

A black and white line drawing of two scouts in uniform. They are wearing berets, neckerchiefs, and shorts. The scout on the left is holding a small object in his right hand, and the scout on the right is holding a small object in his left hand. They are both looking towards the viewer.

Chipukizi Scouts

The Chipukizi Scout promise:

On my honour,
I promise that I will do my best;
To do my duty to God and my country;
To help other people at all times;
To obey the Scout Law.

THE CHIPUKIZI SCOUT LAW:

1. A Scout's honour is to be trusted.
2. A Scout is a good citizen; he/she respects God, his country, his/her parents, his/her employers, his/her fellow Scouts and others.
3. A Scout's duty is to be useful and to help others.
4. A Scout is a friend to all and a brother/sister to every other Scout, regardless of the country, community or religion to which the other may belong.
5. A Scout is kind and has respect for others.
6. A Scout is kind to animals, learns about nature and is concerned with its protection.
7. A Scout obeys orders of those in authority without question.
8. A Scout is cheerful and brave in all difficulties.
9. A Scout makes good use of time, money and any other resources he or she has.
10. A Scout is clean in thought, word and deed.

THE CHIPUKIZI SCOUT MOTTO:

"Be Prepared."

THE CHIPUKIZI SCOUT SECTION COLOUR:

Green

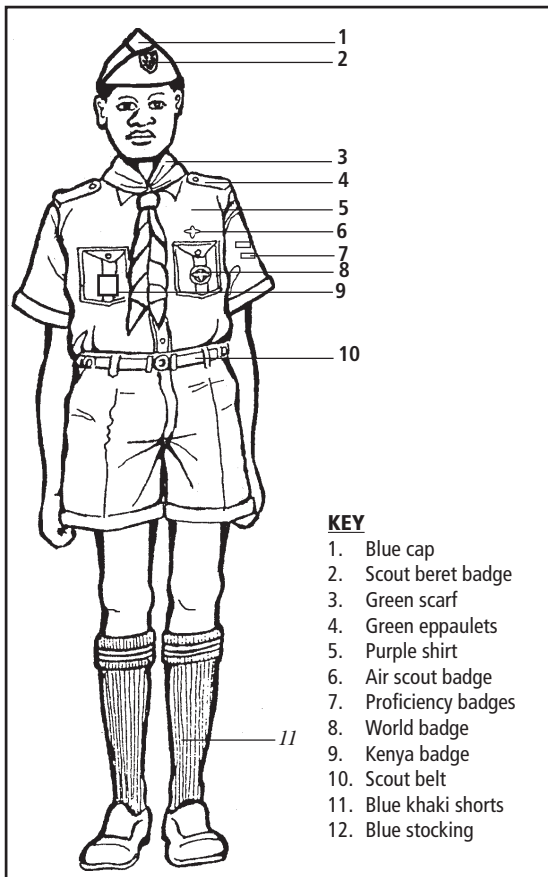
THE CHIPUKIZI SCOUT SECTION AGE BRACKET:

