paddle it towards deep water.
6. Paddle the canoe at least 50 metres, then turn it 360 degrees in both directions, and paddle backwards with backstroke.
7. Demonstrate the following paddling strokes:
 - (a) Sweep
 - (b) Draw
 - (c) Emergency stop
 - (d) Sculling for support
 - (e) Sculling draw (sideways)
8. Either demonstrate how to bring the canoe alongside and disembark correctly or bring the canoe ashore onto a beach.
9. Capsize the canoe in deep water, then bring it ashore, and empty it.
10. Know the effects of tide, current and wind on canoeing and the safety precautions of canoeing at sea.

A-309 Cycling (Non-competitive)

Complete the following items:

1. Have good knowledge of the traffic rules.
2. Have owned or used a properly equipped bicycle that is in good working order for at least 3 months.
3. Have knowledge of repairs and adjustments to a bicycle (puncture repair, brake repair, tire repair, spokes replacement, wheels adjustment, and maintenance of chain, flywheels and bearings).
4. Have proficient knowledge of the use of gears and the principles of gearing, and their applications in various kinds of bicycles.
5. Be able to read countryside maps and Hong Kong topographical maps.
6. Be able to make route planning for a bicycle trip with maps and guidebooks.
7. Take part in a bicycle activity. The distance should not be less than 50km.

A-310 Equestrian

Complete the following items:

1. Firmly sit and maintain a correct sitting position on the saddlery without holding a rein and know the appropriate position of hands.
2. Have control of a pony or a horse to do the following movements:
turns on the move, circles, pace increase and decrease, jumping low fences.
3. Have control of a pony or a horse in the countryside and know the Countryside Code and courtesy.
4. Be capable of saddling, bridling and rugging up.
5. Know how to take care of a pony or a horse.
6. Know the essential horse grooming kits and their uses.
7. Know the care and cleaning of saddlery.
8. Know how to feed and clean the horse.
9. Recognise and handle loose horse shoes and excessively long stirrups.

A-311 Sailing (Non-Competitive)

Complete either (A) or (B):

(A) Be a holder of the Level 3 Dinghy Certificate issued by Hong Kong Sailing Federation.

(B) Complete the following items:

1. Know the safety precautions during sailing and all dangers in Hong Kong waters.
2. Understand the basic rules of road, regulations for the prevention of collision at sea, navigation lights and maritime buoyage system.
3. Be able to make a short splice and an eye splice in rope.
4. Be able to tie the following knots:
Reef Knot, Sheet Bend, Bowline, Clove Hitch, Fisherman's Knot, Rolling Hitch, Round Turn and Two Half Hitches, Figure of Eight Knot.
5. Demonstrate the following with a group of qualified sailors:
 - (a) Launching a dinghy.
 - (b) Getting underway.
 - (c) Sailing close hauled, reaching, running using the mainsail only.
 - (d) Gybing, going about, and heaving to.
 - (e) Putting in and shaking out reefs at sea.
 - (f) Picking up a mooring.
 - (g) Picking up a man overboard on all points of sailing.
 - (h) Sailing close to other boats.
 - (i) Anchoring and weighing.
 - (j) Grounding and getting off a lee shore.
 - (k) Coming alongside.
6. Be familiar with capsize drill.
7. Sail regularly with a qualified helmsman (at least 40 hours) and act as helmsman for at least 4 hours.
8. Be able to recognise 4 local dinghy classes in Hong Kong waters.
9. Regularly serve at a sea activity centre or recognised boat work centre, or work on boat maintenance for at least 8 hours per month for 3 months.

A-312 Physical Fitness

Complete the following items:

(A) Undertake the following items at least once a week and for consecutive 3 months with progress made. Record in the form of table to show the improvements:

1. 12-minute Endurance Run.
2. 1-minute Sit-up.
3. Pull-up (Male) / Flexed-arm Hang (Female).
4. Sit-and-reach.

(B) Recognise the concepts and sources of pressure, and the management and strategies of handling pressure.

Remarks: Please refer to "Physical Fitness Appendix" for the assessment reference tables in item (A).

Physical Fitness Appendix–Reference Tables for assessments in item (A)

(Reference: Fundamental Theories of Physical Fitness written by Professor Raymond Kim-wai SUM and Mr. Pak-yan YUEN)

Health-related physical fitness includes five components: cardiorespiratory endurance, muscular strength and endurance, flexibility, body composition, and neuromuscular Relaxation. Candidates should refer to the following reference tables during assessments in item A. They should also use the measurement of Body Mass Index as a reference.

A. 12-minute Endurance Run

12-minute Endurance Run (metres) Assessment Reference Table

	Age	Poor	Fair	Average	Good	Excellent
Male	15-19	<1900	1901-2100	2101-2400	2401-2600	>2601
	20-21	<1900	1901-2100	2101-2400	2401-2600	>2601
Female	15-19	<1400	1401-1600	1601-1800	1801-2000	>2001
	20-21	<1500	1501-1700	1701-2000	2001-2200	>2201

B. 1-minute Sit Up

1-minute Sit Up (times) Assessment Reference Table

	Age	Poor	Fair	Average	Good	Excellent
Male	15-17	≤ 15	16-27	28-37	38-47	≥ 48
	18-21	≤ 16	17-28	29-40	41-50	≥ 51
Female	15-17	≤ 14	15-22	23-27	28-35	≥ 36
	18-21	≤ 13	14-21	22-26	27-34	≥ 35

C. Pull-up (Male)/ Flexed-arm Hang (Female)

Pull-up (Male)/ Flexed-arm Hang (Female) Assessment Reference Table

	Age	Pull-up (times)		Age	Flexed-arm Hang (seconds)
Male	15	2-7	Female	15	8-12
	16-21	5-8		16-21	8-12

D. Sit-and-reach

Sit-and-reach (centimetres) Assessment Reference Table

	Age	Poor	Fair	Average	Good	Excellent
Male	15-19	≤ 18	19-30	31-24	35-39	≥ 40
	20-21	≤ 21	22-28	29-32	33-36	≥ 37
Female	15-19	≤ 32	33-37	38-39	40-41	≥ 42
	20-21	≤ 28	29-34	35-37	28-41	≥ 42

Physical Fitness Appendix – Body Mass Index

(Reference: The National Center for Health Statistics in Collaboration with the National Center for Chronic Disease Prevention and Health Promotion (2000)).

Remarks: The following measurement for Body Mass Index is for candidates' reference only.

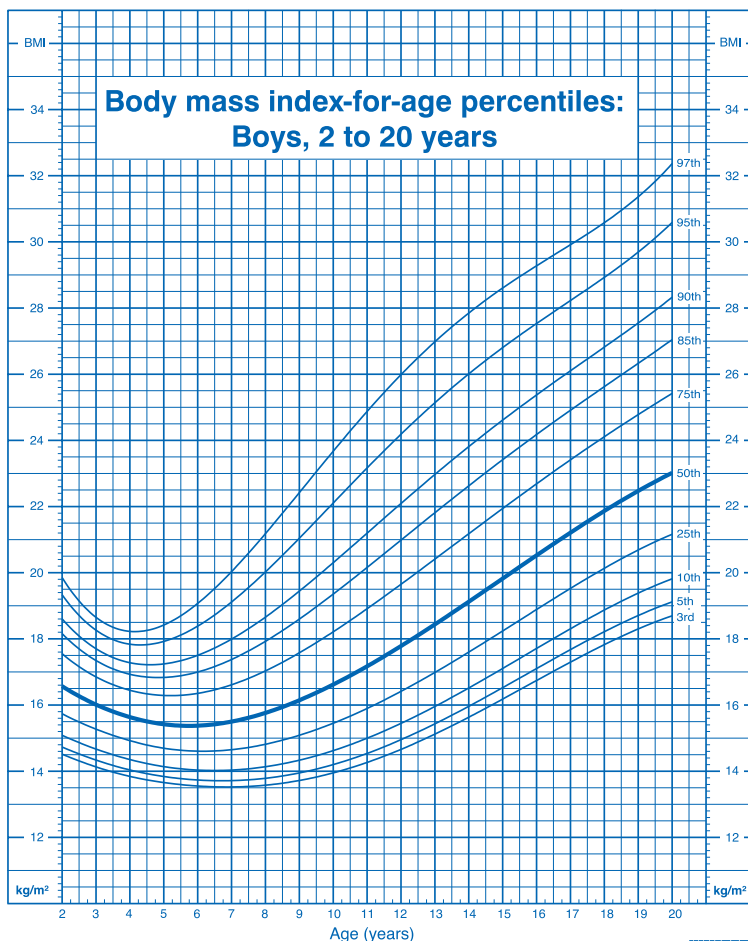
A. Body Mass Index (BMI)

Formula: $\text{Weight (kg)} / \text{Height}^2 (\text{metre}^2)$

B. Body Mass Index Chart for Children and Adolescents

(Applicable to persons aged 2 to 20)

1. < 5th percentile: Underweight
2. ≥ 95th percentile: Overweight



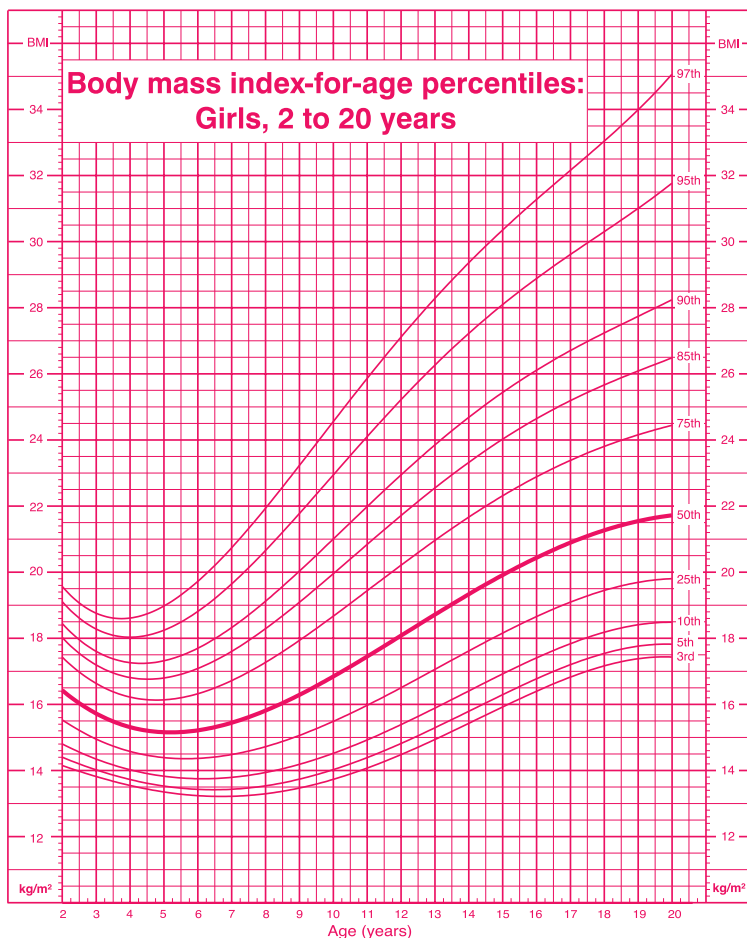
Published May 30, 2000.

SOURCE: Developed by the National Center for Health Statistics in collaboration with the National Center for Chronic Disease Prevention and Health Promotion



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Figure 13. Individual growth chart 3rd, 5th, 10th, 25th, 50th, 75th, 90th, 95th, 97th percentiles, 2 to 20 years: Boys body mass index-for-age



Published May 30, 2000.

SOURCE: Developed by the National Center for Health Statistics in collaboration with the National Center for Chronic Disease Prevention and Health Promotion (2000).



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Figure 14. Individual growth chart 3rd, 5th, 10th, 25th, 50th, 75th, 85th, 90th, 95th, 97th percentiles, 2 to 20 years: Girls body mass index-for-age

C. Body Mass Index for Adults
(Applicable to persons aged 20 or above)

BMI	Indication
< 18.5	Underweight
18.5 – 24.9	Normal
25.0 – 29.9	Overweight
≥ 30	Obese

探險

探險項目之設立旨在鼓勵深資童軍掌握基本技能後，互相合作及自行組隊，仔細策劃，並前往不同的陌生地方，如郊野及海外探險，藉此挑戰自我，擴闊眼界，欣賞及尊重大自然。

成員必須至少完成一次陸上徒步遠足（50公里 / 80公里），方可考取榮譽童軍獎章。



探險段章一

完成「探險段章必修項」內所有單元及「探險段章選修項」內任何一個單元，即可獲簽發探險段章。



探險金帶一

考獲探險段章後，完成「探險金帶選修項」內任何一個單元，即可獲簽發探險金帶。



探險項目簡表：

組別	單元編號	單元名稱
探險段章		
必修項	E-A001	地圖閱讀訓練
	E-A002	遠足訓練
選修項	E-A003	陸上徒步遠足50公里
	E-A004	單車探險160公里
	E-A005	自行駕駛650公里
	E-A006	使用機動化交通工具進行境外遠足800公里
	E-A007	海上探險（童軍標準艇50公里）
	E-A008	海上探險（獨木舟50公里）
	E-A009	海上探險（風帆（不具機動裝置）50公里）
探險金帶		
選修項	E-B001	陸上徒步遠足80公里
	E-B002	單車探險240公里
	E-B003	自行駕駛1000公里
	E-B004	使用機動化交通工具進行境外遠足1200公里
	E-B005	海上探險（童軍標準艇80公里）
	E-B006	海上探險（獨木舟80公里）
	E-B007	海上探險（風帆（不具機動裝置）80公里）

探險段章必修項

E-A001 地圖閱讀訓練

完成「深資童軍地圖閱讀訓練班」或深資童軍地圖閱讀考驗。

E-A002 遠足訓練

完成「深資童軍遠足訓練班」。

探險段章選修項

E-A003 陸上徒步遠足50公里

時間：旅程途中露宿兩晚（三日兩夜）
距離：50公里
人數：以3至6人為一小組

E-A004 單車探險160公里

時間：旅程途中露宿兩晚或以上（三日兩夜）
距離：160公里
人數：以3至6人為一小組

E-A005 自行駕駛650 公里

時間：旅程途中度宿兩晚或以上（三日兩夜）
距離：650公里
人數：以3至6人為一小組使用一輛汽車或各自使用一輛電單車。
資格：所有應考者必須持有沿途所有國家或地區之法例規定的有效駕駛執照，只限於香港境外進行。

E-A006 使用機動化交通工具進行境外遠足800公里

距離：全程均選擇機動化交通工具，例如：火車、輪船、飛機等，其距離則為800公里，停留點不少於三個，每個停留點逗留時間不能少於十二小時。計算距離並不包括由香港至海外遠足地點的往返旅程。
地區：須在本港範圍以外而全組組員從未到過的陌生地方進行。
事工：事工題目建議與當地文化、當地童軍運動等有關。
人數：以3至6人為一小組，可與非童軍人士，但年齡相若之青年同時進行。人數多少亦可由各地域總部總監（深資童軍）按個別情形作彈性處理。

E-A007 海上探險（童軍標準艇50公里）

時間：在船上或岸邊度宿兩晚或以上（三日兩夜）
距離：50公里，審核員可因應當日天氣情況有限度地調低距離要求。
人數：以5至8人為一小組
資格：所有應考者必需持有副舵手班合格證書或中級童軍標準艇證書或以上級別。如使用風帆，需另外持有香港風帆運動總會二級證書或以上級別。
備註：出航可以配備船外機，但至少其中一名應考者需要有香港海事處遊樂船隻二級操作人或以上級別證書。
人力與風力會納入計算標準艇的距離中。若旅程中因遇上危急情況而使用船尾機，當中的距離不會計算於旅程之內。

E-A008 海上探險（獨木舟50公里）

時間：在船上或岸邊度宿兩晚或以上（三日兩夜）
 距離：50公里，審核員可因應當日天氣情況有限度地調低距離要求。
 人數：以4至8人為一小組
 資格：所有應考者必需持有香港獨木舟總會中級金章證書或以上級別。

E-A009 海上探險（風帆（不具機動裝置）50公里）

時間：在船上或岸邊度宿兩晚或以上（三日兩夜）
 距離：50公里
 人數：以4至9人為一小組，2至3人使用一隻帆船。
 資格：所有應考者須持有香港帆船運動總會三級證書或以上級別。
 備註：必須有機動艇隨航，以確保安全。

探險金帶選修項

E-B001 陸上徒步遠足80公里

時間：旅程途中露宿三晚或以上（四日三夜）
 距離：80公里
 人數：以3至6人為一小組

E-B002 單車探險240公里

時間：旅程途中露宿三晚或以上（四日三夜）
 距離：240公里
 人數：以3至6人為一小組

E-B003 自行駕駛1,000公里

時間：旅程途中度宿三晚或以上（四日三夜）
 距離：1,000公里
 人數：以3至6人為一小組使用一輛汽車或各自使用一輛電單車
 資格：所有應考者必須持有沿途所有國家或地區之法例規定的有效駕駛執照，只限於香港境外進行。

E-B004 使用機動化交通工具進行境外遠足1,200公里

距離：全程均選擇機動化交通工具，例如：火車、輪船、飛機等，其距離則為1,200公里，停留點不少於五個，每個停留點逗留時間不能少於十二小時。計算距離並不包括由香港至海外遠足地點的往返旅程。
 地區：須在本港範圍以外而全組組員從未到過的陌生地方進行
 事工：事工題目建議與當地文化、當地童軍運動等有關。
 人數：以3至6人為一小組，可與非童軍人士，但年齡相若之青年同時進行。人數多少亦可由各地域總部總監（深資童軍）按個別情形作彈性處理。

E-B005 海上探險（童軍標準艇 80 公里）

- 時 間： 在船上或岸邊度宿三晚或以上（四日三夜）
 距 離： 80公里
 人 數： 以5至8人為一小組
 資 格： 所有應考者必需持有副舵手班合格證書或中級童軍標準艇證書或以上級別，及香港帆船運動總會二級證書或以上級別。
 備 註： 出航可以配備船外機，但至少其中一名應考者需要有香港海事處遊樂船隻二級操作人或以上級別證書。
 人力與風力會納入計算標準艇的距離中。若旅程中因遇上危急情況而使用船尾機，當中的距離不會計算於旅程之內。

E-B006 海上探險（獨木舟 80 公里）

- 時 間： 在船上或岸邊度宿三晚或以上（四日三夜）
 距 離： 80公里
 人 數： 以4至8人為一小組
 資 格： 所有應考者必需持有香港獨木舟總會中級金章證書或以上級別。

E-B007 海上探險（風帆（不具機動裝置）80 公里）

- 時 間： 在船上或岸邊度宿三晚或以上（四日三夜）
 距 離： 80公里
 人 數： 以4至9人為一小組，2至3人使用一隻帆船。
 資 格： 所有應考者須持有香港帆船運動總會三級證書或以上級別。
 備 註： 必須有機動艇隨航，以確保安全。

探險項目指引

遠足訓練

所有深資童軍需完成一個由區 / 地域 / 總會認許之

1. 「深資童軍地圖閱讀訓練班」或深資童軍地圖閱讀考驗；及
2. 「深資童軍遠足訓練班」。

並須在完成後方可報考及進行遠足旅程。

註：詳細課程大綱請參閱本訓練綱要附錄的「深資童軍遠足訓練班」。

旅程基本指引

所有的遠足旅程需要盡量在陌生地方進行。人數以三至六人為一小組。若男女深資童軍同時進行考驗，小組成員必須最少為男女性各兩人。每位應考者必須在旅程中肩負領導及導航之責，並在旅程中完成兩項自選事工。完成遠足後，每位應考者須於一個月內遞交旅程報告書及事工報告書。

深資童軍以任何選項完成旅程，原則如一。成員務須得到一個有計劃、有意義及安全的旅程：

1. 旅程計劃

所有成員在事前必須有充足時間及機會自行策劃旅程。如計劃進行境外遠足項目，成員須最少在三個月前將旅程計劃書及事工計劃書呈交審核員和知會所屬地域總部總監（深資童軍）。

2. 旅程內容

不論本港徒步遠足、境外或海上旅程，主要過程必須在陌生地方進行。成員擬定在途中完成的事工或活動亦須具價值，相關成果對個人、社會或童軍運動本身有所得益。

3. 安全問題

成員必須時刻以各人之安全為首要考慮。尤其在境外或海上時，成員更需要與審核員保持聯絡，並嚴格遵照審核員之指示。選擇境外旅程的成員應於事前清楚了解當地習俗禁忌，以及於當地緊急求助的方法。如行程已獲審核員同意，應考者須盡速將旅程計劃書及全組參加者個人資料呈報總會國際署或內地事務署。同時，審核員亦要掌握在途成員的動向，隨時提供支援，並預早訂定緊急應變方案。若成員身處難以得到即時支援的地方，審核員有責任陪行，減低風險。

注意事項

報考探險段章選修項（E-A003至E-A009）的深資童軍請注意以下事項：

1. 須由遠足審核員或高級遠足審核員負責審核；及
2. 所有成員必須未完成探險金帶選修項（E-B001至E-B007）。

報考探險金帶選修項（E-B001至E-B007）的深資童軍請注意以下事項：

1. 須由高級遠足審核員負責審核。
2. 如得遠足審核員同意，可改為兩次有連貫性的三日兩夜遠足，而連貫性是指在遠足策劃上有連接安排，並盡可能由原有組員在六個月內完成。
3. 所有成員必須未完成探險金帶選修項（E-B001至E-B007）。

Exploration

Exploration aims to encourage Venture Scouts to form their own groups, coordinate well with their group members, plan thoroughly and go to different unfamiliar places, such as countryside and overseas expeditions after mastering basic skills. They are expected to challenge themselves, broaden their horizons, appreciate and respect the nature.

Venture Scouts must complete at least one expedition on foot (50/ 80km) in order to be awarded the Dragon Scout Award.



Exploration Achievement Badge -

The Exploration Achievement Badge is awarded upon completion of all compulsory modules and one elective module.



Exploration Bar -

The Exploration Bar is awarded upon completion of one elective module after gaining the Exploration Achievement Badge.



Exploration Modules Chart:

Modules	Module Code	Module Name
Exploration Achievement Badge		
Compulsory Modules	E-A001	Map Reading Training
	E-A002	Expedition Training
Elective Modules	E-A003	50km Expedition on foot
	E-A004	160km Cycling
	E-A005	650km Driving
	E-A006	800km Overseas Expedition using mechanical transport
	E-A007	Sea Expedition (50km Scout Standard Boat)
	E-A008	Sea Expedition (50km Canoeing)
	E-A009	Sea Expedition (50km Sailing without mechanical equipment)
Exploration Bar		
Elective Modules	E-B001	80km Expedition on foot
	E-B002	240km Cycling
	E-B003	1000km Driving
	E-B004	1200km Overseas Expedition using mechanical transport
	E-B005	Sea Expedition (80km Scout Standard Boat)
	E-B006	Sea Expedition (80km Canoeing)
	E-B007	Sea Expedition (80km Sailing without mechanical equipment)

Exploration Achievement Badge – Compulsory Modules

E-A001 Map Reading Training

Complete a Venture Scout Map Reading Training Course or Venture Scout Map Reading Assessment

E-A002 Expedition Training

Complete a Venture Scout Expedition Training Course

Exploration Achievement Badge – Elective Modules

E-A003 50km Expedition on foot

Duration: Camping of 2 nights during the expedition (3 days and 2 nights)
 Distance: 50 km
 Persons: a group of 3-6

E-A004 160km Cycling

Duration: Camping of 2 nights or above during the expedition (3 days and 2 nights)
 Distance: 160 km
 Persons: a group of 3-6

E-A005 650km Driving

Duration: 2 nights or above during the expedition (3 days and 2 nights)
 Distance: 650 km
 Persons: a group of 3-6 using one automobile or each candidate using one motorbike
 Qualifications: All candidates must be holders of valid driving licence of all countries or regions along the expedition.

E-A006 800km Overseas Expedition using mechanical transport

Distance: For Venture Scouts using mechanical transport, e.g. train, vessels, plane and etc. in the whole expedition, the distance is 800km. There should be at least 3 stopovers. Candidates should stay at each stopover for at least 12 hours. The travelling distance from Hong Kong to start point and end point to Hong Kong should not be included into the expedition distance.
 Area: An unfamiliar area outside Hong Kong territory
 Project: Topics about local cultures and local Scout Movement etc. are recommended.
 Persons: a group of 3-6
 There can be non-Scout members within the group but they should be of the same age of the candidates. The size of the group can be determined by the Venture Scout Commissioner concerned according to different situations.

E-A007 Sea Expedition (50km Scout Standard Boat)

- Duration:** 2 nights or above on boat or shore (3 days and 2 nights)
Distance: 50 km. Assessors may have a limited adjustment to the distance depending on the weather on assessment days.
Persons: a group of 5-8
Qualifications: All candidates must be holders of Coxswain's Mate Certificate or Intermediate Scout Standard Boat Certificate or levels above. If sails are used, candidates should be holders of Hong Kong Sailing Federation Level 2 Certificate or levels above.
Remarks: Outboard motors may be carried during the journey. However, one of the candidates must be the holder of Pleasure Vessel Operator Certificate of Competency Grade 2 issued by the Marine Department or levels above.
 Manpower and wind force will be calculated into the Scout Standard Boat distance. If there is any emergency that needs the operation of the outboard motor, such distance will not be counted into the expedition.

E-A008 Sea Expedition (50km Canoeing)

- Duration:** 2 nights or above on boat or shore (3 days and 2 nights)
Distance: 50 km. Assessors may have a limited adjustment to the distance depending on the weather on assessment days.
Persons: a group of 4-8
Qualifications: All candidates must be holders of Kayak Proficiency Gold Award issued by Hong Kong Canoe Union or levels above

E-A009 Sea Expedition (50km Sailing without mechanical equipment)

- Duration:** 2 nights or above on boat or shore (3 days and 2 nights)
Distance: 50 km
Persons: a group of 4-9 with 2-3 persons sharing one sailing boat
Qualifications: All candidates must be holders of Hong Kong Sailing Federation Level 3 Certificate or levels above
Remarks: There must be a power boat following the expedition for safety reasons.

Exploration Bar – Elective Modules

E-B001 80km Expedition on foot

- Duration:** Camping of 3 nights or above during the expedition (4 days and 3 nights)
Distance: 80 km
Persons: a group of 3-6

E-B002 240km Cycling

- Duration:** Camping of 3 nights or above during the expedition (4 days and 3 nights)
Distance: 240 km
Persons: a group of 3-6

E-B003 1000km Driving

- Duration: 3 nights or above during the expedition (4 days and 3 nights)
 Distance: 1000 km
 Persons: a group of 3-6 using one automobile or each candidate using one motorbike
 Qualifications: All candidates must be holders of valid driving licence of all countries or regions along the expedition.

E-B004 1200km Overseas Expedition using mechanical transport

- Duration: For Venture Scouts using mechanical transport, e.g. train, vessels, plane and etc. in the whole expedition, the distance is 1,200km. There should be at least 5 stopovers. Candidates should stay at each stopover for at least 12 hours. The travelling distance from Hong Kong to start point and end point to Hong Kong should not be included into the expedition distance.
 Area: An unfamiliar area outside Hong Kong territory
 Project: Topics about local cultures and local Scout Movement etc. are recommended.
 Persons: a group of 3-6
 There can be non-Scout members within the group but they should be of the same age of the candidates. The size of the group can be determined by the Venture Scout Commissioner concerned according to different situations.

E-B005 Sea Expedition (80km Scout Standard Boat)

- Duration: 3 nights or above on boat or shore (4 days and 3 nights)
 Distance: 80 km
 Persons: a group of 5-8
 Qualifications: All candidates must be holders of Coxswain's Mate Certificate or Intermediate Scout Standard Boat Certificate or levels above, and Hong Kong Sailing Federation Level 2 Certificate or levels above
 Remarks: Outboard motors may be carried during the journey. However, one of the candidates must be the holder of Pleasure Vessel Operator Certificate of Competency Grade 2 issued by the Marine Department or levels above.
 Manpower and wind force will be calculated into the Scout Standard Boat distance. If there is any emergency that needs the operation of the outboard motor, such distance will not be counted into the expedition.

E-B006 Sea Expedition (80km Canoeing)

- Duration: 3 nights or above on boat or shore (4 days and 3 nights)
 Distance: 80 km
 Persons: a group of 4-8
 Qualifications: All candidates must be holders of Kayak Proficiency Gold Award issued by Hong Kong Canoe Union or levels above

E-B007 Sea Expedition (80km Sailing without mechanical equipment)

- Duration: 3 nights or above on boat or shore (4 days and 3 nights)
 Distance: 80 km
 Persons: a group of 4-9 with 2-3 persons using one sailing boat
 Qualifications: All candidates must be holders of Hong Kong Sailing Federation Level 3 Certificate or levels above
 Remarks: There must be a power boat following the expedition for safety reasons.

Expedition Guidelines

Expedition Training

All Venture Scouts should complete a recognised -

1. Venture Scout Map Reading Training Course or Venture Scout Map Reading Assessment, and
2. Venture Scout Expedition Training Course.

Venture Scouts should complete the above items before applying for expedition journey assessments.

Remarks: Please refer to "Venture Scout Expedition Training Course" for further assessment requirements.

Basic Guidelines

The expedition should be carried out in an unfamiliar place. The group should consist of 3 to 6 persons. For mixed group, there must be at least 2 of each gender. Each candidate must take a leading role and navigate during the expedition journey and complete 2 projects of their own choice. Each candidate must submit an expedition logbook and a project logbook within 1 month after completing the expedition.

The guidelines remain the same for Venture Scouts choosing other elective modules. Participants should have a well-planned, meaningful and safe journey:

1. Preparation

All participants should have sufficient time and opportunities to plan their expedition. Candidates choosing overseas expedition should submit the expedition plan book and project plan book to expedition assessor and notify the Venture Scout Commissioner concerned 3 months prior to the commencement day.

2. Contents

The major part of the expedition should be carried out in an unfamiliar place, be it local expedition on foot, overseas expedition or sea expedition. The projects decided by participants to be completed during the expedition should be meaningful and beneficial to individuals, the society or the Scout Movement.

3. Safety Issues

Safety is always a major concern. Candidates of overseas expedition or sea expedition in particular should keep in touch with assessors and strictly follow the assessors' instructions. Candidates of overseas expedition should understand the local customs and taboos, and how they can get local emergency services. If the expedition has been approved by the assessor, candidates should submit the expedition plan book and personal particulars of all group members to the International Branch or Mainland Affairs Branch. Assessors should know the location of the candidates so as to provide support whenever necessary. Contingency plan should be made before the expedition. Assessors have the responsibility to follow the candidates if they are in areas where immediate support is not available to lower the risk.

Points to note

For Venture Scouts applying for the assessment of the elective modules (E-A003 to E-A009) of the Exploration Achievement Badge:

1. The assessment must be conducted by a recognised Expedition Assessor or Senior Expedition Assessor, and
2. Candidates must not have completed the elective modules (E-B001 to E-B007) of Exploration Bar.

For Venture Scouts applying for the assessment of the elective modules (E-B001 to E-B007) of the Exploration Bar:

1. The assessment must be conducted by a recognised Senior Expedition Assessor.
2. Upon agreement of the Expedition Assessor, the assessment can be altered to two linked expeditions of 2 nights each. The connection on arrangements should be shown on expedition planning. Candidates should complete the two linked expeditions within 6 months with the same group members if possible.
3. All candidates must not have completed the elective modules (E-B001 to E-B007) of the Exploration Bar.