Age 12 to 15 years

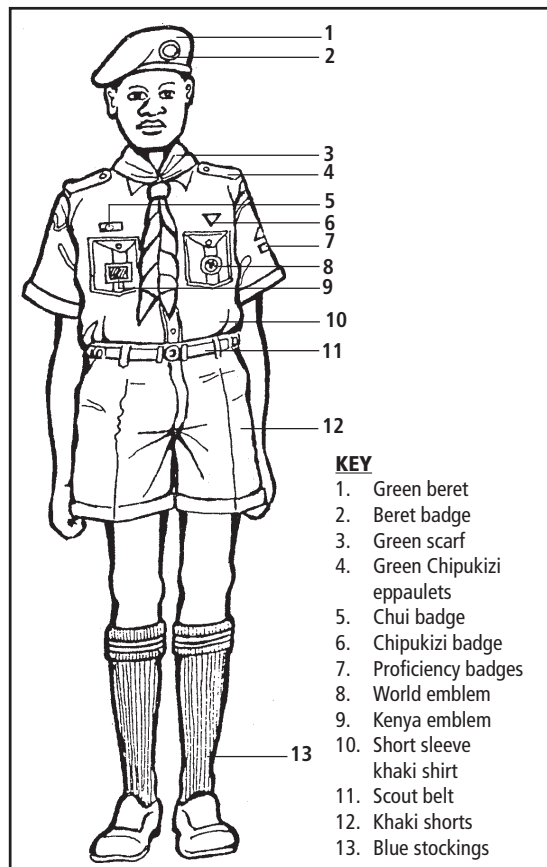


Chipukizi Uniforms

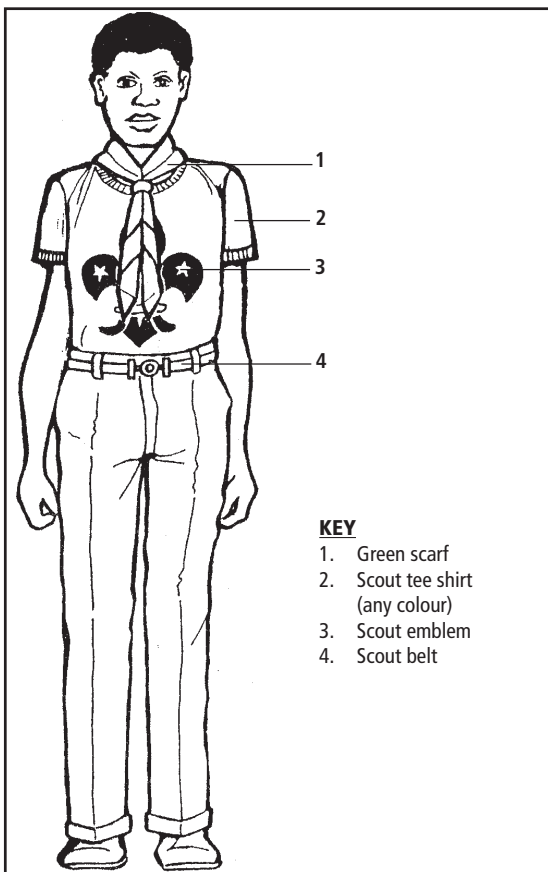
CHIPUKIZI AIR SCOUT UNIFORM



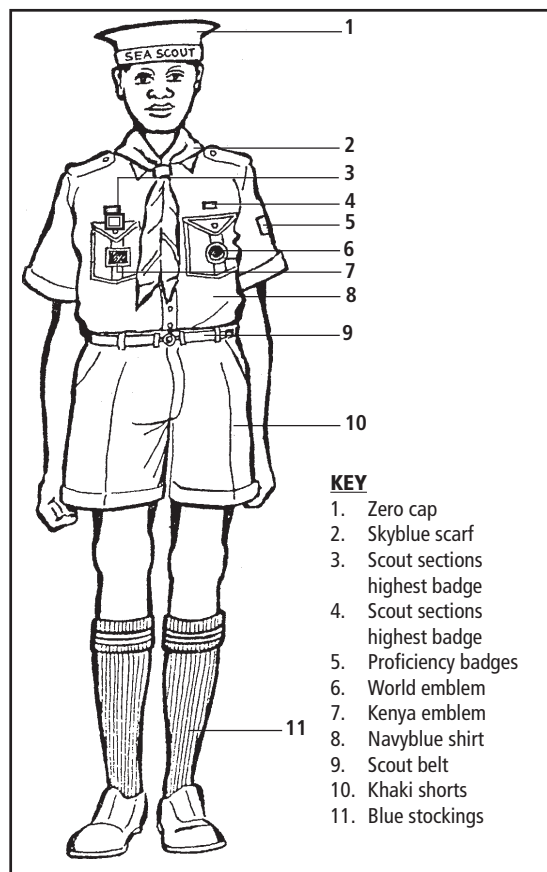
CHIPUKIZI SCOUT UNIFORM (BOYS)



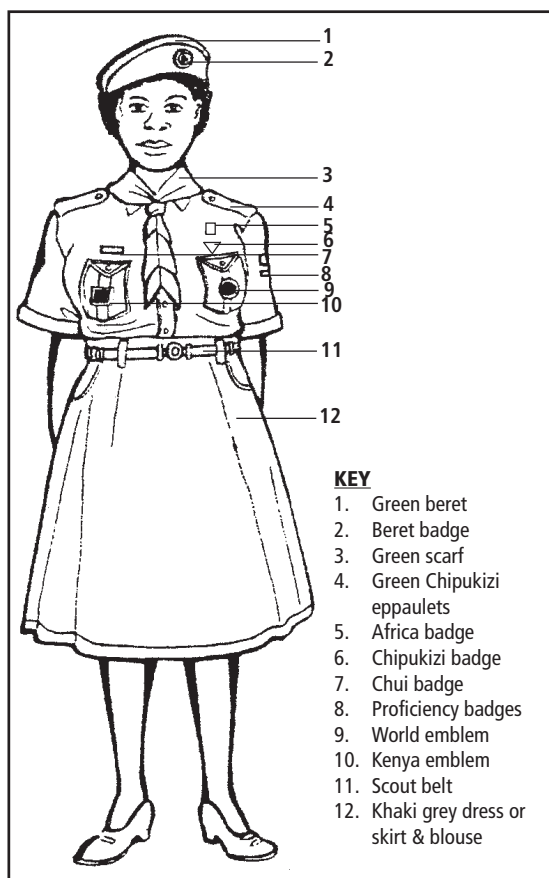
CHIPUKIZI SCOUT WORKING DRESS



SEA SCOUT UNIFORM (CHIPUKIZI & MWAMBA)



CHIPUKIZI SCOUT UNIFORM (GIRLS)



KEY

1. Green beret
2. Beret badge
3. Green scarf
4. Green Chipukizi epaulets
5. Africa badge
6. Chipukizi badge
7. Chui badge
8. Proficiency badges
9. World emblem
10. Kenya emblem
11. Scout belt
12. Khaki grey dress or skirt & blouse



Introduction

This section is meant for young people between the ages of 12 and 15 years. The requirements for Chipukizi Scouts include:

1. An admission test, which the Chipukizi Scout will have to pass before being invested. (This section however, will only be compulsory to a person joining Scouting for the first time at this stage.)
2. Three progressive standard badges that the Scout will gain after passing the recommended tests. These are Zizi, Shina and Tawi and have to be attained in that order.
3. A series of proficiency badges designed to cater for varied interests. Some of these badges are required before a Scout can attain certain awards or badges.
4. The Scout Cord is awarded on attaining the Tawi Badge and six specified proficiency badges.
5. The Chui Badge is the highest a Scout can attain in this section. It is the equivalent of the Link Badge in the Sungura section. The two may not be worn at the same time. However, a Scout may continue wearing the Chui Badge into the next section (Mwamba) until he attains the corresponding Simba Badge.

Note: While certain badges are designed primarily for Sea or Air Scouts, any Scout can attempt any badge provided suitable arrangements for assessment are made. However, Chipukizi Scouts may not attempt the proficiency badges before completing the Zizi Stage. He/she may also not wear more than six proficiency badges before completing the Tawi Stage.

Pre-Investiture

This section is meant for young people who have never been in Scouting before. Before the young person can be invested as a Chipukizi Scout he must pass the following:

1. State the Scout Law and Promise and explain their meaning.
2. Give a brief description of the history of Scouting.
3. State the Chipukizi Scout Motto; demonstrate the Scout salute and greeting.
4. Describe the colours of the National Flag and explain their meaning.
5. Tie the following knots: Reef Knot, Clove Hitch, Sheetbend.
6. Make a rope of at least one metre long or a woggle.

INVESTITURE

This is the ceremony where the young Scout is admitted into the worldwide fraternity of the Scout movement. Although the investiture can be organised in various ways the recommendations given in the Sungura section should be revisited.