其他獎章

深資童軍急救章



獎章式樣：白底紅十字，綑以綠邊，並有“VENTURE SCOUTS”字樣。

在註冊成為深資童軍後，成員只可以在獲取本會或其他根據香港法例《職業安全及健康規例》（第509章，附屬法例A）勞工處認可的三十小時急救課程證書之有效期內佩戴此專章。

宗教章



獎章式樣：棗紅色邊，黃色底，橢圓形設計，中央有雙手合掌祈求圖案，頂有一童軍徽。

深資童軍可選擇下列其中一項宗教課程進行研習，考核可由深資童軍團領袖自行安排適當人士協助，如法師、牧師、神職人員、主日學導師等。

天主教

1. 認識：
 - 1.1 擁有《聖經》及明白《聖經》之組成。
 - 1.2 誦念玫瑰經（二十端）。
 - 1.3 認識教會的年曆。
 - 1.4 簡述七件聖事的意義。
 - 1.5 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 參與：
 - 2.1 參與一個善會（堂區性或教區性教友組織）的活動，並作文述報告。
3. 服務：
 - 3.1 明白祈禱的方法及意義，並在團集會 / 童軍活動中帶領祈禱。
 - 3.2 指導團員參與感恩祭。
 - 3.3 協助一位幼童軍 / 童軍考取宗教章（天主教課程）。

基督教

1. 認識：
 - 1.1 擁有《聖經》新舊約全書。
 - 1.2 誦念主禱文及使徒信經，並解釋其意義。
 - 1.3 唱聖詩七首（自選）。
 - 1.4 敘述聖經故事六則。舊約三則，包括出埃及記故事；新約三則，包括耶穌被釘十字架的故事。
 - 1.5 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 參與：
 - 2.1 參與教會活動，如主日崇拜、青年團契或詩班等，並作文述報告。
3. 服務：
 - 3.1 明白十字架的意義，並領導小組研討。
 - 3.2 使用《聖經》，並在團集會 / 童軍活動中講解耶穌「道成肉身」救贖的意義及引述有關經文。
 - 3.3 在團集會 / 童軍活動中帶領祈禱。
 - 3.4 協助一位幼童軍 / 童軍考取宗教章（基督教課程）。

伊斯蘭教

1. 認識：
 - 1.1 擁有中文版的《古蘭經》及示範如何使用。
 - 1.2 明白伊斯蘭的意義是和平與順從。
 - 1.3 誦念及明白清真言「萬物非主，唯有真主，穆罕默德，是主差使」的意義。
 - 1.4 說出聖訓三則。
 - 1.5 說出全世界穆斯林信徒的數目及香港各間清真寺的位置。
 - 1.6 解釋念、禮、齋、課、朝五功的意義。
 - 1.7 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 服務：
 - 2.1 協助一位幼童軍／童軍考取宗教章（伊斯蘭教課程）。

孔教

1. 認識：
 - 1.1 認識並尊重中國傳統文化和儒教思想。
 - 1.2 誦念及明白《禮運·大同》和《孟子經訓》。
 - 1.3 說出《四書》、《五經》、《六藝》、《八德》的名目。
 - 1.4 唱《孔聖頌》及明白其意義。
 - 1.5 在《論語》中摘出章句五則，並解釋其意義。
 - 1.6 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 參與：
 - 2.1 每年拜祭祖先、天地。
 - 2.2 參與孔聖誕、孟子誕辰典禮或傳統祭禮，認識和遵守有關禮儀。
 - 2.3 參觀傳統廟宇，與孔教團體進行交流活動，並作文述報告。
3. 服務：
 - 3.1 協助一位幼童軍／童軍考取宗教章（孔教課程）。

佛教

1. 認識：
 - 1.1 擁有及誦念《佛經》和早晚《念誦儀規》。
 - 1.2 唱佛寶歌及明白其意義。
 - 1.3 講述佛教故事三則。
 - 1.4 解釋因果定義。
 - 1.5 認識「皈依三寶」的意義。
 - 1.6 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 參與：
 - 2.1 參與浴佛禮及佛教活動，並作文述報告。
 - 2.2 曾參與「皈依三寶」的儀式。
3. 服務：
 - 3.1 領導佛教青少年團研討佛教教理。
 - 3.2 協助一位幼童軍／童軍／深資童軍皈依三寶。
 - 3.3 協助一位幼童軍／童軍考取宗教章（佛教課程）。

道教

1. 認識：
 - 1.1 擁有《道德經》，並解釋其中五章的意義。
 - 1.2 誦念《太上道祖頌》，並解釋其意義。
 - 1.3 認識道教「呂祖百字碑」訓詞的意義。
 - 1.4 說出道教「三清」的名號。
 - 1.5 解釋「道家三寶」、「道德經第八章之七善」、「呂純陽祖師之九美德」的意義。
 - 1.6 解釋童軍誓詞內「對神明、盡責任」的意義。
2. 參與：
 - 2.1 參觀兩間道教宮觀，並作文述報告。
3. 服務：
 - 3.1 在團集會／童軍活動中講述道祖生平故事或其他一位仙師的故事。
 - 3.2 協助一位幼童軍／童軍考取宗教章（道教課程）。

社區參與章



獎章式樣：棗紅色底，上有黃色童軍徽，外圍以白色人手拉著手之標誌象徵團結。

目的

「社區參與章」旨在培養深資童軍的助人精神，透過社區教育、發展及服務模式，了解社會上的各種問題和需要，認識與生活息息相關的政策，並以行動來參與社區事務，培養良好公民應具備的責任感，共同締造一個和諧及互相關懷的社會。

計劃由（甲）項的專題研習班及（乙）項的實習活動組成。專題研習班設有七個課題，包括：

- （一） 環境清潔及衛生；
- （二） 肅貪倡廉；
- （三） 撲滅罪行；
- （四） 藥物教育；
- （五） 平等機會；
- （六） 愛滋病預防教育；及
- （七） 尊重知識產權。

審核要求

參加者必須於六個月內完成（甲）項及（乙）項內各項要求：

（甲）完成上述最少一個總會認許之專題研習班，並能夠：

1. 說出及解釋所選課題的相關知識，列舉應有的技巧和建立應有的態度；
2. 闡述社區參與的目的及意義、模式及方法；及
3. 述說如何有效策劃及組織「社區參與」活動。

（乙）完成專題研習班中所選課題的實習活動，並達到下列各項要求：

1. 提交一份所選課題的個人紀錄冊，內容應包括該課題的資料，當中不少於三份相關內容的剪報，並必須附有個人評論及提出可行的建議；
2. 以小組形式完成一份由班領導人指定之專題研習，並須在班內或向外發佈及帶領討論；
3. 獲班領導人同意後，以小組形式協助推行一項由香港特別行政區政府（或政府註冊的社會服務機構）所舉辦的活動；或以小組形式自行組織、策劃及推行一項社區服務，並向審核員呈交活動計劃書及報告書；及
4. 參與由特區政府所推行之大型推廣運動（只適用於個別課題）。

專題研習班課程大綱

(一) 環境清潔及衛生

1. 清潔香港運動的背景及目的。
2. 各種常見環境污染及有效管制的方法。
3. 個人及環境衛生對社會及經濟的影響。
4. 香港的公眾潔淨服務。
5. 香港於環境清潔及衛生的宣傳、教育及執法工作。
6. 個人於環境清潔及衛生可以作出的貢獻。

(二) 肅貪倡廉工作

1. 何謂「貪污」。
2. 「貪污」對個人、社會及經濟的損害及影響。
3. 廉政公署成立的背景、功能及職責。
4. 香港於肅貪倡廉的宣傳、教育及執法工作。
5. 個人於肅貪倡廉可以作出的貢獻。

(三) 撲滅罪行

1. 香港常見的罪案及特別罪行的問題。
2. 撲滅罪行委員會和分區撲滅罪行委員會的功能及職責。
3. 香港警務處對撲滅罪行的宣傳及教育工作。
4. 少年警訊計劃成立之背景及目的。
5. 個人於撲滅罪行可以作出的貢獻。

(四) 藥物教育

1. 香港毒品及濫用藥物的問題。
2. 濫用藥物常見的原因、種類、禍害及拒絕的技巧。
3. 濫用藥物對個人、社會及經濟所衍生的問題及影響。
4. 禁毒常務委員會及禁毒處的功能及職責。
5. 香港於藥物教育的宣傳、教育及執法工作。
6. 如何正確使用藥物。
7. 個人於藥物教育可以作出的貢獻。

(五) 平等機會教育

1. 何謂「歧視」。
2. 香港現行的四條反歧視條例，包括「性別歧視條例」、「殘疾歧視條例」、「家庭崗位歧視條例」及「種族歧視條例」的主要範疇。
3. 平等機會對個人、社會及經濟的關係及重要性。
4. 平等機會委員會的功能及職責。
5. 香港於平等機會的宣傳、教育及執法工作。
6. 個人於平等機會可以作出的貢獻。

(六) 愛滋病預防教育

1. 何謂「愛滋病」。
2. 愛滋病病毒(HIV)的特性及傳染途徑。
3. 有效預防愛滋病病毒(HIV)感染的方法。
4. 「愛滋病」於全球蔓延的情況。
5. 「愛滋病」問題對個人、社會及經濟所構成的威脅及影響。
6. 香港於愛滋病預防教育的宣傳、教育及支援工作。
7. 個人於愛滋病預防教育可以作出的貢獻。

(七) 尊重知識產權

1. 甚麼是「知識產權」。
2. 「知識產權」的意義及重要性。
3. 常見的侵權行為。
4. 侵犯「知識產權」對個人、社會及經濟所構成的影響。
5. 知識產權署的功能及職責。
6. 香港於保護「知識產權」的宣傳、教育及執法工作。
7. 個人於尊重「知識產權」可以作出的貢獻。

香港青年獎勵計劃



簡介

香港青年獎勵計劃（前身為香港愛丁堡公爵獎勵計劃），是國際青年獎勵計劃協會成員之一。獎勵計劃擁有一套國際既定的原則，讓年青人透過完成章級要求，培養勇於挑戰及堅毅的精神。

獎勵級別

獎勵分為銅章、銀章、金章三級，參加者可以直接參加任何一級或順序參與，但必須符合各級年齡之規定方可獲准參加：

- 銅章級：參加者必須在十四歲或以上
- 銀章級：參加者必須在十五歲或以上
- 金章級：參加者必須在十六歲或以上

此外，參加者必須在二十五歲生日前，完成各項活動，經評核合格後，便可獲頒獎狀及獎章。

計劃內容

五科在各章級的要求簡列如下：

	銀章級	金章級
年齡要求	15歲或以上	16歲或以上
服務科	最少30小時，分6個月進行	最少100小時，分12個月進行
野外鍛鍊科	三日兩夜	四日三夜
技能科	12個月（已完成銅章級技能科可減至6個月）	18個月（已完成銀章級技能科可減至12個月）
康樂體育科	30分*	36分*
團體生活科	--	連續外宿五日四夜

- * 每半小時活動可得1分，但每週不可超過2分。最少12分應由接受訓練取得，其餘分數可由「繼續參與」或以「達到水準」評分。

深資童軍支部參加級別

參加者必須先出席由總會或地域辦事處舉辦之迎新講座，並開設獎勵計劃紀錄簿，方能展開獎勵計劃活動。

年齡介乎十五至十六歲之深資童軍支部參加者，只可選擇銅章級或直接銀章級作為獎勵計劃的開始級別。而年滿十六歲或以上之參加者，則亦可選擇由直接金章級別展開獎勵計劃活動。

為配合深資童軍支部的訓練特色及內容，我們建議深資童軍支部參加者經由直接銀章級參與獎勵計劃的活動。

深資童軍支部內之訓練內容均適合同時作為獎勵計劃中有關科目的評核，惟必須同時符合獎勵計劃中各科目的特定要求。詳情請參閱香港青年獎勵計劃香港童軍總會總會執行處網頁（<http://www.scout.org.hk/hkayp/>）。

世界童軍環境章



深資童軍可以考取及佩戴世界童軍環境章，有關獎章的考驗要求，請參閱總會網頁公佈的最新消息。

航空活動徽章



初級空勤員章



中級空勤員章



高級空勤員章

「空勤員章課程」分為初級空勤員章、中級空勤員章及高級空勤員章三個階段課程，為深資童軍成員提供全面而富趣味的航空培訓，包括航空知識、飛行知識及模擬飛行訓練三大範疇。徽章的設計亦加入代表飛行訓練的螺旋槳及飛行之半翼，標誌成員以此作為邁向實際飛行的起步點。

有關「空勤員章課程」內容，可參閱總會之公佈。

海上活動徽章



水手長章



副舵手章



舵手章

「童軍標準艇課程（深資童軍支部課程）」分為水手長章（三級童軍標準艇證書）、副舵手章（四級童軍標準艇證書）及舵手章（五級童軍標準艇證書）三個階段課程，為深資童軍成員提供進階之海上活動訓練。

如由童軍支部成員晉升為深資童軍支部成員，並已考獲三級童軍標準艇證書，在晉升為深資童軍支部成員後，可直接佩戴深資童軍水手長章。

有關「童軍標準艇課程」內容，可參閱總會之公佈。

Other Badges

Venture Scout First Aid Badge



Badge Specimen: a red cross on white background, green border, with "VENTURE SCOUTS".

A Venture Scout, after registered, may wear this badge after gaining the First Aid Certificate issued by Scout Association of Hong Kong or other certificates of 30 hours First Aid courses recognised by Labour Department in accordance with Occupational Safety and Health Ordinance Regulation (Cap.509 sub.leg.A) within the validity period.

Religious Badge



Badge Specimen: Oval cloth badge in yellow, maroon border, with hands in prayer design under the Scout Emblem in the middle.

Venture Scouts can choose to attempt any one syllabus below. Leaders of the Venture Scout Unit may arrange fit and proper persons like priest, chaplain, clergy, etc. to assist Venture Scouts with the assessments.

Catholic

1. Knowledge:
 - 1.1 Own a Bible and understand the composition of the Bible.
 - 1.2 Recite the 20 decades of the Rosary.
 - 1.3 Know the Church calendar.
 - 1.4 Explain briefly the Seven Sacraments.
 - 1.5 Explain the meaning of the Scout Promise "to do my duty to God".
2. Participation:
 - 2.1 Participate in an activity organised by a parish or diocesan association of the laity and give a written report.
3. Service:
 - 3.1 Understand the ways and meaning of "praying" and lead a prayer during a Scout activity/ Venture Scout Unit meeting.
 - 3.2 Help a fellow Venture Scout to participate in the Eucharist Celebration.
 - 3.3 Assist a Cub Scout/ Scout in gaining the Religious Badge (Catholic).

Christianity

1. Knowledge:
 - 1.1 Own a Bible with the Old Testament and the New Testament.
 - 1.2 Understand and recite the Lord's Prayer and the Apostle Creed.
 - 1.3 Sing any 7 hymns.
 - 1.4 Narrate 6 stories: 3 from the Old Testament including the Exodus story, and 3 from the New Testament including the crucifixion of Jesus Christ.
 - 1.5 Explain the meaning of the Scout Promise "to do my duty to God".
2. Participation:
 - 2.1 Participate in any church activities, such as Sunday worship, youth fellowship or choir, and give a written report.
3. Service:
 - 3.1 Understand the meaning of the "Cross" and lead a discussion group.
 - 3.2 Understand the meaning of Incarnation, and explain this in a Venture Scout Unit meeting/ Scout activity by using the Bible and quoting relevant verses.
 - 3.3 Lead a prayer in a Venture Scout Unit meeting/ Scout activity.
 - 3.4 Assist a Cub Scout/ Scout in gaining the Religious Badge (Christianity).

Muslim

1. Knowledge:
 - 1.1 Own a copy of and demonstrate how to use the Holy Quran (English version).
 - 1.2 Understand that Muslim means peace and submission.
 - 1.3 Recite and understand the Kalimah "There is no God, but Allah, Muhammad is the Messenger of Allah".
 - 1.4 State three Hadith (sayings of Prophet Muhammad).
 - 1.5 State the Muslim population in the world and name the location of the mosques in Hong Kong.
 - 1.6 Explain the five pillars of Muslim.
 - 1.7 Explain the meaning of the Scout Promise "to do my duty to God".
2. Service:
 - 2.1 Assist a Cub Scout/ Scout in gaining the Religious Badge (Muslim).

Confucianism

1. Knowledge
 - 1.1 Recognise and respect the traditional Chinese culture and Confucian teachings.
 - 1.2 Recite and understand "Liyu Daitong Bian" and "Mengzi Jingsun".
 - 1.3 State the names or items of "Four Books", "Five Classics", "Six Arts" and "Eight Virtues".
 - 1.4 Sing and understand "Ode to Confucius".
 - 1.5 Quote and explain five verses from "The Analects".
 - 1.6 Explain the meaning of the Scout Promise "to do my duty to God".
2. Participation:
 - 2.1 Offer sacrifices to ancestors, Heaven and Earth annually.
 - 2.2 Participate in the celebrations of Confucius' Birth, Mencius' Birth or traditional sacrificial rites, understand and behave appropriately.
 - 2.3 Visit Confucian institutions and Chinese temples and give a written report.
3. Service:
 - 3.1 Assist a Cub Scout/ Scout in gaining the Religious Badge (Confucianism).

Buddhism

1. Knowledge:
 - 1.1 Own and recite Buddhist Sutras and a book that is about rituals, performed in morning and evening practices.
 - 1.2 Sing and understand the meaning of the "Song of Buddha".
 - 1.3 Tell 3 Buddhist stories.
 - 1.4 Explain the meaning of Dependent Origination.
 - 1.5 Understand the meaning of the "Triple Gem".
 - 1.6 Explain the meaning of the Scout Promise "to do my duty to God".

2. Participation: 2.1 Participate in the Buddha Bathing Ceremony and Buddhist activities, and give a written report.
2.2 Participate in the ceremony of the "Triple Gem".
3. Service: 3.1 Lead a Buddhist youth group to discuss the teachings of Buddha.
3.2 Assist a Cub Scout/ Scout/ Venture Scout in the "Triple Gem".
3.3 Assist a Cub Scout/ Scout in gaining the Religious Badge (Buddhism).

Taoism

1. Knowledge: 1.1 Own the "Dao De Jing" and explain 5 Chapters of it
1.2 Recite and explain the meaning of the "Lao Zi Eulogy".
1.3 Understand the meaning of the "Hundred Words Teaching".
1.4 State the Titles of the "Three Purities" of Taoism.
1.5 Explain the meaning of the "Three Taoist Treasures", "Seven Good Deeds" and "Nine Virtues".
1.6 Explain the meaning of the Scout Promise "to do my duty to God".
2. Participation: 2.1 Visit 2 Taoist temples and give a written report.
3. Service: 3.1 Tell the story of "Life of Lao Zi" or any one Taoist Deity in a Venture Scout Unit meeting or scout activity.
3.2 Assist a Cub Scout/ Scout in gaining the Religious Badge (Taoism).

Community Involvement Badge



Badge Specimen: A yellow Scout Emblem on maroon background surrounded by a white symbol of people holding hand in hand signifying unity.

Aims

The Community Involvement Badge aims to develop the civic awareness of Venture Scouts by community education and involvement in social service projects. From this, Venture Scouts learn to recognise the needs and problems in the society, understand the policies related to their daily lives, and involve in community affairs with practical contributions. It is hoped that Venture Scouts will cultivate the civic responsibility, thereby creating a harmonic and caring society.

The Community Involvement Badge consists of two parts: (A) Thematic Workshop and (B) Practical Session. The Thematic Workshops centre on the following 7 themes:

- (1) Environmental Hygiene and Cleanliness
- (2) Anti-corruption
- (3) Fight Against Crime
- (4) Drug Education
- (5) Equal Opportunities
- (6) AIDS Prevention Education
- (7) Respect for Intellectual Property Rights

Assessment Criteria

Participants must complete all items in both part (A) and (B) within 6 months:

- (A) Venture Scouts should complete at least 1 thematic workshop recognised by the Association Headquarters, and be able to:
 1. State and explain knowledge related to the chosen theme, and list the skills and establish proper attitude,
 2. Explain the aims, meanings, methods and modes of participating in "Community Involvement", and
 3. Describe the effective ways of planning and organising "Community Involvement" activities.
- (B) Venture Scouts should complete a relevant practical session, and fulfil the following requirements:
 1. Submit a logbook of the chosen theme that contains at least 3 related newspaper clippings, followed by personal comments and feasible suggestions,
 2. Conduct a research study assigned by the Course Leader of the thematic workshop on a group basis, present the research study in class or to other parties and lead discussions,
 3. Work as a team to assist in implementing an activity organised by the HKSAR Government with the consent of the Course Leader, or organise and implement a social service project, and submit proposals and reports to the assessor, and
 4. Participate in a large-scale promotion project launched by the HKSAR Government (Only applicable to certain themes).

Thematic Workshops Syllabuses

(1) Environmental Hygiene and Cleanliness

1. The background and the aims of “Clean Hong Kong Campaign”.
2. Common types of pollution and their effective control.
3. Effects of individual and social hygiene on the society and the economy.
4. Public cleaning services in Hong Kong.
5. What Hong Kong has done in publicising, educating and enforcing the laws on environmental protection.
6. Personal contributions to environmental protection and cleanliness.

(2) Anti-corruption

1. The definition of “Corruption”.
2. Effects of corruption on individual, the society and the economy.
3. The background of the establishment of ICAC, its functions and responsibilities.
4. What Hong Kong has done in publicising, educating and enforcing the law on anti-corruption.
5. Personal contributions to anti-corruption.

(3) Fight Against Crime

1. Common and specific crimes in Hong Kong.
2. The functions and responsibilities of the Fight Crime Committee and District Fight Crime Committee.
3. What Hong Kong Police Force has done in publicising and educating on fighting against crimes.
4. The background and aims of setting up Junior Police Call.
5. Personal contributions to fight against crimes.

(4) Drug Education

1. The abuse of drugs and substances problem in Hong Kong.
2. Common causes, types and effects of abusing drugs and substances, and the techniques involved in refusing drug and substance abuse.
3. Problems and effects caused by drug abuse on individual, the society and the economy.
4. The functions and responsibilities of Action Committee Against Narcotics (ACAN) and Narcotics Division, Security Bureau.
5. What Hong Kong has done in publicising, educating and enforcing the laws on drug and substance abuse.
6. The correct ways of taking drugs
7. Personal contributions to drug education.

(5) Equal Opportunities Education

1. The definition of "Discrimination".
2. The major areas covered by "Sex Discrimination Ordinance", "Disability Discrimination Ordinance", "Family Status Discrimination Ordinance" and "Race Discrimination Ordinance".
3. The importance of equal opportunities on individual, the society and the economy.
4. The functions and responsibilities of Equal Opportunities Commission.
5. What Hong Kong has done in publicising, educating and enforcing the laws on equal opportunities.
6. Personal contributions to equal opportunities.

(6) AIDS Prevention Education

1. The definition of AIDS.
2. The characteristics and transmission of HIV viruses.
3. Effective ways of preventing HIV infection.
4. The spread of AIDS in the world.
5. The threats and effects caused by AIDS on individual, the society and the economy.
6. What Hong Kong has done in publicising, educating and supporting AIDS prevention education.
7. Personal contributions to AIDS prevention education.

(7) Respect for Intellectual Property Rights

1. The definition of "Intellectual Property Rights"
2. The meaning and importance of Intellectual Property Rights.
3. Common infringement of Intellectual Property Rights.
4. The problems and effects caused by the infringement of Intellectual Property Rights on individual, the society and the economy.
5. The functions and responsibilities of Intellectual Property Department.
6. What Hong Kong has done in publicising, educating and enforcing the laws on protecting Intellectual Property Rights.
7. Personal contributions to the respect for Intellectual Property Rights.

The Hong Kong Award For Young People

Introduction

The Hong Kong Award for Young People (AYP), formerly known as The Duke of Edinburgh's Award, is a member of The International Award Association. The AYP, with its unique international principles, cultivates youngsters with perseverance and the spirit of self-challenge through completing the requirements of the awards.

Award Levels



There are three levels of award, namely Bronze, Silver and Gold. Participants may either join all 3 levels progressively or start at any level depending on one's age. The minimum age for entering each level is:

- Bronze: 14 years
- Silver: 15 years
- Gold: 16 years



All activities of the respective level have to be completed before their 25th birthday. Upon satisfactory assessment on meeting the Award's requirements, participants will be given the certificates and awards.

Programme Contents

Participants must meet the requirements and complete the following sections:

	Silver Award	Gold Award
Age Requirements	Age 15 or above	Age 16 or above
Service	At least 30 hours spread over at least 6 months	At least 100 hours spread over at least 12 months
Expeditions	3 days 2 nights	4 days 3 nights
Skills	12 months (At least 6 months for those who have completed this Section at Bronze)	18 months (At least 12 months for those who have completed this Section at Silver)
Physical Recreation	30 points *	36 points *
Residential Projects	--	Spend at least 5 days 4 nights in a residential setting

- * 1 point can be obtained for every thirty-minute activity. Not more than 2 points can be obtained each week. At least 12 points should be taken by receiving training. Other points can be got by "Continuous Participation" or "Standard Attainment".

Levels for the Venture Scout Section

Participants must attend the orientation seminar organised by the Association or the Regional office and open record books before undertaking activities to attain the awards.

Venture Scouts aged 15 and 16 can only choose the Bronze level or start at the Silver level directly. Venture Scouts aged 16 or above can start at the Gold level directly.

In coordination with the training characteristics and contents of the Venture Scout Section, Venture Scouts are recommended to start at the Silver level directly.

The training contents of the Venture Scout Section are suitable for assessments of respective sections of HKAYP. However, the assessments should also fulfil the specific requirements of each section. Venture Scouts can refer to the website of Hong Kong Award for Young People Scout Association of Hong Kong Operating Authority for further information. (<http://www.scout.org.hk/hkayp/>).

World Scout Environment Badge



Venture Scouts can undertake and wear the World Scout Environment Badge. The syllabus of the badge should be referred to the circulars issued on the Association website.

Air Activity Badges



Basic Aircrew



Intermediate Aircrew



Advance Aircrew

"The Aircrew Syllabus" is a three-stage syllabus: Basic Aircrew, Intermediate Aircrew and Advance Aircrew, with the aim to provide Venture Scouts with a comprehensive and interesting flight training, including aerospace knowledge, flight knowledge and flight simulation training. The design of the badges has incorporated aircraft propellers and a half wing, symbolising Venture Scouts starting to experience actual flying.

The syllabuses of the badges should be referred to the circulars issued on the Association website.

Sea Activity Badges



Boatswain



Coxswain's Mate



Coxswain

"The Scout Standard Boat Syllabus (Venture Scout Section)" is a three-stage syllabus: Boatswain (Level 3 Scout Standard Boat Certificate), Coxswain's Mate (Level 4 Scout Standard Boat Certificate) and Coxswain (Level 5 Scout Standard Boat Certificate), with the aim to provide Venture Scouts with an advanced sea activities training.

If Venture Scouts attained Level 3 Scout Standard Boat Certificate when they were in the Scout Section, they can wear the Venture Scout Boatswain Badge after promoting to the Venture Scout Section.

The syllabuses of the badges should be referred to the circulars issued on the Association website.

訓練班課程大綱

(一) 深資童軍執行委員會研習班

學習時數：不少於8小時

課程目的：	深資童軍執行委員會研習班旨在增加深資童軍對執行委員會的認識，為他們作為執行委員會成員作準備。
課程目標：	在完成課程後，學員應能夠： 1. 認知深資童軍團之團章及其功能 2. 明瞭執行委員會之功能及其成員之職責 3. 列出不同深資童軍團會議之種類及其功能 4. 明瞭團務行政 5. 明瞭選舉執行委員會之方法及程序 6. 策劃及編排深資童軍團活動 7. 模擬最少一次深資童軍團執行委員會會議 8. 模擬最少一次深資童軍團周年大會

(二) 深資童軍會議程序研習班

學習時數：不少於6小時

課程目的：	深資童軍會議程序研習班旨在協助深資童軍認識不同的會議及掌握主持會議。
課程目標：	在完成課程後，學員應能夠： 1. 說出不同會議之功能 2. 明瞭及示範如何安排會議 3. 明瞭各會議委員之角色 4. 說出會議之各項程序 5. 撰寫會議議程及會議紀錄 6. 明瞭匯報的目的及方法，並示範最少一次匯報 7. 模擬最少一次會議

(深資童軍執行委員會及會議程序研習班混合課程之學習時數，不得少於13小時及必須多於一日。班領導人並須發出兩張獨立證書予學員。)

(三) 深資童軍消防訓練班課程大綱

深資童軍消防訓練班課程的班領導人必須為本會消防教練員。

學習時數：不少於20小時

項目	內容
1. 燃燒之物理及化學原理	1.1 燃燒三角關係 1.2 燃燒特性 1.3 三種基本滅火原理 1.4 煙之特性
2. 防火知識	2.1 有關家居中能引起火警之物件認識，如各類發熱物件、氣體爐灶、電掣保險絲及家庭電器用品、燈飾、蠟燭及煙花爆竹。 2.2 容易引起山火之活動，如野餐、燒烤、露營、遠足等。
3. 消防處的工作	3.1 消防處之組織 3.2 消防人員之職級及職責 3.3 各區消防局之區域分界及指揮
4. 火警發生	4.1 向何處致電求救 4.2 在救援未到達前該採取之行動 4.3 在消防及救護到達時該採取之行動 4.4 撥999後會發生的事情 4.5 消防控制室的運作（包括火警等級的分類） 4.6 消防局之行動 4.6.1 緊急召喚 4.6.2 非緊急召喚 4.6.3 特別服務
5. 滅火筒及其用途	5.1 何謂滅火筒 5.2 滅火筒之分類及其獨特用途 5.3 結構及使用 5.3.1 水或梳打硫酸滅火筒 5.3.2 泡劑滅火筒 5.3.3 二氧化碳式、乾粉式及溴氯劑之滅火筒 5.3.4 補充及保養
6. 消防設備及警報系統	6.1 警報系統之分類及運作 6.2 消防設備分類及使用 6.3 消防喉之使用及水桶陣之使用 6.4 消防街喉之種類

7. 防火工作	7.1 消防處防火組工作 7.2 走火通道之設施及保養 7.3 火警危機 7.4 法定之權力及執行
8. 拯救實習	8.1 在煙霧環境下拖扶一個失去知覺之人士離開火場 8.2 肩扶一個昏迷的人脫離險境之方法 8.3 簡單繩結：稱人結、雙稱人結、椅結、反手結、活結、賊公結及降傘結 8.4 示範用手吊法由一樓跳落地下（選擇性項目） 8.5 示範利用繩結下降及攀爬斜坡的方法（選擇性項目） 8.6 逃出黑暗及煙霧瀰漫的房間的方法 8.7 處理一個衣服著火的人
9. 模擬實習	9.1 煙霧中拯救 9.2 救人過河法 9.3 使用或不使用消防喉及滅火器作救火演習

(四) 深資童軍遠足訓練課程大綱

深資童軍遠足訓練分為兩個訓練班舉行，包括第1部份的「深資童軍地圖閱讀訓練班」及第2部份的「深資童軍遠足訓練班」。

為顧及部份對地圖閱讀有一定認識的深資童軍，區會、地域及總會可為他們進行深資童軍地圖閱讀考驗。通過考驗者將獲發地圖閱讀考驗證書，以證明其地圖閱讀水平。

地圖閱讀訓練班、地圖閱讀考驗及遠足訓練班的班領導人須為本會現役遠足審核員或高級遠足審核員。為方便核實有關證書，舉辦單位所發出之地圖閱讀訓練班 / 地圖閱讀考驗 / 遠足訓練班證書，班領導人須於證書上填上其審核員編號。

第1部份課程－深資童軍地圖閱讀訓練班

學習時數：不少於26.5小時

項目	內容	建議時間
1. 地圖認識	1.1 何謂地圖及地圖閱讀的定義 1.2 地圖的種類 1.3 圖邊資料的認識 1.4 地圖的習用圖例 1.5 覆摺地圖及保養方法	60分鐘
2. 比例及距離	2.1 比例表示法 2.2 在地圖上量度距離的方法	15分鐘
3. 坐標系統	3.1 座標的組成與面積的關係 3.2 四位、六位及八位坐標表示法 3.3 讀圖尺(Romer) 的使用	45分鐘
4. 指南針、方向及北的認識	4.1 常用的指南針種類介紹及保養 4.2 方位表示法 4.3 磁北、方格北、正北的定義 4.4 磁向偏差	30分鐘
5. 等高線及地勢	5.1 何謂等高線 5.2 等高線所表示的地貌 5.3 兩地間彼此可見性的測試法	45分鐘
6. 地圖及指南針運用	6.1 在地圖上使用指南針量度方位 6.2 網格方位和實地方位的轉換 6.3 利用三點相交法確證位置	45分鐘
7. 行進速度及行程計劃	7.1 計算行程時間的方法 7.2 路程表的意義及編寫方法	45分鐘
8. 全球定位系統及衛星導航	全球定位系統原理、發展及應用	30分鐘

9. 定位技巧	實地- 地圖相互校對方法	45分鐘
10. 不使用指南針找尋方向	利用太陽、月亮、星宿、手錶、日規等找尋方向	30分鐘
11. 戶外旅程一	11.1 編寫路程表 11.2 利用步距量度距離 11.3 辨認地圖的習用圖例 11.4 兩地間彼此可見性的測試法 11.5 利用地貌校對地圖 11.6 使用指南針校對地圖 11.7 使用指南針量度磁方位 11.8 實地量度前視方位 11.9 地圖上網格方位轉變為磁方位 11.10 磁方位轉變為地圖上網格方位 11.11 利用三點相交法確證位置 (共兩日，每日不少於四小時)	12小時
12. 戶外旅程二	12.1 覆修 12.2 筆試及實地考驗	8小時

註：上述建議時間可根據實際需要作出調整，惟戶外訓練旅程次數須滿足課程大綱的最低要求。

第2部份課程－深資童軍遠足訓練班

學習時數：不少於43.5小時

項目	內容	建議時間
1. 團隊精神	1.1 團隊的功能 1.2 團隊精神的建立	45分鐘
2. 裝備	2.1 個人及小組基本遠足裝備 2.2 背囊的選擇、執拾和保養 2.3 個人睡具的選擇和保養 2.4 遠足營幕的選擇和保養 2.5 炊具及爐具的選擇、使用安全守則和保養 2.6 遠足的衣著及鞋靴的選擇和保養	60分鐘
3. 遠足策劃	3.1 遠足的定義、價值及目的 3.2 策劃遠足旅程需注意的事項 3.3 設計路線要考慮的因素	60分鐘

4. 遠足事工	4.1 遠足事工的重要性和主題選擇 4.2 事工策劃時的準備工作 4.3 事工計劃書的編寫 4.4 事工進行時注意的事項 4.5 事工報告書的選擇及編制方法	45分鐘
5. 露營技能	5.1 遠足營地選擇 5.2 架設及拆卸營幕的方法和注意事項 5.3 惡劣天氣的露營技巧 5.4 營地及個人清潔衛生 5.5 香港營舍及營地的認識 5.6 簡單結繩法	45分鐘
6. 食物與炊事	6.1 選擇遠足食物的要點 6.2 擬定食譜及炊事的準備 6.3 利用天然物品生火 6.4 後備食糧及緊急食糧	45分鐘
7. 急救	7.1 急救裝備 7.2 輕微擦傷及割傷的傷口清理及簡單的包紮方法 7.3 止血方法 7.4 水泡、刺傷、輕微燒傷及燙傷的處理方法	45分鐘
8. 遠足中常見意外之急救	8.1 扭傷及抽筋的認知及處理方法 8.2 中暑、熱衰竭及體溫過低的認知及處理方法	45分鐘
9. 野外危機及緊急事件處理	9.1 各類型的野外危機 9.2 意外發生時的處理方法 9.3 各種求救方法	60分鐘
10. 登山技巧	10.1 個人登山步行方法 10.2 保持體能的原則 10.3 足部護理方法 10.4 小組行進時注意事項	45分鐘
11. 天氣認識	11.1 香港氣候概況 11.2 天文台天氣報告的認識 11.3 雲層認識 11.4 利用一般自然現象預測天氣 11.5 各種氣候現象對遠足活動的影響	45分鐘