THE CEREMONY

The Scouts stand at attention in a horseshoe formation. In front of them is a table or other flat platform on which are laid items needed for the ceremony. These are the World Badge, the Kenya Emblem and if possible the section scarf, Chipukizi record book and patrol badge patch. The National flag flies in the background.

The Scout to be invested is brought forward by the Patrol Leader or other invested Scout.

Patrol Leader: (*Salutes and says:*)
"I have brought [NAME] who has completed his pre-investiture test and now wishes to be invested."

Scout Leader: (*In a calm, level voice:*) "Do you want to become a Scout?"

Recruit: "Yes Leader, I do."

Scout Leader: Do you know what honour means?

Recruit: "Yes. It means that I can be trusted to be truthful and honest."



Scout Leader: "Do you know the Scout Law?"

Recruit: "Yes Leader, I do."

Scout Leader: "Can I trust you on your honour to live up to the Scout Promise?"

Recruit: "Yes Leader."

Scout Leader: "Then recite the Scout Promise as a sign of your commitment to the principles of Scouting."

(All make the Scout Sign. The recruit *recites the Scout Promise*).

Scout Leader: "I now welcome you into the worldwide brotherhood of Scouts."

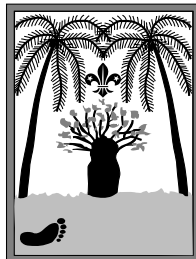
(Shakes his/her left hand).

The Scout Leader then presents the new Scout with the World Badge, Kenya Badge, scarf and other optional items.

Chipukizi scouts standard badges

ZIZI STAGE

Before the Scout can be awarded the Zizi Badge he must complete the following to the satisfaction of the leader or other appointed examiner:



1. SCOUTING SKILLS

Do three of the following:

- Explain what to do in case of fire or accident.
- Cook a dish for the patrol.
- Identify the five best-known trees in the locality and say what they are useful for.
- Make a personal first aid kit containing basic and easily acquired items (cotton wool, razor blade, bandage, etc).
- Make own camping gear using locally available materials.
- Demonstrate how to navigate in a given area without using a map or compass.

2. CONSERVATION

Do three of the following:

- Explain the sources of carbon monoxide and the danger this gas poses to life.
- Explain what litter is, then make a tong or stake for picking paper and demonstrate how to use it. Use non-soiled waste paper, metal or wood to make a ball or other toy that can be used by small children.
- Draw a map of the local area, inserting pictures or drawings of wild animals found there.

- Carry out a project of cutting out animal pictures, sticking them in an exercise book, labeling them correctly and using them to tell a conservation story or message.

3. HEALTH AND SANITATION

- Demonstrate how to keep a tent or shelter and campsite clean and tidy.
- Assist the patrol to set up three useful camp gadgets relevant to hygiene (wash hand basin, plate holder, etc).

4. PHYSICAL DEVELOPMENT

Do two of the following:

- Name five national sportsmen and state what events they specialize in.
- Name two field events and two track events; then lead a patrol in doing at least one of them.
- Make a scrapbook of newspaper or magazine cutouts of national and international sportsmen.

5. SCOUTING SPIRIT

- Explain the different parts of the Scout uniform.
- Do a good turn daily for at least one month.
- Explain the organization of Scouting from patrol to divisional level.

6. SPIRITUAL DEVELOPMENT

- Give examples of the Scout Law and Promise applied in daily life.



- (b) Attend religious services for at least two months.
- (c) Read a chapter from a holy book and discuss it with the Chipukizi leader.

7. CITIZENSHIP

- (a) Draw the national flag in a notebook and colour it.
- (b) Explain the meaning of the various parts of Kenya Coat of Arms.
- (c) Recite the Kenyan loyalty pledge.

8. EDUCATION AND LITERACY

- (a) Teach a new Scout the Law and Promise.
- (b) Copy and narrate in either English or Kiswahili the story of how Scouting began.

9. AGRICULTURE

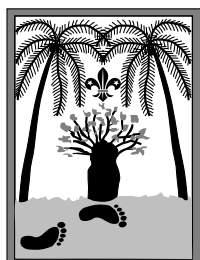
- (a) Help your patrol in starting a vegetable garden, or help raise rabbits, chickens, ducks, pigeons or bees.
- (b) Plant two fruit trees or vegetables and care for them for at least four months.

10. REPRODUCTIVE HEALTH EDUCATION

- (a) Trace your family tree as far back as possible and make either a drawing or a model to illustrate it.
- (b) Discuss with your patrol the importance of basic family needs: food, water, shelter, health and clothing, etc.
- (c) Find out from a health professional about sexually transmitted diseases. Name at least three such diseases and discuss how to prevent them with your patrol.
- (d) Discuss with your patrol the effect of teenage pregnancy.
- (e) List the most commonly abused drugs in Kenya and their local names.
- (f) What are the effects of drug and substance abuse to the abuser, his family and the community.
- (g) Give reasons for abuse of drugs and substances.
- (h) What are the signs and behaviours of drug abusers?

SHINA STAGE

Before the Chipukizi Scout can be awarded the Shina Badge they must first complete the following test to the satisfaction of the hipukizi Scout Leader:



1. SCOUTING SKILLS

Do three of the following:

- (a) Demonstrate proper maintenance of camp gear and help in organizing a campfire place.
- (b) Follow an unfamiliar track of at least 2 kilometres and record at least two observations on how man has adversely affected the environment.
- (c) Demonstrate how to use the telephone, whistle or tom-tom to transmit a message.
- (d) Demonstrate how to dress a simple wound.
- (e) Prepare a skit, mime or dance with the patrol for a campfire programme.
- (f) Demonstrate how to tie the following knots: Round Turn and Two Half Hitches, Sheepshank, Timber Hitch, and Fisherman's Knot.

2. CONSERVATION

- (a) Explain how plants make oxygen and other qualities useful to human beings.
- (b) Use sand, stones, charcoal and/or other materials to construct a water-filtering gadget.

3. HEALTH AND SANITATION

Do two of the following:

- (a) Plan a menu that demonstrates the importance of a balanced diet.
- (b) When on a Scout camping activity, explain and demonstrate the importance of boiling water and proper food storage to your patrol.
- (c) Dig or make a waste disposal pit with your patrol and describe its proper use.

4. PHYSICAL DEVELOPMENT

- (a) Lead your patrol in two local games or dances.
- (b) Lead your patrol in physical exercises (jogging, sit-ups, breathing exercises, etc) for at least four troop meetings.

5. SCOUTING SPIRIT

- (a) Earn money towards buying Scouting items and explain how you did it.
- (b) Explain the meaning and importance of the spirit of service. Demonstrate it in two particular cases in your patrol.

6. SPIRITUAL DEVELOPMENT

- (a) Narrate some of your cultural traditions, religious or social, and comment on their usefulness.



- (b) Demonstrate to the satisfaction of the Chipukizi Scout Leader an ability to work co-operatively as part of a patrol by tolerantly accommodating other people's behaviour and attitudes.

7. CITIZENSHIP

- Lead the flag ceremony properly.
- Give the addresses and location of at least four of the following: the Chief's office, police station, hospital, local member of parliament, fire station, place of worship.
- Demonstrate knowledge of Kenya by making a useful collection of fifteen items (pictures, newspaper cutting, stamps, etc) on one of the following topics: tourism, agriculture, history, culture.

8. EDUCATION AND LITERACY

- Collect five local stories told orally, write them down in your book and tell them to the patrol.
- Copy and then briefly narrate the story of Baden-Powell to the patrol or troop.

9. AGRICULTURE

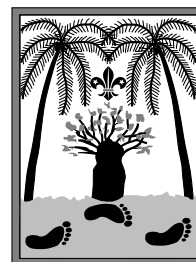
- Identify the main crops in your area and state their nutritional classes.
- Explain the importance of fertilizers or manure for crop production.

10. REPRODUCTIVE HEALTH EDUCATION

- Discuss with your patrol the social roles and relationships of males and females in your community.
- Collect, for a period of one month, as many magazine or newspaper cuttings as possible on the subject of sex and reproductive health. Organise these items into a resource book and present it to your patrol in the presence of the Scout Leader.
- Discuss how the media portrays sex and reproductive health issues.
- Name three causes of the spread of sexually transmitted infections and describe how they can be avoided.
- Write out what "HIV/AIDS" stands for in full and describe how it is transmitted.
- Define a drug and substance and drug abuse.
- List the most commonly abused drugs in Kenya and state the methods through which they are taken or abused?

TAWI STAGE

Before being awarded the Tawi Stage Badge, the Chipukizi Scout must first complete the following to the satisfaction of the Chipukizi Scout Leader:



1. SCOUTING SKILLS.

- Using a map and compass, go on a hike of at least 24 kilometres. Prepare a log and a route map and report to your examiner.
- Take active part in entertaining at a campfire for at least five minutes with a story, tale, joke, mime, song, etc.
- Show how to tie the following lashings;
 - Two Hand Lashing
 - Diagonal Lashing
 - Filipino Lashing
 - Square Lashing

2. CONSERVATION

- Study any three causes of environmental pollution and explain how to reduce it.
- Take part in a soil conservation activity (building gabions, digging terraces, tree planting, etc) for at least one day.

3. HEALTH AND SANITATION

- Name the basic contents of a good first aid kit.
- Explain the importance of immunization and name three diseases that can be prevented by immunizing children.

4. PHYSICAL DEVELOPMENT

- Teach your patrol how to start a race.
- Demonstrate how to climb a tree or high place safely.

5. SCOUTING SPIRIT

- Identify and name: the age limits, mottos and organizational structures of two other Scouts sections.
- Help organise or lead the patrol in a useful community service project for at least one day.

6. SPIRITUAL DEVELOPMENT

- Identify and describe three examples of the presence of God through observing the natural environment.
- Relate to your patrol how religious knowledge helps one in daily life.



- (c) Hold a discussion with the Chipukizi Scout Leader or a religious leader on the basic beliefs of a religion other than your own.

7. CITIZENSHIP

- (a) Explain to the patrol the meaning and importance of two Kenyan National Days.
(b) Help organise two patrol meetings for new Scouts or Sungura Scouts.

8. EDUCATION AND LITERACY

- (a) Teach a new Scout the Scout Law and Promise.
(b) Write a short essay or compose a song, shairi or poem entitled, "The importance of knowing how to read and write."

9. AGRICULTURE

- (a) Name three common crop pests and explain how to protect crops from them.
(b) Sell some produce you have grown or raised, or preserve it so that it lasts at least one month.

10. REPRODUCTIVE HEALTH EDUCATION

Do three of the following:

- (a) Using mime and role-play, demonstrate the various verbal and non-verbal ways of expressing feelings towards another person.
(b) With other members of the patrol, organise a debate on the roles of boys and girls in society and how these roles are changing. (The Scout taking the test must be one of the speakers.)
(c) Discuss with your patrol the advantages and disadvantages of early marriage.
(d) Prepare a short talk on: "The importance of teamwork." Present it to your patrol.

- (e) State three symptoms or signs of an AIDS patient.
(f) Identify the sources of drugs and give reasons why they are taken.
(g) Define drug abuse and give five different the effects of drug abuse to an individual.
(h) Demonstrate through a role-play, the dangers of drugs and what can be done to avoid drugs.

THE SCOUT CORD

The Scout Cord is a green, braided lanyard. It is worn on the left shoulder. Before being awarded the Scout Cord a Chipukizi Scout must:

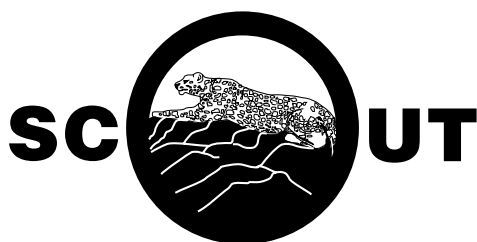
- Hold a Tawi Badge.
- Hold a First Aid Badge.
- Hold any other five proficiency badges.