12. 遠足計劃書及報告書製作	12.1 書面報告編製方法 12.2 計劃書及報告書的內容	60分鐘
13. 郊野公園守則	13.1 說明香港郊野公園的「郊區守則」 13.2 講解旅程中妥善處理廢物的方法	30分鐘
14. 海外遠足	14.1 海外遠足目的 14.2 海外遠足形式 14.3 籌備工作和進行活動時的注意事項 14.4 其他注意事項	60分鐘
15. 戶外旅程一	兩日一夜遠足旅程，旅程長度約20公里（主要教授內容包括：裝備及營藝）	兩日一夜
16. 戶外旅程二	兩日一夜遠足旅程，旅程長度約20公里（主要教授內容包括：緊急事件處理、事工）	兩日一夜

註：上述建議時間可根據實際需要作出調整，惟戶外訓練旅程次數須滿足課程大綱的最低要求。

(五) 深資童軍繩結及先鋒工程訓練班

為深資童軍提供基本及應用於各類先鋒工程之常用繩結訓練，並教授先鋒工程各項基本技術，使深資童軍能夠策劃、帶領及完成不同類型的先鋒工程項目。

學習時數：不少於18.5小時

課程大綱：

項目	內容	建議時間
1. 認識結繩	1.1 結繩的技巧及應用	30分鐘
	1.2 結繩用語及其定義簡介	45分鐘
	1.3 結繩實習	210分鐘 (每節不多於60分鐘)
2. 認識先鋒工程	2.1 先鋒工程的意義	30分鐘
	2.2 先鋒工程中常用的工具及器材之使用和護理：包括刀、斧、鎚、鋸、鏟、繩、纜、竹、木、杉、木板及滑輪等	60分鐘
	2.3 安全使用工具及進行先鋒工程活動	30分鐘
3. 先鋒工程的策劃及技術	3.1 策劃先鋒工程活動	45分鐘
	3.2 先鋒工程模型製作	60分鐘
	3.3 樁臺種類與把持法	120分鐘
	3.4 槓杆原理	60分鐘
4. 先鋒工程實習	由導師帶領下，小隊進行不少於兩次先鋒工程製作實習，最少包括一個橋樑和一個瞭望台，從中有效運用所學的先鋒工程的知識及技術。	420分鐘 (每節約210分鐘)

Course Syllabuses

(1) Venture Scout Executive Committee Workshop

Course Duration: Not less than 8 hours

Course Aim:	The course aims to enhance Venture Scouts' understanding of the Executive Committee so that they can take up their duties as Executive Committee members.
Course Objective:	Upon completion of this course, participants will be able to: 1. Recognise and understand the Unit Constitution and its functions 2. Understand the functions of an Executive Committee and the roles of individual committee members 3. List the functions of different types of Venture Scout meetings and their functions 4. Understand Unit administration 5. Understand the methods and procedures of electing an Executive Committee 6. Plan and organise Unit activities 7. Participate in at least 1 mock Executive Committee meeting 8. Participate in at least 1 mock Annual General Meeting

(2) Venture Scout Meeting Procedure Workshop

Course Duration: Not less than 6 hours

Course Aim:	This course aims to equip Venture Scouts with an understanding of different meetings and the basic skills of leading a meeting.
Course Objective:	Upon completion of this course, participants will be able to: 1. State the functions of different types of meetings 2. Understand and demonstrate the arrangement of meetings 3. Understand the roles of each committee member 4. State the procedure for meeting 5. Compile meeting agendas and minutes 6. Understand the aims of reporting and reporting skills, and demonstrate one reporting 7. Participate in at least 1 mock meeting

(For Venture Scout Executive Committee and Meeting Procedure Workshop, the course duration should be more than 1 day and should not be less than 13 hours. The Course Leader should issue two separate certificates.)

(3) Venture Scout Fire Fighting Course

The Course Leader must be a Fire Fighting Instructor of the Association.

Course Duration: Not less than 20 hours

Topics	Contents
1. Physics and Chemistry of Combustion	1.1 Triangle of combustion 1.2 Properties of combustion 1.3 Three basic methods of extinction 1.4 Smoke behaviour
2. Fire Precautions	2.1 Recognise items that may cause fire in homes, e.g., all types of heating items, gas burners, fuses and electrical appliances, lighting, candles and fireworks. 2.2 Recognise activities that may cause hill fire, e.g. picnicking, barbecue, camping, expedition and etc.
3. Work of Fire Services Department	3.1 Organisation of the Fire Services Department 3.2 Ranks and duties of Fire Officers 3.3 Chain of command and boundaries of Fire Stations
4. In case of fire or accidents	4.1 Who to phone 4.2 What to do while waiting 4.3 What to do when the Fire Services and Ambulance arrive 4.4 What happens when you dial 999 4.5 Operation in Fire Services Control Room (including the classification of fire level) 4.6 Action of Fire Stations 4.6.1 Emergency calls 4.6.2 Non-emergency calls 4.6.3 Special services
5. Fire Extinguishers and their uses	5.1 What are fire extinguishers 5.2 Types of fire extinguishers and their uses 5.3 Construction and use of 5.3.1 extinguishers expel water of dilute chemical solution 5.3.2 foam extinguishers 5.3.3 expel vapour foaming liquid or gas and use of dry powder extinguisher 5.3.4 recharging and maintenance
6. Fire Service Instalment and Fire Alarm	6.1 Types and operations of fire alarm system 6.2 Types and uses of fire service installation 6.3 Use of hose reel and bucket chain work 6.4 Types of hydrant
7. Fire Prevention	7.1 Work of the Fire Prevention Bureau 7.2 Provisions of means of escape and its maintenance 7.3 Fire hazards 7.4 Statutory Authority and prosecutions

8. Rescue Practice	8.1 Crawling in smoke with an unconscious person 8.2 Method of carrying and lifting a person in a coma 8.3 Simple rescue knots: bowline, bowline on bight, chair knot, overhand knot, slippery hitch, draw hitch, parachute harness knot. 8.4 How to jump from 1st floor - hang by hands (optional) 8.5 Descend and climb a slope with rope (optional) 8.6 Method of escape from a dark and smoky room 8.7 How to deal with a person whose clothes are on fire
9. Situation Exercise	9.1 Rescue in smoke 9.2 Line rescue 9.3 Fire drill with or without rescue using hose reels and extinguishers

(4) Venture Scout Expedition Training Syllabus

The Venture Scout expedition training consists of two parts: Part 1 - Venture Scout Map Reading Training Course, and Part 2 - Venture Scout Expedition Training Course.

Venture Scouts may not be required to attend a Map Reading Training Course if they possess adequate experience in map reading. However, District, Region or Programme Branch should issue a certificate of proficiency after a formal assessment on the skill level of map reading. The certification will serve as a prerequisite for attending the Expedition Training Course.

The Course Leader of the Map Reading Training Course/ Assessment and Expedition Training Course must be a registered Expedition Assessor or Senior Expedition Assessor of the Association. For administrative purpose, the registration number of the Assessor must be printed on the certificates of the aforementioned courses and assessment.

Part 1 - Venture Scout Map Reading Training Course

Course Duration: Not less than 26.5 hours

Topics	Contents	Suggested Duration
1. Map	1.1 The definitions of map & map reading 1.2 Kinds of map 1.3 Marginal information 1.4 Conventional Legend 1.5 Folding method and maintenance of a map	60 mins
2. Scale and Distance	2.1 Scale expressions 2.2 Distance measurement on map	15 mins
3. Grid Reference	3.1 Grid System and the relations to area 3.2 4, 6 and 8 figures Grid Reference 3.3 Use of Romer	45 mins
4. Compass, Direction and Understanding of North	4.1 Introduction of a protractor type compass and maintenance 4.2 Bearing expressions 4.3 The definitions of Magnetic North, Grid North and True North 4.4 Magnetic declination	30 mins
5. Contouring and Physical Features	5.1 The definition of contour line 5.2 Relief representations using contour lines 5.5 Intervisibility	45 mins
6. Use of Compass and Map	6.1 Map bearing 6.2 Conversion of map bearing and field bearing 6.3 Resection	45 mins
7. Speed and Journey Planning	7.1 Time estimation methods to a journey 7.2 Method on route chart preparation and its importance	45 mins
8. Global Positioning System (GPS)	The principles, development and applications of GPS	30 mins
9. Positioning Techniques	Methods to relate map and ground	45 mins

10. Finding Direction without a Compass	Ways of finding direction by the Sun, Moon, Star, watch and sundial and etc.	30 mins
11. Practical Work I	11.1 Compilation of a route chart 11.2 Distance measurement by pacing 11.3 Recognition of the conventional legend 11.4 Intervisibility 11.5 Setting a map by landmarks 11.6 Setting a map by compass 11.7 Read the map bearing by compass 11.8 Read the field bearing by compass 11.9 Convert map bearing to field bearing (Map to ground) 11.10 Convert field bearing to map bearing (Ground the map) 11.11 Resection (2 days in total; not less than 4 hours each day)	12 hours
12. Practical Work II	12.1 Revision 12.2 Written Test and Field Test	8 hours

Remarks: The suggested duration is subject to change based on the actual situation. However, the number of outdoor practical work must meet the minimum requirement of the syllabus.

Part 2 - Venture Scout Expedition Training Course

Course Duration: Not less than 43.5 hour

Topics	Contents	Suggested Duration
1. Team Spirit	1.1 Functions of teams 1.2 Team Building	45 mins
2. Expedition Equipment	2.1 Personal and group gears 2.2 Choice, care and packing of rucksacks 2.3 Choice and care of personal sleeping gears 2.4 Choice and care of hiking tents 2.5 Choice, care and safety use of stoves and cooking utensils 2.6 Choice and care of clothing and footwear	60 mins
3. Expedition Planning	3.1 Definition, value and aim of expedition 3.2 Basic consideration of expedition planning 3.3 Basic factors affecting route planning	60 mins
4. Expedition Project	4.1 Importance of expedition projects and topic choices 4.2 Preparation of project planning 4.3 Writing a project plan 4.4 Points to note when carrying out a project 4.5 Choice and presentation of project reports	45 mins

5. Campcraft	5.1 Choice of a campsite 5.2 Notes to pitch and strike a hiking tent 5.3 Camping in bad weather 5.4 Personal and campsite hygiene and cleanliness 5.5 Know the campsites and hostels in Hong Kong 5.6 Simple knots	45 mins
6. Food and Catering	6.1 Food choice 6.2 Menu and preparation of cooking 6.3 Fire lighting with natural materials 6.4 Supplementary food and emergency rations	45 mins
7. First Aid	7.1 First aid kit 7.2 Treatment of minor cuts and scratches and basic wound dressing 7.3 Treatment of bleeding 7.4 Treatment of blisters, bites, minor burns and scalds	45 mins
8. Common Examples of Accidents in Expedition	8.1 Recognise and understand sprains and cramp and their treatments 8.2 Recognise and understand heat stroke, heat exhaustion and hypothermia and their treatments	45 mins
9. Wilderness Accident and Emergency Procedure	9.1 Different kinds of wilderness accidents 9.2 Emergency procedures 9.3 Ways of seeking emergency assistance	60 mins
10. Mountaineering Skills	10.1 Pacing on hills 10.2 Rules to keep body energy 10.3 Methods of foot care 10.4 Notes on group procession	45 mins
11. Weather	11.1 The climate in Hong Kong 11.2 Understand the weather report issued by the Hong Kong Observatory 11.3 Know the clouds 11.4 Weather prediction with the use of natural phenomenon 11.5 How different weather affect expedition	45 mins
12. Expedition Planning and Report	12.1 Ways to make a written report 12.2 Details of an expedition plan and an expedition report	60 mins
13. Countryside Code	13.1 State the "Countryside Code" of Hong Kong country parks 13.2 Explain the proper means of waste management in a journey	30 mins
14. Overseas Expedition	14.1 Purposes of an overseas expedition 14.2 Variety of overseas expeditions 14.3 Points to note when preparing for and proceeding the journey 14.4 Other points to note	60 mins

15. Expedition Journey I	A 2 days and 1 night expedition journey of about 20km long in distance (Main teaching contents: expedition equipment and campcraft)	2 days and 1 night
16. Expedition Journey II	A 2 days and 1 night expedition journey of about 20km long in distance (Main teaching contents: emergency procedure and expedition projects)	2 days and 1 night

Remarks: The suggested duration is subject to change based on the actual situation. However, the number of outdoor practical work must meet the minimum requirement of the syllabus.

(5) Venture Scout Knotting and Pioneering Course

This course aims to equip Venture Scouts with training and applications of commonly used knots in pioneering, and teach basic pioneering skills, so that Venture Scouts will be able to plan, lead and complete different types of pioneering projects.

Course Duration: Not less than 18.5 hours

Course Syllabus:

Topics	Contents	Suggested Duration
1. Understanding of Knotting	1.1 Knotting skills and applications	30 mins
	1.2 Terminology of knots and introduction of their definitions	45 mins
	1.3 Knotting practice	210 mins (Not more than 60 mins per session)
2. Understanding of Pioneering	2.1 Importance of pioneering	30 mins
	2.2 Use of pioneering tools and equipment and their maintenance, including knives, axes, hammers, saws, spades, ropes, thick ropes, bamboos, wood, fir, planks, pulleys and etc.	60 mins
	2.3 Safe use of tools to carry out pioneering events	30 mins
3. Pioneering Planning and Skills	3.1 Planning pioneering events	45 mins
	3.2 Making of models of pioneering projects	60 mins
	3.3 Types of holdfasts and anchorages	120 mins
	3.4 Lever Principle	60 mins
4. Practical Experience	4.1 With tutor's leadership, the team should take part in at least 2 pioneering practices and construct at least 1 bridge and 1 tower to effectively apply the knowledge and skills acquired.	420 mins (About 210 mins per session)

考驗指引

(一) 自立項目－專題研究指引

目的：

我們希望，深資童軍可透過專題研習：

1. 深入了解社會上，自己陌生的事物、事件；
2. 探討社會議題；及
3. 了解升學、就業的機會和前景。

指引及要求：

主考人應對專題研習的內容、資料蒐集、報告形式有一定但合理的質素要求，並可就深資童軍的能力酌量加減。

指引及建議要求如下：

A. 計劃書內容

仔細列明研究目的、預期成果、資料蒐集及分析方法、報告與匯報方法。

B. 研究內容

1. 研究範圍需與社會上的事物、事件、社會議題、升學、就業或童軍運動發展有關，例如：

- (a) 宗教信仰
- (b) 戰爭、種族問題、貧窮、政治示威
- (c) 性別、濫用藥物、墮胎、賭博、酗酒
- (d) 大學、或專上學院
- (e) 不同職業或專業
- (f) 童軍運動發展

2. 專題研習的主題應由深資童軍依自己的興趣、喜好決定。建議選擇的主題可與自身經歷或未來的人生規劃有關，從而使研習有助深資童軍的個人發展。深資童軍應能透過報告，展示對題目的深入認識及理解，並有所得益。如能把研究成果付諸實際行動則更為理想。

3. 深資童軍可從不同的角度探討研究主題。以下是一些主題探究方向的例子：

(a) 宗教信仰

- 天主教在全球的發展及不同教區的比較。
- 從《般若波羅密多心經》看佛教信念、歷史、對現今社會的影響。

(b) 性別

- 香港的性別定形現象。
- 性取向及現今社會青少年對同性戀的看法。

(c) 大學或專上學院

- 各大學獎學金比較。
- 香港中文大學藝術學士與香港浸會大學視覺藝術文學士課程比較。
- 香港大學與香港中文大學醫學院的比較。
- 就香港理工大學（PolyU）轄下香港專上學院（HKCC）及香港大學專業進修學院（HKU SPACE）學生的升讀大學機會作比較。

(d) 童軍運動發展

- 幼童軍支部成員之成長需要與現時訓練模式。
- 區會推行的童軍支部活動研究。
- 本港童軍實踐「青少年參與決策」之方法探究。

C. 資料蒐集

1. 必須有第一手資料，如問卷調查、訪問、探訪、實驗等。
2. 需要清楚地分析資料，繼而得出合理的結論。

D. 報告方法

1. 報告形式可以選擇文字或非文字形式（如運用多媒體）。
2. 必須進行一次匯報，匯報形式包括但不限於演講、影片、展覽或街頭宣傳等。
3. 匯報對象必須包括該成員所屬深資童軍團以外的人士，以公眾人士為佳。