THE CHUI BADGE

This is the highest badge that a Chipukizi Scout can attain. It is worn on the right breast above the pocket and may be worn until one attains the Simba Badge or becomes a Scout Leader.

Before being awarded the Chui Badge the Chipukizi Scout must:

1. Hold the Scout Cord.
2. Hold any three other proficiency badges besides those attained as a requirement for the Scout Cord.
3. Satisfy the Scout Leader, the Area Commissioner or other appointed person that he has been of good conduct as a Scout and of service to the community.
4. Be less than 16 years of age. (Note: The Chui badge is awarded with a corresponding certificate and if the Scout so wishes this might be presented by the Area Commissioner at a suitable occasion.)



CHUI BADGE



Chipukizi scouts proficiency badges

CHIPUKIZI AFRICA FRIENDSHIP BADGE

1. Write a short essay on the history and people of another country other than your own.
2. Correspond with a Scout of another country for not less than three months.
3. Camp or hike at least three days with Scouts of another country;

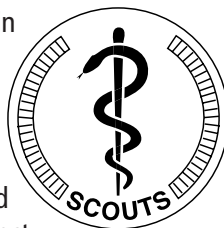


OR:

Keep an album or scrapbook for at least three months that depicts national, sports, cultural and Scouting activities of another country.

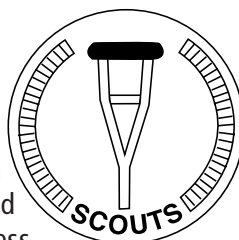
CHIPUKIZI AFYA

1. Fulfill all Sungura Scout child health badge requirements.
2. Construct or take part in constructing a pit latrine and explain how to maintain it properly.
3. Name two diseases that have no known cure and explain how we can protect ourselves from them.
4. Explain at least three diseases that commonly affect children, as well as symptoms of these diseases.
5. Identify the three food classes and name at least three foodstuffs in each food class.



CHIPUKIZI AID TO THE HANDICAPPED

1. Provide regular, part-time, voluntary service of a useful nature (chopping wood, shopping, etc) to one of the following: a blind, deaf, dumb, crippled, aged or otherwise physically handicapped person. This should be done in a cheerful manner and for a period of not less than two hours every week for six months.



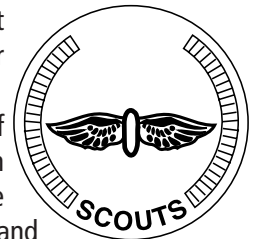
OR:

2. Provide the same service as Test No. 1 (above)

but on a full-time basis for two periods of not less than two weeks each.

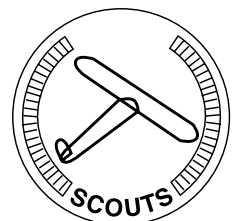
CHIPUKIZI AIR APPRENTICE

1. Explain the proper conduct to adopt, and the ordinary safety precautions to follow, when on an airfield or near aircraft.
2. Demonstrate how to be of assistance to a pilot when taxiing or picketing an aircraft.
3. Explain the purpose of a "signal area" at an airfield and know the standard "aldis lamp" and "very light signals" used on airfields.
4. Point out the following movable control surfaces of an aircraft and describe their functions: rudder, elevators, ailerons, flaps.
5. Explain the meaning of the following terms: fuselage, mainplane, tailplane, leading edge, mono-plane, dihedral, sweep-back. Show how to be of assistance in the event of an aircraft crash.



CHIPUKIZI AIRCRAFT MODELLER

1. Construct a model aeroplane (use of kit permitted) which shall have the following minimum flight performance:
 - Glider (hand-launched): 25 seconds in the air.
 - Glider (two hand launched with 50m maximum line length): 45 seconds in the air.
 - Rubber-band powered: 30 seconds in the air.
 - Engine-powered (15 second maximum motor run): 45 seconds in the air.
2. Demonstrate control of your model by making a smooth takeoff. Then do three laps of level flight at approximately 2m off the ground. Then climb and dive, followed by a smooth landing.



3. Explain the basic principles of flight, including the three axles and their effect on stability and control.

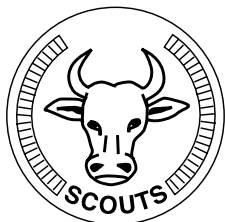
CHIPUKIZI AIR SPOTTER

1. Recognize correctly from photographs or silhouettes (shown for no more than ten seconds each) at least one out of ten different aircraft.
2. Recognize and name national aircraft markings (service or civil) of at least six countries. The Chipukizi Scout Leader will provide a list of at least 20 aircraft markings. The Chipukizi Scout being tested must be able to identify at least six.
3. Keep a log of aircraft observed/spotted for a period of not less than one month reporting. Give identity or salient features and approximate heading.
4. Describe the recognition features of six aircraft selected by the examiner, in terms commonly used in aircraft identification.



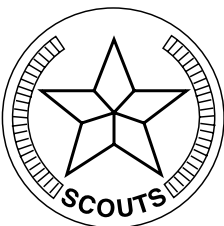
CHIPUKIZI ANIMAL HUSBANDRY

1. Take care of, or raise, one of the following for at least six months: chicken, rabbits, bees, fish or other suitable animals.
2. As part of this project, find out from local experts as much information as possible about the animal of your choice (eating habits, costs involved, diseases and treatment, etc).
3. Using local material, construct a hutch or home, feeders, watering dishes, etc, for the animal of your choice.
4. Find out from a veterinary or local expert the common diseases and pests which affect your chosen animal; be able to recognize the symptoms, know the treatment and explain the importance of keeping animals in a hygienic and clean environment.