E. 禁止事項

1. 沒有第一手資料，如只從網頁或書本蒐集資料。
2. 抄襲，如其他深資童軍的報告、網頁或書本等。

（二）露營技藝及營務工作考驗指引

舉辦單位：

須為區、地域或總會青少年活動署

核准及簽發開辦同意書（需於通告發出前核准及簽發）：

- A. 區及地域
 - 副地域總監（青少年活動 / 青少年活動與訓練 / 活動與訓練）
- B. 總會
 - 青少年活動總監

形式：

由有關單位定期舉辦，或由深資童軍成員自行組隊後向有關單位報考。考驗日期（不包括事前策劃的會議）不應少於兩日一夜。

內容：

根據《深資童軍訓練綱要》，以單元A-103露營技藝及營務工作為依據。根據各項技能的性質，可安排一次或多次分項進行。

場地：

所有考驗須於合適的戶外場地舉行（如：童軍或郊野公園指定營地）。

報考資格：

參與考核的成員需對單元A-103露營技藝及營務工作有一定認識。

成員人數及領袖比例：

參與考核成員的總數不應多於24人，以4至6人為一小組進行所有考驗。若小組有異性成員兼需度宿，則其中最少兩位成員須為同一性別。每一小組應最少由一位持有有效領袖委任書的領袖負責。

主考團：

主考團（泛指擔任該次考驗工作的領袖）由一位考驗負責人統籌，該負責人及最少一名持急救證書的領袖必須全期出席。主考團人數不限，惟須持有相關技能資歷的主考團成員在場主持。

考驗負責人及主考團資歷：

- A. 考驗負責人須持有有效領袖委任書及木章（以童軍、深資童軍、樂行童軍或非支部領袖總監木章為佳）
- B. 急救員須由持有有效急救證書之成年人擔任
- C. 主考團須包括持有有效領袖委任書（以深資童軍支部或幹部職員為佳）及以下資歷的領袖：
 1. 領袖「營藝訓練班」證書；或
 2. 童軍技能評審局「露營技能第一級技能訓練班」或以上資歷。

考驗證明及金帶證書：

考驗完成後，有關單位應簽發證明書予及格的應考者，以確認該成員的資格。

（「露營技藝及營務工作」考驗及「先鋒工程（實踐）」考驗可同期進行，惟考驗日期（不包括事前策劃的會議）不應少於兩日一夜加一日。考驗完成後，有關單位應簽發兩張獨立證明書予及格的應考者。）

(三) 先鋒工程（實踐）考驗指引

舉辦單位：

須為區、地域或總會青少年活動署

核准及簽發開辦同意書（需於通告發出前核准及簽發）：

- A. 區及地域
 - 副地域總監（青少年活動 / 青少年活動與訓練 / 活動與訓練）
- B. 總會
 - 青少年活動總監

形式：

由有關單位定期舉辦，或由深資童軍成員自行組隊後向有關單位報考。

內容：

根據《深資童軍訓練綱要》，以單元A-104先鋒工程（實踐）為依據。根據單元要求的性質，可安排一次或多次分項進行。

場地：

所有考驗須於合適的戶外場地舉行（如：童軍或郊野公園指定營地進行）。

報考資格：

參與考核的成員已完成A-102先鋒工程（知識及技巧），並對A-104先鋒工程（實踐）有一定認識。

成員人數及領袖比例：

參與考核成員的總數不應多於24人，以4至6人為一小組進行所有考驗。若小組有異性成員兼需度宿，則其中最少兩位成員須為同一性別。每一小組應最少由一位持有有效領袖委任書的領袖負責。

主考團：

主考團（泛指擔任該次考驗工作的領袖）由一位考驗負責人統籌，該負責人及最少一名持有急救證書的領袖必須全期出席。主考團人數不限，惟須持有相關技能資歷的主考團成員在場主持。

考驗負責人及主考團資歷：

- A. 考驗負責人須持有有效領袖委任書及木章（以童軍、深資童軍、樂行童軍或非支部領袖總監木章為佳）
- B. 急救員須由持有有效急救證書之成年人擔任
- C. 主考團須包括持有有效領袖委任書（以深資童軍支部或幹部職員為佳）及以下資歷的領袖：
 1. 領袖「先鋒工程訓練班」證書；或
 2. 童軍技能評審局「先鋒工程第一級技能訓練班」或以上資歷。

考驗證明及金帶證書：

考驗完成後，有關單位應簽發證明書予各及格的應考者，以確認該成員的資格。（「露營技藝及營務工作」考驗及「先鋒工程（實踐）」考驗可同期進行，惟考驗日期（不包括事前策劃的會議）不應少於兩日一夜加一日。考驗完成後，有關單位應簽發兩張獨立證明書予及格的應考者。）

Assessment Guidelines

(1) Self-reliance Project-based Learning Guidelines

Aims

Upon completion of the project, Venture Scouts will be able to:

1. Understand the community, things and matters that they are not familiar with more thoroughly,
2. Explore social issues, and
3. Understand study options and career prospects.

Guidelines and Requirements

Assessors should set a reasonable standard for the project contents, methods of data collection and forms of presentation. The standard can be adjusted based on the abilities of respective Venture Scouts.

Guidelines and Suggested Requirements:

A. Proposal Contents

State the research purposes, expected outcomes, methods of data collection and research findings analysis, and forms of reporting in detail.

B. Research Contents

1. The research areas should be relevant to items, matters and issues in the society, study options, career prospects or development of the Scout Movement, e.g.:
 - (a) Religious Beliefs
 - (b) War, Race, Poverty, Political Protest
 - (c) Gender, Drug Abuse, Abortion, Gambling, Alcoholism
 - (d) Universities or Institutes of Higher Education
 - (e) Different Vocations or Professions
 - (f) Development of the Scout Movement
2. The topic of the project should be set by Venture Scouts according to their interests and preferences. Topics in relation to personal experiences or life planning are suggested to assist the personal growth and development of Venture Scouts. Through reporting, Venture Scouts should demonstrate their in-depth understanding of the topic and how they can benefit from the project. It will be ideal if Venture Scouts can put their research results into practice.
3. Venture Scouts can explore their research topics from different angles. Below are some examples of various research areas:
 - (a) Religious Beliefs
 - The development of Catholic in the globe and the comparisons between dioceses.
 - Understanding the belief and history of Buddhism and the influence on the society from "The Heart Sutra".
 - (b) Gender
 - Gender stereotype in Hong Kong.
 - Sexual orientation and the views of teenagers towards homosexuality.

(c) Universities or Institutes of Higher Education

- Comparisons between scholarships available in different Universities.
- Comparisons between the curriculums of Bachelor of Arts in Fine Arts in The Chinese University of Hong Kong and Bachelor of Arts in Visual Arts in Hong Kong Baptist University.
- Comparisons between the Faculty of Medicine in The University of Hong Kong and The Chinese University of Hong Kong.
- Comparisons between the articulation opportunities for students of The Hong Kong Polytechnic University (Poly U), Hong Kong Community College (HKCC) and HKU School of Professional and Continuing Education (HKU SPACE).

(d) Development of the Scout Movement

- The developmental needs of Cub Scouts and the current form of training.
- Research on the activities for the Scout Section implemented by the District.
- Research on the methods of implementing “Youth Involvement in Decision-making” in Hong Kong Scout Movement.

C. Data Collection

1. The project must contain primary data, e.g. questionnaires, interviews, visits, experiments and etc.
2. Data collected should be analysed thoroughly to reach a reasonable conclusion.

D. Forms of Reporting

1. Reports can be in written or non-written form, e.g. with the use of multi-media.
2. At least 1 presentation must be made. The forms of presentation include but not limited to speech delivery, videos, exhibitions, promotion on streets and etc.
3. The audience of presentation must consist of people who do not belong to the Unit of respective Venture Scouts. The public will be more ideal.

E. Prohibition

1. Reports without any primary data, i.e. only contain information collected from websites and books.
2. Plagiarism, e.g. reports from other Venture Scouts, websites, books and etc.

(2) Campcraft and Camp Work Assessment Guidelines

Organising Body:

The assessment must be organised by a District, Region, or the Programme Branch.

Approval and Issuance of Letter of Acceptance

The organising body must obtain the approval of the following authorised personnel before issuing a circular:

- A. District and Region`
 - Deputy Regional Commissioner (Programme/ Programme and Training/ Activity and Training)
- B. Association Headquarters
 - Programme Commissioner

Form:

The assessment shall be organised by respective organising body on a regular basis, or Venture Scouts, after forming their own teams, should apply for the assessment from respective organising body. The assessment period should not be less than one 2-day-1-night activity (planning meetings should not be included).

Content:

The assessment content is based on Unit A-103 Campcraft and Camp Work in the Venture Scout Training Scheme. Depending on the nature of skills, the assessment can be completed at one time or separated into several parts.

Venue:

All assessments should be carried out in appropriate outdoor venues (e.g. designated campsites in Scout training grounds or in country parks).

Eligibility:

The candidate has an understanding of A-103 Campcraft and Camp Work.

Candidate Capacity for Assessment Groups:

The maximum number of candidates should not be more than 24. They should be divided into groups of 4 to 6. For assessments held overnight, if a group consists of different genders, at least 2 candidates in that group should be of the same gender. Each group should have at least 1 leader with a valid Leader Warrant.

Assessor Group:

The assessor group must consist of 1 Chief Assessor. The Chief Assessor and a leader with a valid First-aid Certificate must be present for the whole assessment. There is no restriction on the number of assessors in the assessor group, but the assessment should be held by assessors with relevant qualifications.

Qualification of Assessors:

- A. The Chief Assessor must be a leader with a valid Leader Warrant and with Wood Badge (preferably Scout, Venture Scout, Rover Scout Sections or Non-Sectional Leader, Commissioner).
- B. The First-aider must be an adult with a valid First-aid Certificate.
- C. The Assessors should be warranted Scout leaders (preferably Venture Scout Section or Regional or District Staff) with the following qualifications:
 1. Holder of Campcraft Course Certification (Leader); or
 2. Holder of Camping Level 1 Course Certification (Scoutcraft Accreditation Scheme) or levels above.

Assessment Certification and Bar Certificate:

The organising body should issue a letter of certification to a candidate who passes the assessment(s).

(The assessment of “Campcraft and Camp Work” and “Pioneering (Practice)” can be held in the same period, but the total assessment period should not be less than one 2-day-1-night activity plus 1-day activity (planning meetings should not be included). The organising body should issue two separate letters of certification to a candidate who passes the assessments.)

(3) Pioneering (Practice) Assessment Guidelines

Organising Body:

The assessment must be organised by a District, Region, or the Programme Branch.

Approval and Issuance of Letter of Acceptance

The organising body must obtain the approval of the following authorised personnel before issuing a circular:

- A. District and Region
 - Deputy Regional Commissioner (Programme/ Programme and Training/ Activity and Training)
- B. Association Headquarters
 - Programme Commissioner

Form:

The assessment shall be organised by respective organising body on a regular basis, or Venture Scouts, after forming their own teams, should apply for the assessment from respective organising body.

Content:

The assessment content is based on Unit A-104 Pioneering (Practice) in the Venture Scout Training Scheme. Depending on the requirement of the module, the assessment can be completed at one time or separated into several parts.

Venue:

All assessments should be carried out in appropriate outdoor venues (e.g. designated campsites in Scout training grounds or in country parks).

Eligibility:

The candidate must have completed A-102 Pioneering (Knowledge and Skills). He/ She should have an understanding of A-104 Pioneering (Practice).

Candidate Capacity for Assessment Groups:

The maximum number of candidates should not be more than 24. They should be divided into groups of 4 to 6. For assessments held overnight, if a group consists of different genders, at least 2 candidates in that group should be of the same gender. Each group should have at least 1 leader with a valid Leader Warrant.

Assessor Group:

The assessor group must consist of 1 Chief Assessor. The Chief Assessor and a leader with a valid First-aid Certificate must be present for the whole assessment. There is no restriction on the number of assessors in the assessor group, but the assessment should be held by assessors with relevant qualifications.

Qualification of Assessors:

- A. The Chief Assessor must be a leader with a valid Leader Warrant and with Wood Badge (preferably Scout, Venture Scout, Rover Scout Sections or Non-Sectional Leader, Commissioner).
- B. The First-aider must be an adult with a valid First-aid Certificate.
- C. The Assessors should be warranted Scout leaders (preferably Venture Scout Section or Regional or District staff) with the following qualifications:
 1. Holder of Pioneering Course Certification (Leader); or
 2. Holder of Pioneering Level 1 Course Certificate (Scoutcraft Accreditation Scheme) or levels above.

Assessment Certification and Bar Certificate:

The organising body should issue a letter of certification to a candidate who passes the assessment(s).

(The assessment of "Campcraft and Camp Work" and "Pioneering (Practice)" can be held in the same period, but the total assessment period should not be less than one 2-day-1-night activity plus 1-day activity (planning meetings should not be included). The organising body should issue two separate letters of certification to a candidate who passes the assessments.)

深資童軍團團章範例

只供參考用，各團宜就本身情況自行訂立團章。

第一章 總綱

第1條 定名

本團定名為「_____ 第 _____ 旅深資童軍團」（下稱本團），
英文名稱為 _____ Group Venture Scout Unit。

第2條 主辦機構

本團由 _____（下稱 _____）向香港童軍總會註冊開辦。

第3條 團址

本團之地址為 _____。

第4條 宗旨

本團之宗旨為以童軍誓詞及規律為本，並：

- (1) 依照香港童軍總會之政策、組織及規條，推行童軍活動；
- (2) 培育團員的自立能力，鼓勵團員接受訓練，成為有責任感及對社會有貢獻之公民；
- (3) 為社會、童軍運動服務；
- (4) 為團員提供有意義之活動，以促進友誼；
- (5) 吸納年青人加入童軍運動。

第二章 顧問

第5條 顧問

- (1) 本團領袖在團員大會中擔當顧問角色，向大會提供意見。
- (2) 本團領袖皆為執行委員會的當然委員。
- (3) 本團團長可根據團員之成熟程度及經驗，出任執行委員會主席，或安排團內領袖擔任執行委員會任何職位。
- (4) 本團團長為團之最高負責人，擁有團內任何會議所通過的議案之最終解釋權及否決權。如任何會議的議決違背童軍運動原則，團長有責任及權力否決有關投票結果並停止相關活動，並向團員作出適當之指引。

第三章 團員	
第6條	團員
(1) 團員分為暫許團員及正式團員。除非另有列明，「團員」一包括「暫許團員」及「正式團員」。	
第7條	團員資格
(1) 凡符合深資童軍支部的年齡規限者，願意接納童軍誓詞規律，遵守團規，並符合以下其中一項條件者，可申請加入成為本團暫許團員： (a) 本旅童軍團之現役成員（須經童軍團團長推薦）；或 (b) 本校學生或舊生 / 本會中心會員；或 (c) 獲旅長推薦之人士。 (2) 上述申請經執行委員會通過，並獲團長批准後，可成為暫許團員。 (3) 暫許團員須接受基本訓練及完成會員章各項規定，並經過本團執行委員會審核後，得宣誓或晉升為深資童軍，成為正式團員。 (4) 凡團員年滿深資童軍支部的年齡規限之上限，該團員資格即自動取消。	
第8條	團員權利
(1) 參與本團之團員大會； (2) 於團員大會享有發言、動議、和議及投票之權利（不包括暫許團員）； (3) 可提名及選舉執行委員會成員（不包括暫許團員）； (4) 如符合資格，可被提名及被選舉為執行委員會委員（不包括暫許團員）； (5) 參與本團所有訓練、活動及服務； (6) 借用本團物資作童軍訓練用途； (7) 向執行委員會提供意見。	
第9條	團員義務
(1) 遵守本團團章及團規； (2) 正式團員應出席團員大會； (3) 暫許團員應列席團員大會； (4) 出席集會； (5) 協助推行團務； (6) 準時繳交團費； (7) 遵行所有會議通過之決議案。	
第10條	團費
團員須繳交團費，團費每年港幣 _____ 元，分十二個月繳交。	
第11條	休會
(1) 申請休會之團員，須在擬休會日期前最少三十日，以書面通知執行委員會； (2) 申請者須得本團執行委員會通過及團長批准其申請，方可休會； (3) 提交書面通知時必須列明復會日期。	

第12條	退團
(1) 申請退團之團員，須在退團前最少 _____ 日，以書面通知執行委員會及團長； (2) 倘若團員在退團後欲重新加入本團，須得到本團執行委員會通過及團長審核。	