CHIPUKIZI ASTRONOMER

1. Demonstrate a good general knowledge of the stars and planets and their movements. Use diagrams, drawings or models.



2. Point out and name five star clusters or constellations and any planets visible to the naked eye at the time of the test.
3. Find direction by night by means of the stars when both the Plough and the Southern Cross are obscured.
4. Demonstrate a general knowledge of the nature, relative positions, movements and sizes of the sun, earth, moon and planets. Explain the cause of eclipses.

CHIPUKIZI ATHLETE

1. Demonstrate the proper method of sitting, standing, walking and running.
2. Qualify in four of the following events in accordance with your age:



	Under 12 yrs	Under 13 yrs
100 metres	15.5 secs	15 secs
800 metres	2min/57 secs	2min/53 secs
High Jump	1 metre	1.1m
Throwing the cricket ball	35m	37m
Long Jump	3.9m	4m

	Under 14 yrs	Under 15 yrs
100 metres	14.5 secs	13.5 secs
800 metres	2 min 45 secs	2 min 43 secs
High Jump	1.2m	1.3m
Throwing the cricket ball	41m	45.7m
Long Jump	4.1m	4.3m

CHIPUKIZI BACKWOODSMAN

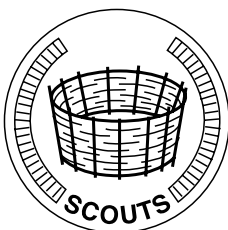
1. Make a satisfactory shelter against wind and rain for two people, using natural materials, and sleep in it alone or with another Scout for at least one night.
2. Skin and cook (without utensils) a rabbit, or small animal,
OR:
Cook in clay a bird no smaller than a pigeon,
OR:
Clean and cook a fresh fish without utensils. In the case of vegetarians, prepare and cook (without utensils) three types of vegetables simultaneously.



3. Demonstrate three of the following:
 - Improvise methods of moving injured persons with due regard to their safety and comfort.
 - From the foundation of a lookout post, construct a bridge or spar to reach a tree. Then, climb the tree to a height of at least six metres from the ground.
 - Row a boat, paddle a canoe, or pole a punt for at least one kilometre.
 - The construction of a sundial or a gadget to find True North.
 - Devise any satisfactory method of purifying contaminated water and straining muddy water.

CHIPUKIZI BASKET MAKER

1. Produce two articles of practical use in palm-leaf, cane, rushes, straw or similar materials, made entirely by yourself.
2. Explain the raw materials used: where they are obtained and how they are prepared for use.

**CHIPUKIZI BOATSWAIN**

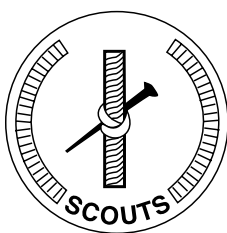
1. Repair a small leak in a boat,

OR:

Apply a canvas patch to a canoe,

OR:

Apply a wooden or tin patch to a dugout canoe or boat.



2. Make the following bends and hitches: Timber Hitch, Rolling Hitch, Marline Spike Hitch, Blackwell Bowline on a Bight, Running Bowline, Catspaw. Be able to mouse a hook, Short and Eye Splices, Single Will and Crown and a Mathew Walker. Make one form of Stopper Knot.

OR:

Either make a fender, of rope or canvas, suitable for pulling boat, or make a paddle.

3. Either explain the contents of a Boat's Bag,

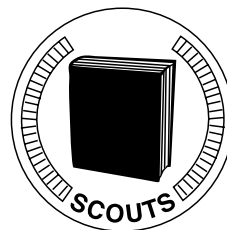
OR:

Name the best trees for making canoes and paddles and be able to identify them.

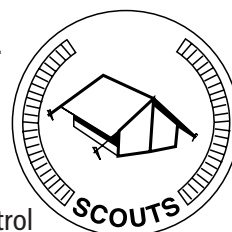
4. Take a leading part in cleaning and painting a boat.

CHIPUKIZI BOOKBINDER

1. Prepare the parts or section for sewing and sew section on tapes.
2. Fold and paste on end papers, glue up and line with muli (or muslin) round the back and add second lining.
3. Cut boards and cover with cloth or paper, and book into case.

**CHIPUKIZI CAMPER**

1. Explain the normal requirements in regards to:
 - Personal kit for a week of camping.
 - Personal kit for a week of hiking.
 - The equipment, rations and menu for a weekend patrol camp.
2. Demonstrate the packing of your personal kit for a week of hiking in a rucksack or on a pack - frame or board.
3. Explain the principle points to look for when selecting a patrol or troop campsite and describe, with rough plan, how you would lay out a patrol camp with reference to tent, kitchen, sanitation, etc.
4. Explain the meaning of: "Camping Standard."
5. Make and show four of the following knots in use: Slip Reef, Double Sheetbend, Figure of Eight, Bowline on a bight, Manharness.
6. Pack and know how to take care of a patrol tent. Show that you can carry out simple tent repairs.
7. Construct a camp latrine.
8. When living in camp, cook all meals for yourself for 24 hours to the satisfaction of the examiner or a Scouter. While in camp you must make satisfactory arrangements for storing food and refuse disposal.
9. Camp under canvas, or in a weatherproof shelter built of natural materials, with a troop for at least 15 nights.

**CHIPUKIZI CANOEIST**

1. Swim fifty metres in clothing.
2. Perform the following in either a single or



two-seater canoe (if in a two-seater, sit in the rear seat):

- Launch canoe in water and "make fast" or tie up.
- Get into canoe, paddle 50m offshore, turn and paddle back, demonstrating the correct paddling technique.
- Get out of a waterlogged canoe in deep water, bring the canoe ashore and empty water out.
- Re-embark into canoe from knee-deep water.

3. Make simple repairs to a canoe, know what repair kit to carry in a canoe, and show how to maintain a canoe in good condition.

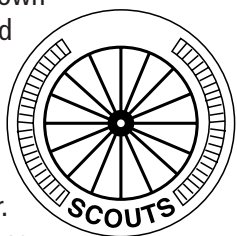
CHIPUKIZI CITIZENSHIP

1. List the names of 12 local and six non-local heroes and tell the stories of at least four of the local and three of the non-local ones.
2. Collect and stick in your book, pictures or cut-outs of ten animals and ten plants found in Kenya and discuss them with your patrol.
3. Draw up a map of the country with provincial boundaries and towns and locate your home or the area where your parents come from.
4. Direct the flag raising ceremony and explain the attitude people should have towards the national flag.
5. Name five agencies of the United Nations and briefly say what role each plays.



CHIPUKIZI COMMUNICATOR

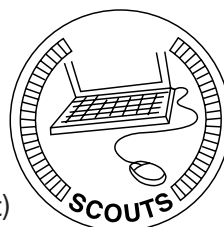
1. Demonstrate that you own a bicycle or have used one satisfactorily for at least six months. This bicycle should be properly equipped and in good working order. You must be willing to use it at any time for public service if called upon in case of emergency.
2. Demonstrate how to make simple repairs, which might include the following (at the discretion of the examiner): change tyre and tube, mend a puncture, replace a brake, adjust a wheel bearing or any part of the machine.



3. Demonstrate that you know at least six highway codes and at least six traffic signals, road signs and rules relating to light and reflectors.
4. Describe your locality within a radius of 8km of your home or troop headquarters (in towns over 20,000 inhabitants, 3,000m). Guide the examiner to any place of his choice within this radius using the quickest route.
5. Know where to find the following: doctors, hospital, health centre or dispensary, police station or post, garage/petrol stations, Regional Provincial Commissioner (P.C.), District Commissioner (D.C.), District Officer (D.O.) or the office and house of the chief and sub-chief.
6. Demonstrate how to use a map of the locality and use it to point out at least six examples of (5) above.
7. Repeat correctly a verbal message of 24 words in a language you easily understand after a ride of at least one hour's duration.
8. Give accurate but simple directions using two languages to a place chosen by the examiner, not more than 2km distant.

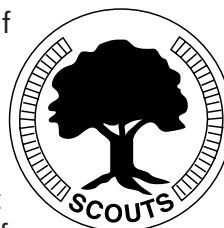
CHIPUKIZI COMPUTERIST

1. Know how to switch on a computer and "log on."
2. Write a short essay on Scouting on the computer, using appropriate computer tools (spellcheck program, formatting, etc) where possible.
3. Be able to print the essay.



CHIPUKIZI CONSERVATION

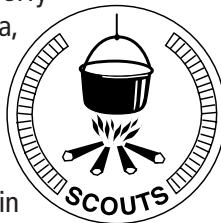
1. With other members of the troop, investigate the causes and effects of soil erosion and illustrate them in a scrapbook or wall display.
2. Prepare a checklist for campers and hikers of "what to do" in order not to destroy or harm the environment.
3. Demonstrate through an experiment the effect of good soil or bad soil for growing seeds.
4. Together with other members of your unit, carry out two of the following:
 - Make and maintain a nature trail.



- Help clear a stretch of land along a river, creek or lakeside.
 - Plant natural screening or landscaping of an unsightly industry or rubbish dump.
 - Plan and carry out a patrol anti-litter campaign.
5. Take part in a project, which will improve your environment (a local, national or international conservation project).
 6. Start or contribute to a Scout tree nursery for at least one month.

CHIPUKIZI COOK

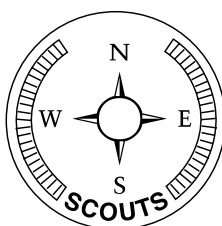
1. Set up a properly equipped camp kitchen for a patrol, with open fire and a camp oven, and cook thereon a properly balanced meal. Make tea, coffee or cocoa.
2. Store food in a hygienic manner and bring proof that you have cooked satisfactorily for a patrol in camp for at least one complete day.
3. Make two of the following: twist damper, flapjack, scone, mandazi, kaimati, chapati.

**CHIPUKIZI DRUG ABUSE PREVENTION**

1. What are the main drugs and substances abused in Kenya and who abuses them?.
2. Who is responsible for prevention and stopping the abuse as custodians or gatekeepers of abusers.
3. Using drawings, cutouts, cartoons, etc, make a picture story on the dangers of smoking bhang, or taking other illegal drugs.
4. What do drugs and substance of abuse do to the health and socio-economic status of
 - (a) Abusers
 - (b) Family of abusers and
 - (a) The community where abusers come from?.

**CHIPUKIZI EXPLORER**

1. Arrange and carry out an expedition for yourself and at least two other Scouts (preferably members of your patrol). This expedition should be at least two days (one night) in duration in a part of the country not



previously visited. The actual route should be chosen by the Scout and approved by the examiner. All equipment should be carried in rucksacks and include all food. Each rucksack should weigh not more than 14kg.

2. Select a project and submit it to the examiner for approval. The type of project should involve simple exploration such as identifying and mapping all footpaths within a one kilometre radius of a given point. Carry this project out alone or with a companion to the examiner's satisfaction.
3. Complete a journey, with a companion, of three kilometers using compass bearings only. Four different bearings should be used. A map may be used.

CHIPUKIZI FIRE FIGHTER

1. Explain how the local fire brigade works in towns and cities.

OR:

In rural areas, explain the purpose of firebreaks and how to control grass fires by strip burning.

2. Explain what action should be taken, and why, if fire breaks out indoors or outdoors.
3. Describe the various methods of calling the fire service (where there is a fire service) and the correct procedure to be taken. Display knowledge of what happens from the time you call to the time the fire service arrives at the scene. Describe the essential actions to be taken while awaiting the arrival of the fire service and the reasons for such actions,

OR:

Where no fire station exists, describe actions to be taken in case of fire.

4. Explain the dangers of: oil lamps, all types of heaters and stoves, electrical wiring, fuses, gas cookers and switches. Describe precautions you can take to avoid these dangers.
5. Take part in a bucket chain,

OR:

Explain how to use a Stirrup Pump, a Soda Acid Extinguisher (usually a large conical cylinder pattern painted red) or a Carbon Tetrachloride Extinguisher ("Pyrene" type small cylinder of polished brass) and on what kind of fire they should be used. Demonstrate how to deal with a person whose clothes are on fire.