第四章 團員大會

第13條	團員大會權力及種類
(1) 團員大會為團內最高行政機構。 (2) 團員大會分為周年團員大會及特別團員大會。	
第14條	團員大會之組成
(1) 本團執行委員會主席為團員大會之當然主席。 (2) 團員大會之法定人數為全體團員數目（不包括暫許團員）的三分之二。團員大會不設授權票，團員須親自出席團員大會。 (3) 如於原定開會時間 _____ 分鐘後仍不足法定人數出席，大會主席需宣佈流會。 (4) 執行委員會主席須於宣佈團員大會流會後 _____ 天內再度召開團員大會（不適合於特別團員大會），而再召開的團員大會將不設法定人數要求。 (5) 團員大會進行期間，若與會人數不足法定人數，大會主席須宣佈休會。如與會人數於休會 _____ 分鐘後仍然不足，大會主席需宣佈流會。流會前所通過的決議效力將不受影響。	
第15條	決議
除本團章另有規定外，任何在周年團員大會及特別團員大會所提出的議案須獲超過一半親自出席大會之團員投票支持方獲通過，投票以記名 / 不記名方式進行。	
第16條	周年團員大會
(1) 周年團員大會須於每年的 _____ 舉行。 (2) 本團執行委員會須在團員大會舉行日期前不少於 _____ 天前將團員大會通知書以書面方式發予全體團員。團員大會通知書須列明團員大會的開會地點、日期、時間及議程。 (3) 周年團員大會有以下功能： 甲、選出執行委員會成員； 乙、通過本團執行委員會主席提交的周年報告； 丙、通過本團執行委員會司庫提交的財務報告； 丁、提供機會予團員就本團團務進行討論，並讓團員在有需要時就團務投票表決； 戊、按需要修訂本團會章； 己、處理任何和團務有關之事宜。	

第17條	特別團員大會
(1) 如執行委員會認為有需要，或收到三分之二或以上之團員（不包括暫許團員）的書面要求時，經團長同意後，便可召開特別團員大會。 (2) 得團長同意後，執行委員會須於卅天內舉行特別團員大會。團員向執行委員會提出召開特別團員大會之書面要求時，須同時列明要求召開特別團員大會的目的。 (3) 本團執行委員會須在特別團員大會舉行日期前不少於七天，將特別團員大會通知書以書面方式發予全體團員。特別團員大會通知書須指明特別團員大會的開會地點、日期、時間及議程。 (4) 團員於特別團員大會中只可討論列於議程上之項目。	

第五章 執行委員會

第18條	執行委員會之權責
委員會之職責為： (1) 執行團員大會所通過之議案； (2) 處理一切團務； (3) 成立工作小組，推動團務及舉辦活動； (4) 代表本團與本旅其他支部及其他團體建立良好溝通。	
第19條	執行委員會之組織
(1) 執行委員會（下稱委員會）內最少須有 ____ 名團員，最多為 ____ 人^{註一、二}，而當然委員人數不限。 (2) 委員會內的職位包括主席一名，副主席 ____ 名^{註一}，秘書 ____ 名，司庫 ____ 名及委員最少 ____ 名^{註一}，最多三名。 (3) 執行委員會內各職位之職責如下： 甲、主席 — 領導本團及執行委員會，處理及策劃各項團務，主持各項會議並監管各委員及特別工作小組之工作進展。 乙、副主席^{註二} — 協助執行委員會主席推動團務。 丙、秘書 — 處理本團文書事務及管理團員名冊，並記錄所有團員大會與執行委員會會議，及將所有會議記錄存檔。 丁、司庫 — 處理本團財政事務，如負責團內財政收支事宜、草擬年度預算及保管財政文件，並須於周年團員大會及執行委員會會議報告本團財政狀況。 戊、委員^{註二} — 協助執行委員會主席執行及處理本團活動。委員職銜可由該屆執行委員會自行決定。 註一：人數上限不包括當然委員。 註二：人數上限、副主席及委員的設立因應旅團實際情況而訂。	

第20條	執行委員會成員的產生辦法
(1) 提名參選 / 增選執行委員，須由一名團員於團員大會會前書面向秘書提出。如在會前並無書面提名，或提名人數不足，可在大會中以口頭提名，提名須有提議人及和議人。 (2) 表決採用舉手方式。如在表決前有 ____ 名團員提出要求不記名投票方式選舉及表決，並得出席者過半數贊成，主席須採納此要求。 (3) 除涉及修訂團章，表決及投票以簡單大多數決定。	
第21條	執行委員會委員任期
(1) 執行委員會成員的任期為由獲選或獲委任起直至翌屆之周年團員大會止。所有獲選及獲委任之成員在翌屆之周年團員大會上均須卸任，但所有卸任之執行委員會成員均有資格再度當選或獲委任為新一屆執行委員會成員。 (2) 任何團員均不得連任本團執行委員會主席超過兩次。	
第22條	執行委員會委員辭職
(1) 如執行委員會成員欲辭去執行委員會的職務，須於離職前不少於 ____ 天以書面通知執行委員會及顧問，並由執行委員會在會議中確認。 (2) 如因個別執行委員會成員辭職致執行委員會成員數目少於 ____ 人，執行委員會便須於該辭職生效後 ____ 天內另行委任新的執行委員會成員以填補空缺。	

第六章 財政

第23條	財政管理
(1) 本團契據及貴重物品應存放在團員大會指定之地方。 (2) 司庫可存有 ____ 元現款，以應開支。超過 ____ 元之現款及本團收入，應存入團員大會指定銀行戶口，提款須由主席、秘書及司庫任何兩人同署。任何支出超過 ____ 元者，須由主席簽署核准。	

第七章 團章

第24條	團章解釋
本團團章的解釋權屬於團長。	
第25條	團章修訂
(1) 團長保留修訂本團團章之權力 (2) 本團團章的修訂議案，須由執行委員會草擬，並獲團長審核才可於團員大會提出，最終於團員大會獲三分之二多數同意後，方才生效。	

第八章 解散

第26條	解散
如因任何理由，本團需要解散，則本團之財產將由特別團員大會處理，惟不得分配予本團現時及前任團員。倘若在解散時，有任何負債，即由當屆執行委員會承擔。	

Venture Scout Unit Constitution Exemplar

For reference only. Venture Scout Units can construct their own constitutions.

Chapter 1 General Principles

Article 1

Title

The title of the Unit shall be _____ Group Venture Scout Unit (hereinafter referred to as the Unit).

Article 2

Sponsoring Authority

The Unit is sponsored by _____ (hereinafter referred to as _____) and registered with Scout Association of Hong Kong.

Article 3

Address

The address of the Unit is _____.

Article 4

Aims

The aims of the Unit are based on the Scout Law and Promise, and

- (1) To promote Scouting as stipulated in the "Policy, Organisation and Rules" of Scout Association of Hong Kong.
- (2) To develop self-reliance in Venture Scouts and encourage them to take on training so that they can become responsible citizens and contribute to the society.
- (3) To serve the community and the Scout Movement.
- (4) To provide meaningful activities for Venture Scouts and promote friendship among members.
- (5) To recruit young people in the Scout Movement.

Chapter 2 Advisors

Article 5

Advisors

- (1) Leaders of the Unit are advisors of the General Meeting. Advisors may give advice in the meeting.
- (2) Leaders of the Unit are the ex-officio members of the Executive Committee.
- (3) The Venture Scout Leader, depending on the maturity and experience of Unit members, may choose to be the Chairman of the Unit Executive Committee or assign any Unit leaders to be any post of the Unit Executive Committee.
- (4) The Venture Scout Leader is the head of the Unit. He/ She possesses the right of final interpretation and to veto resolutions approved in any Unit meetings. If the decisions made in any meetings violate the principles of Scouting, the Venture Scout Leader has the responsibility and power to veto relevant voting results and terminate relevant activities, and give Unit members appropriate guidance.

Chapter 3 Members

Article 6	Members
(1) Members are classified provisional members and full members. Unless otherwise specified, “members” include “provisional members” and “full members”.	
Article 7	Membership
(1) Membership is open to all who fulfil the age requirement of the Venture Scout Section, are willing to accept the Scout Law and Promise and observe the rules of the Unit. To become provisional members of the Unit, ones shall satisfy one of the following conditions: (a) Current members of the Scout Troop of the Group (via recommendation of the Scout Leader), or (b) Present or past students of the School or members of the Centre, or (c) Persons recommended by the Group Leader. (2) The aforementioned applicants, after approved by the Executive Committee and the Venture Scout Leader, can become provisional members. (3) Provisional members will receive basic training to accomplish all the requirements of the Venture Scout Membership badge. Upon approval of the Unit Executive Committee, an investiture of new members or a moving on ceremony shall take place, so that they can become full members of the Unit. (4) The membership of any member will be terminated if he/she reaches the upper limit of the age requirement of the Venture Scout Section.	
Article 8	Rights of Members
(1) Participate in the General Meeting of the Unit. (2) Have the right to speak, move, second and vote (except provisional members). (3) Nominate and elect members of the Executive Committee (except provisional members). (4) Be nominated and elected members of the Executive Committee if eligible (except provisional members). (5) Participate in all training, activities and services of the Unit. (6) Borrow gears from the Unit for Scout training purpose. (7) Give advice to the Executive Committee.	
Article 9	Duties and Responsibilities of Members
(1) Observe the Constitution and rules of the Unit. (2) Full members shall attend the General Meeting. (3) Provisional members shall sit in during the General Meeting. (4) Attend meetings. (5) Assist in the general affairs of the Unit. (6) Pay the membership fee punctually. (7) Observe resolutions approved in all meetings	

Article 10	Subscription
Members shall pay subscriptions. The annual membership fee is _____ Hong Kong Dollars and is paid in 12 monthly instalments.	
Article 11	Leave-taking
(1) Members who apply for leave of absence should notify the Executive Committee at least 30 days prior to the intended leave-taking date in writing. (2) Applicants can take leave upon approval of the Executive Committee of the Unit and the Venture Scout Leader. (3) The resumption date must be listed when the written notification is submitted.	
Article 12	Resignation
(1) Members intending to resign should give ____ days' notice of his/ her resignation in writing to the Executive Committee and the Venture Scout Leader. (2) If the member wishes to re-join the Unit after resignation, his/ her application must be approved by the Executive Committee of the Unit and the Venture Scout Leader.	

Chapter 4 General Meeting

Article 13	Authority and Types of General Meeting
(1) The General Meeting is the highest administrative body of the Unit. (2) General meetings are classified as Annual General Meeting and Special General Meeting.	
Article 14	Composition of the General Meeting
(1) The chairman of the Unit Executive Committee is the ex-officio chairman of the General Meeting. (2) The quorum of a General Meeting shall be two-thirds of the members of the Unit (except provisional members). Proxy votes are not allowed in General Meetings. Members should attend General Meetings in person. (3) If after ____ minutes of the appointed time a quorum is not present, the chairman shall adjourn the meeting. (4) The Chairman of the Executive Committee shall convene the General Meeting within ____ days after adjournment (not applicable to Special General Meetings). Quorum is not applicable to the General Meeting that is convened after adjournment. (5) When the General Meeting is being held, if a quorum is not present, chairman shall adjourn the meeting. If after ____ minutes of the adjournment a quorum is not present, the chairman shall adjourn the meeting. Resolutions made before the adjournment remain effective.	
Article 15	Resolutions
Unless other specified, any motions raised in the Annual General Meeting and the Special General Meeting shall be approved with the support of over one half of the present members. Votes are made by show of hands or ballots.	

Article 16	Annual General Meeting
(1) The Annual General Meeting shall be held in the month of ____ each year. (2) The Annual General Meeting shall be called at least ____ days in writing by the Executive Committee with the venue, date, time and agenda of the meeting specified. (3) The functions of the Annual General Meeting are: (a) To elect Executive Committee members. (b) To approve the work report of the Executive Committed submitted by the Chairman. (c) To approve the financial report of the Executive Committed submitted by the Treasurer. (d) To provide an opportunity for members to discuss the general affairs of the Unit and vote for general affairs when necessary. (e) Amend the Constitution of the Unit when necessary. (f) Handle anything relevant to the general affairs of the Unit.	
Article 17	Special General Meeting
(1) The Executive Committee may convene a Special General Meeting when they think fit, or upon request of two-thirds or over two-thirds of the Unit members (excluding provisional members) in writing and upon agreement of the Venture Scout Leader. (2) Upon agreement of the Venture Scout Leader, the Executive Committee must convene a Special General Meeting within 30 days. The written request from the members should state the reasons for convening a Special General Meeting. (3) The Executive Committee shall notify all members of the Unit in writing at least 7 days prior to the Special General Meeting date, with the venue, date, time and agenda of the meeting specified. (4) Members can only discuss the items listed on the agenda during the Special General Meeting.	

Chapter 5 Executive Committee

Article 18	Powers of the Executive Committee
The powers of the Executive Committee are: (1) To carry out the resolutions of the General Meeting. (2) To manage the general affairs of the Unit. (3) To set up working groups to carry out the work of the Unit and to organise activities. (4) To develop good communication with other Sections of the Group and other organisations on behalf of the Unit.	

Article 19	Composition of the Executive Committee
(1) The Executive Committee (hereinafter referred to as the Committee) shall consist of at least ____ members and at most ____ members^{Remarks 1, 2}, while there is no restriction on the number of ex-officio members. (2) Positions in the Committee include one Chairman, ____ Vice-Chairman (Vice-Chairmen)^{Remarks 1}, ____ Secretary (Secretaries), ____ Treasurer(s), at least ____^{Remarks 1} and at most 3 members. (3) Duties of respective positions in the Committee are as follow: (a) Chairman — To lead the Unit and the Executive Committee, handle and plan the general affairs of the Unit, chair all meetings, and monitor the work progress of all members and special working groups. (b) Vice-Chairman^{Remarks 2} — To assist the Chairman of the Executive Committee in carrying out the work of the Unit. (c) Secretary — To handle secretarial work of the Unit, handle the membership record, take minutes at all General Meetings and Executive Committee Meetings, and keep records of all meeting minutes. (d) Treasurer — To handle financial affairs of the Unit, e.g. to be responsible for receipts and payments of the Unit, preparing the annual budget and keep all accounting records, and report the financial status of the Unit in the Annual General Meeting and Executive Committee Meeting. (e) Member^{Remarks 2} — To assist the Chairman of the Executive Committee in implementing and handling the activities of the Unit. The post and title of members can be decided by the current Executive Committee. Remarks 1: The capped member size excludes ex-officio members Remarks 2: The capped member size and the establishment of the positions of Vice-Chairman and members depend on the actual situations of the Unit.	
Article 20	Formation Method of the Executive Committee
(1) Nomination for candidacy as additional members in the Executive Committee must be made by a member of the Unit and submitted to the Secretary in writing prior to a General Meeting. If there is no or insufficient nomination received, nomination may then be made orally by a proposer and a seconder during the General Meeting. (2) Votes are made by show of hands. If ____ members request for ballot before a voting takes place, and the request is accepted by the majority of those present, the Chairman should adopt the requested voting method. (3) Voting is determined by simple majority unless the amendment to the Constitution is involved.	
Article 21	Tenure of Office of the Executive Committee
(1) The tenure of office of the Executive Committee members begins when they are elected or appointed until the Annual General Meeting next year. All elected and appointed members shall leave their office in the Annual General Meeting next year, but they can be re-elected or re-appointed as the new Executive Committee members. (2) All members shall not assume chairmanship of the Executive Committee for more than two consecutive years.	

Article 22	Resignation of the Executive Committee members
(1) If any Executive Committee members would like to resign from his/ her post, he/ she must notify the Executive Committee and advisors in writing at least ____ days before leaving the office. The resignation should be confirmed by the Executive Committee during meeting. (2) If the number of the Executive Committee members is less than ____ because of the resignation from any of the Committee members, the Executive Committee should appoint new Executive Committee members to fill the vacancy within ____ days after the resignation becomes effective.	

Chapter 6 Finance

Article 23	Financial Management
(1) All valuable items and documents of the Unit should be kept in a place decided by the General Meeting. (2) The Treasurer may maintain a petty cash of _____ dollars to meet miscellaneous expenses. All income and cash in excess of _____ dollars should be deposited in a bank account specified in the General Meeting. Cash withdrawal must be made by any two of the following office-bearers: the Chairman, the Secretary and the Treasurer. Any expense over _____ dollars must be approved by the Chairman.	

Chapter 7 Constitution

Article 24	Interpretation
The right of interpretation of the Unit Constitution belongs to the Venture Scout Leader.	
Article 25	Amendments
(1) The Venture Scout Leader reserves the right to amend the Unit Constitution. (2) The amendments of the Unit Constitution must be drafted by the Executive Committee. Only upon approval of the Venture Scout Leader can the Executive Committee introduce the amendments in the General Meeting. The amended Constitution will only be effective on receiving support from two-thirds of those present in the General Meeting.	

Chapter 8 Dissolution

Article 26	Dissolution
If for any reasons, the Unit has to be dissolved, the disposal of the assets of the Unit should be decided by a Special General Meeting. Under no circumstances shall the assets be allocated to the present and previous members of the Unit. Upon dissolution, any liabilities, if any, shall be borne by the current Executive Committee.	

深資童軍制服 Venture Scout Uniform

深資童軍制服

Venture Scout Uniform

	男性團員 Male	女性團員 Female
帽 Headgear	棗紅色軟帽 Maroon beret	棗紅色軟帽 Maroon beret
恤衫 Shirt	杏色，短袖，兩胸袋無摺，有肩帶（冬天可穿長袖恤衫） Beige, two front pockets without pleats, short sleeves, with epaulettes (may wear long sleeves shirt in winter)	杏色，短袖，兩胸袋無摺，有肩帶（冬天可穿長袖恤衫） Beige, two front pockets without pleats, short sleeves, with epaulettes (may wear long sleeves shirt in winter)
長褲 Trousers	草青色，兩斜袋，兩後袋 Olive, two side pockets, two hip pockets	草青色，兩斜袋，兩後袋（活動訓練用） Olive, two side pockets, two hip pockets (for training and activities)
裙 Skirt		草青色，‘A’型無褶半截裙，長度及膝 Olive, A-shaped without pleats, knee-length
皮帶 Belt	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle
襪 Hose	黑色短襪 Black socks	黑色短襪（配長褲） Black socks (for trousers) 肉色尼龍無花襪褲（配裙） Nylon stocking, plain design (for skirt)
皮鞋 Leather Shoes	黑色無花紋縛帶平底鞋 Black, laced, plain design, low heels	黑色無花紋，鞋跟不可超過兩吋（不可穿涼鞋、露腳跟或露趾鞋） Black, plain design, heels not more than 2 inches (sandals, shoes with cutting in front or at heels not permitted)
領巾 Scarf	旅巾 Group scarf	旅巾 Group scarf
領呔 Tie	棗紅色領呔 Maroon tie	棗紅色領呔 Maroon tie
羊毛衣 Pullover	深青草色‘V’字領 Dark green ‘V’ neck	深青草色‘V’字領 Dark green ‘V’ neck

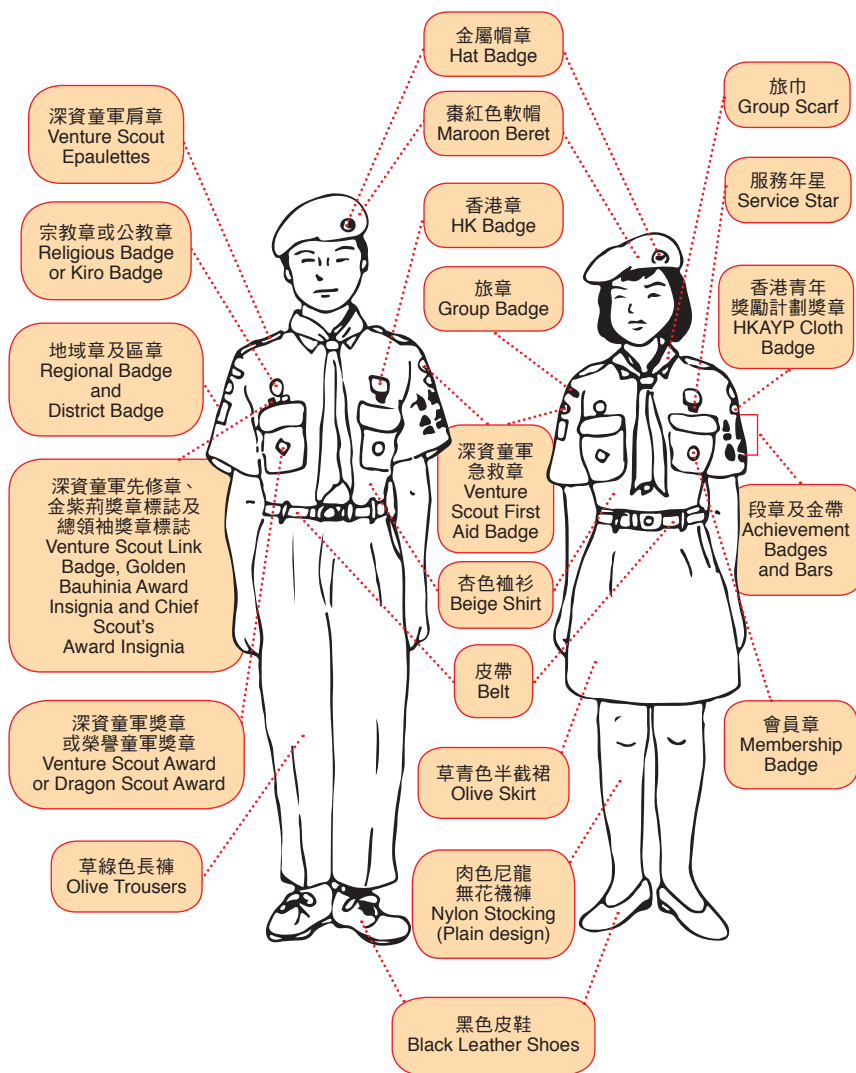
深資海童軍制服 Venture Sea Scout Uniform

	男性團員 Male	女性團員 Female
帽 Headgear	白頂海童軍領袖帽 Sea Scout cap, white top	白頂海童軍領袖帽 Sea Scout cap, white top
恤衫 Shirt	白色，短袖，兩胸袋無褶，有肩帶（冬天可穿長袖恤） White, two front pockets without pleats, short sleeves with epaulettes (may wear long sleeves shirt in winter)	白色，短袖，兩胸袋無褶，有肩帶（冬天可穿長袖恤） White, two front pockets without pleats, short sleeves with epaulettes (may wear long sleeves shirt in winter)
長褲 Trousers	深藍色，兩斜袋，兩後袋 Navy blue, two side pockets, two hip pockets	深藍色，兩斜袋，兩後袋（活動訓練用） Navy blue, two side pockets, two hip pockets (for training and activities)
裙 Skirt		深藍色，‘A’型無褶半截裙，長度及膝 Navy blue, A-shaped without pleats, knee-length
皮帶 Belt	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle
襪 Hose	黑色短襪 Black socks	黑色短襪（配長褲） Black socks (for trousers) 肉色尼龍無花襪褲（配裙） Nylon stocking, plain design (for skirt)
皮鞋 Leather Shoes	黑色無花紋縛帶平底鞋 Black, laced, plain design, low heels	黑色無花紋，鞋跟不可超過兩吋（不可穿涼鞋、露腳跟或露趾鞋） Black, plain design, heels not more than 2 inches (sandals, shoes with cutting in front or at heels not permitted)
領巾 Scarf	旅巾 Group scarf	旅巾 Group scarf
領呔 Tie	黑色領呔 Black tie	黑色領呔 Black tie
羊毛衣 Pullover	深藍色‘V’字領 Navy blue ‘V’ neck	深藍色‘V’字領 Navy blue ‘V’ neck

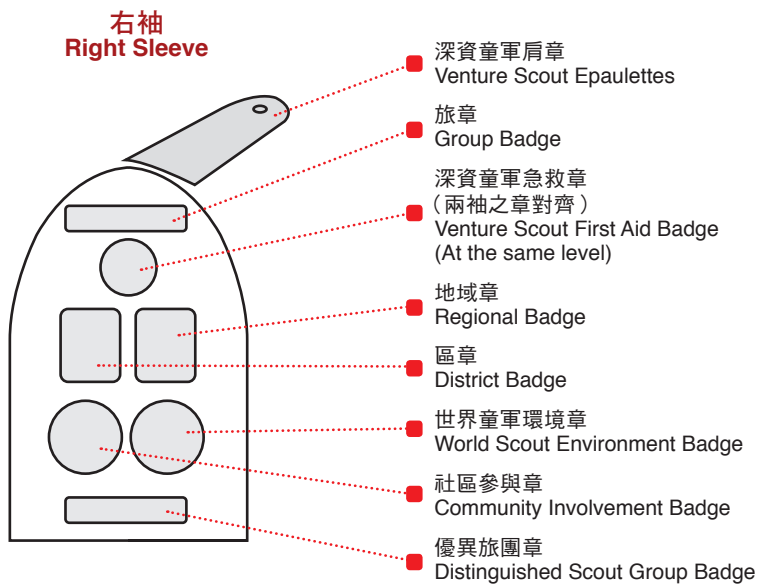
深資空童軍制服 Venture Air Scout Uniform

	男性團員 Male	女性團員 Female
帽 Headgear	灰藍色軟帽 Greyish blue beret	灰藍色軟帽 Greyish blue beret
恤衫 Shirt	淺藍色，短袖，兩胸袋無褶，有肩帶 (冬天可穿長袖恤) Light blue, two front pockets without pleats, short sleeves with epaulettes (may wear long sleeves shirt in winter)	淺藍色，短袖，兩胸袋無褶，有肩帶 (冬天可穿長袖恤) Light blue, two front pockets without pleats, short sleeves with epaulettes (may wear long sleeves shirt in winter)
長褲 Trousers	深藍色，兩斜袋，兩後袋 Navy blue, two side pockets, two hip pockets	深藍色，兩斜袋，兩後袋 (活動訓練用) Navy blue, two side pockets, two hip pockets (for training and activities)
裙 Skirt		深藍色，‘A’型無褶半截裙，長度及膝 Navy blue, A-shaped without pleats, knee-length
皮帶 Belt	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle	棕色，附有童軍徽皮帶扣 Brown, with Scout badge buckle
襪 Hose	黑色短襪 Black socks	黑色短襪 (配長褲) Black socks (for trousers) 肉色尼龍無花襪褲 (配裙) Nylon stocking, plain design (for skirt)
皮鞋 Leather Shoes	黑色無花紋縛帶平底鞋 Black, laced, plain design, low heels	黑色無花紋，鞋跟不可超過兩吋 (不可穿涼鞋、露腳跟或露趾鞋) Black, plain design, heels not more than 2 inches (sandals, shoes with cutting in front or at heels not permitted)
領巾 Scarf	旅巾 Group scarf	旅巾 Group scarf
領呔 Tie	深藍色領呔 Navy blue tie	深藍色領呔 Navy blue tie
羊毛衣 Pullover	深藍色‘V’字領 Navy blue ‘V’ neckSe	深藍色‘V’字領 Navy blue ‘V’ neckSe

深資童軍制服 Venture Scout Uniform



深資童軍制服 Venture Scout Uniform



深資童軍錦標賽史話

深資童軍錦標賽史話

1911年，英皇佐治五世根據英國皇家傳統，冊封當時的英國皇儲愛德華王子（Prince Edward）為威爾斯太子（Prince of Wales）。太子熱愛童軍運動，故獲得童軍創辦人貝登堡爵士邀請，出任威爾斯童軍總領袖（Chief Scout of Wales）。

1922年，威爾斯太子隨所服役之軍艦抵港訪問。太子留港期間得到本港童軍人士熱誠款待，也曾訪問一些童軍組織。他亦同意捐贈原本掛在其坐駕轎兩旁，並繡有威爾斯太子紋章和銘言的錦旗，作為全港性童軍比賽之旗幟，也就是「威爾斯太子錦標」。

威爾斯太子錦標比賽始於1923年。第一屆比賽在快活谷舉行，為童軍團體賽事，內容主要環繞童軍進度獎章，其餘項目有救傷和體操等。1920年代，比賽大多進行一天，即日便可以知道賽果。到了1920年代後期，比賽分為春、秋兩次舉行，稱為Banner Rally。1930年代，中國艦隊深海童軍組成（China Fleet Troop Of Deep Sea Scouts），比賽多由英國海軍中服役之深海童軍協助及擔任評判。

另外，威爾斯太子錦標比賽的戰前比賽內容，主要是一項露營比賽，另加一日以童軍技能為主的比賽。由於當時尚未設有深資童軍支部，所以比賽是一項童軍團比賽。直至1951年深資童軍支部已漸具規模時，才改為深資童軍比賽。

威爾斯太子錦標比賽在1958年前都是每年舉辦一次，以後則改為隔年一次，逢雙數年舉辦。1978年以後，比賽改為每三年一次。此外，該項比賽自戰前至1953年都是以團為單位，由1954年起改為以區為單位，又在1968年改為每地域選派若干小隊參加。

威爾斯太子錦標比賽於1940年完成賽事後，因太平洋戰爭而暫停。戰爭結束後，比賽在1948年恢復舉行，而威爾斯太子錦標則在1949年的聖佐治日童軍會操中，由總領袖頒發給冠軍隊伍。

戰後的威爾斯太子錦標比賽，在內容方面作出革新，趨向多元化，以全面考驗深資童軍的智力和技能，衝破著重童軍技能的比賽模式。比賽也接受以旅團作為報名參加的單位，鼓勵更多深資童軍參與。因此，這項比賽對深資童軍而言，是一項盛事。

1997年開始，「全港深資童軍錦標賽」正式取代沿用多年的「威爾斯太子錦標」，成為深資童軍支部的全港性錦標賽，而第一屆的比賽於1999年至2000年間舉行。

History of Venture Scout Competition

History of Venture Scout Competition

In 1911, Prince Edward was conferred the title of Prince of Wales by King George V according to the Royal tradition. Prince of Wales was fond of Scouting, and was thus invited by Sir Baden-Powell, the founder of Scouting, to be the Chief Scout of Wales.

In 1922, Prince of Wales followed the military ships in commission to visit Hong Kong. During his stay, Prince of Wales was welcomed by Hong Kong Scouts with hospitality and he visited some Scouting groups. Prince of Wales also agreed to donate the banner that was hung at the two sides of his sedan chair to Hong Kong Scouting competition. The banner was embroidered with the Prince of Wales emblem and motto, so the competition was known as Prince of Wales Banner Competition.

Prince of Wales Banner Competition began in 1923. The first competition was held in Happy Valley. It was a competition for Scout groups and the contents were about Scout progressive badges, first aid, gymnastics, etc. In the 1920s, the Competition usually lasted for one day and the result was announced on the same day. In the late 1920s, the Competition was called Banner Rally and took place in spring and autumn. In the 1930s, China Fleet Troop of Deep Sea Scouts was formed and the Competition was mainly assisted by Deep Sea Scouts who were in service of the British navy. They would also be judges in the Competition.

Furthermore, the pre-war Prince of Wales Banner Competition was comprised of a camping event and an additional day for scoutcraft. Since the Venture Scout Section was not established yet at that time, so Prince of Wales Banner Competition was an event for the Scout Section. It only became a competition for Venture Scouts in 1951 when the Venture Scout Section gradually grew.

Before 1958, Prince of Wales Banner Competition was held annually and was later changed to a biennial competition. After 1978, the Competition became triennial. In addition, from pre-war period to 1953, competing teams joined on behalf of their Units. Starting from 1954, competing teams joined by representing their Districts. In 1968, each Region selected several teams to take part in the Competition.

On completion of Prince of Wales Banner Competition in 1940, the event was suspended due to the Pacific War. After the war, the Competition was resumed in 1948, and the Prince of Wales Banner was presented to the winning team by the Chief Scout during St. George's Day Parade in 1949.

The post-war Prince of Wales Banner Competition became more diverse. New elements were added to the contents of the Competition to test Venture Scouts' intelligence and scoutcraft in a more comprehensive way. Participating teams could join the Competition on behalf of their Venture Scout Units so that more Venture Scouts could participate in the Competition. Therefore, the Competition became an important event for Venture Scouts.

In 1997, "Prince of Wales Banner Competition" was renamed as "Venture Scout Competition". Since then, it has become a competition for all Venture Scouts in Hong Kong. The first Venture Scout Competition was held in between 1999 and 2000.

深資童軍先修章、會員章及深資童軍肩章比較表

深資童軍先修章內容	會員章	肩章
參加最少兩次具深資童軍支部特色之活動，例如：		
深資童軍團團部活動，而其中一次須為戶外活動；或	✓*	
經區會安排下參與與深資童軍有關之活動（如參觀或體驗區深資童軍活動或比賽，或與其他深資童軍一同策劃活動等）		
說出深資童軍支部的目的、方法及預期成果。		✓
認識深資童軍制服。		✓
說出執行委員會之基本功能。		✓
認識多元化的深資童軍活動。		✓

備註：

- ✓：完成該深資童軍先修章項目代表已同時完成會員章或深資童軍肩章的相關項目。
- *：會員章有關項目內容需要成員參加最少六次團部活動，而其中一次須為戶外活動，完成深資童軍先修章之B1(a)項可完成會員章項目1之部分內容。

Conversion of The Venture Scout Link Badge, Membership Badge and Venture Scout Epaulettes

Contents of the Venture Scout Link Badge	Membership Badge	Venture Scout Epaulettes
Participate in at least 2 activities that possess the characteristics of the Venture Scout Section, e.g.:		
Venture Scout Unit activities, one of which should be an outdoor activity; or	✓ *	
Venture Scout-related activities under the arrangements of the District (e.g. Visit/ Experience Venture Scout activities or competitions organised by the District, or plan an activity with other Venture Scouts etc.)		
State the aim, the method and expected outcomes of the Venture Scout Section.		✓
Recognise the Venture Scout uniform.		✓
State the functions of the Executive Committee.		✓
Recognise the variety of activities available in Venture Scouting.		✓

Remarks:

- ✓ : Completion of the stated items in the Venture Scout Link Badge is equivalent to completing the relevant items in the Membership Badge or the Venture Scout Epaulettes.
- ★ : The Membership Badge requires Venture Scouts to take part in at least 6 Unit activities and one of which should be an outdoor activity. Completion of 1(a) of the Venture Scout Link Badge is equivalent to completing part of item 1 of the Membership Badge.

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深資童軍訓練綱要發展小組成員名單

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