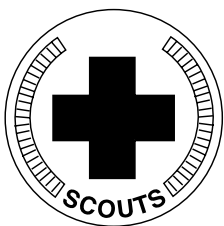
6. Demonstrate crowd control methods (keeping crowds away from danger areas).



7. Give a simple explanation of the process of combustion; understand how people are affected by smoke and heat, and; demonstrate how to act in a smoky room or situation.
8. Demonstrate proficiency in making a Chair Knot and Bowline on a Bight.

CHIPUKIZI FIRST AIDER

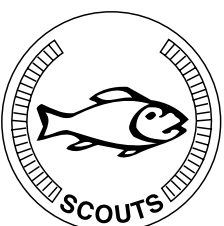
1. Show the position of the main arteries and how to stop external bleeding from veins and arteries.
2. Explain how to treat snakebite.
3. Demonstrate how to deal with shock, including electric shock.
4. Demonstrate how to apply the "triangular bandage" to scalp, hand, foot, knee and elbow. Demonstrate how to apply the "roller bandage" to all limbs. In each case the demonstration will include applying the dressing.
5. Demonstrate the cardio-pulmonary resuscitation (CPR) method.
6. Demonstrate how to send the correct message — oral or written — in case of an accident.
7. Fractures:
 - Demonstrate how to deal with fracture of the collarbone.
 - Explain how to immobilize a fractured limb.
 - Explain precautions to be taken when moving a patient if fractures are suspected.
8. As a member of a team of three or four Scouts, deal with a simulated accident staged by the examiner. The examiner will test for calmness, resourcefulness, and proper treatment of the patient at all stages.



Note: Possession of St. John's Ambulance or Red Cross Junior Certificate does not exempt anyone from any of the items above.

CHIPUKIZI FISHERMAN

1. Catch, prepare and cook a fish.
2. Name five different kinds of fish that inhabit local waters (local names will do).
3. Demonstrate how to fit up a rod, line and casts.
4. Explain the rules concerning the "closed season," as well as fishing limitations on size and weight of fish.

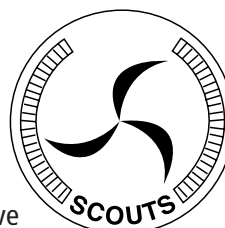


5. Explain the "courtesy on the riverside."
6. Explain the sizes of hooks, choose the most suitable and explain the bait.
7. Demonstrate the correct way to use a landing net.
8. Make a float.

CHIPUKIZI HOME NURSING

Following consultation with medical professionals:

1. Demonstrate how to choose, prepare and ventilate a sickroom and how to prepare a bed for a patient.
2. Bathe a patient and give medicine. Demonstrate how to take a temperature, pulse and respiration.
3. Demonstrate how to prepare invalid food and serve it in an attractive manner, a little at a time.
4. Demonstrate how to prepare dressings and how to apply a roller bandage to hand, knee and foot.
5. Carry out all the above under camp conditions (as well as in a sickroom) and know how to prepare a stretcher.

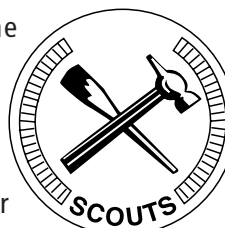


Note: A Scout who holds the St. John's Ambulance or Red Cross Home Nursing Certificate is exempt from Tests 1-4, but must be examined in Test No. 5.

CHIPUKIZI JOBMAN

Demonstrate ten of the following, of which at least five must be selected by the examiner:

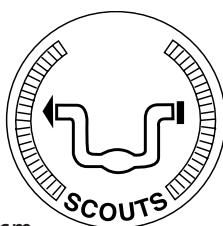
- Paint a door or gate.
- Whitewash or plaster a wall.
- Renew the handle of a jembe, panga or axe.
- Repair a bicycle puncture.
- Make a useful box, with hinges and padlock, and paint it.
- Sharpen a panga, knife or axe.
- Make a pair of sandals.
- String a bed.
- Repair a cattle boma fence.
- Sew on a button and neat patch.
- Make a neat haircut.
- Clean and change the wick of an oil lamp, or renew the mantle of a pressure lamp.



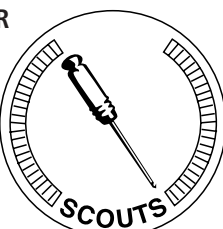
- Explain how to deal with a burst water pipe.
- Replace a tap-washer and adjust a ball cock.
- Adjust an electric bell, replace a bulb and shade, and mend a fuse.
- Put a roof on small building, or repair a leaking roof.
- Clean and polish a car.
- Cut the top neatly from a debe (tin), and fix a handle, so as to form a water-carrier.

CHIPUKIZI JOINER

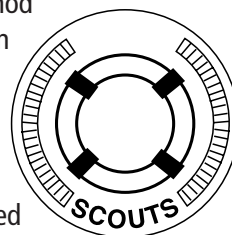
1. Using a screwdriver, drive in screws up to 5cm without damage to wood or screws.
2. Nail on a packing case lid correctly, using 5cm wood and 5cm nails.
3. Divide lengthwise with an ordinary saw 2.5cm thick board 0.6m long, the cut not to deviate from the line by more than 2mm.
4. Sharpen a chisel and plane iron and use them to make a Housing, Tenon, Mortise and halved Joint.
5. Either dovetail two pieces of wood together with not less than five dovetails, or make a properly framed stool, chair or other piece of furniture.
6. Distinguish woods in local use and know the nature and common uses of each.

**CHIPUKIZI LEATHER WORKER**

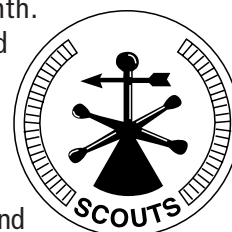
1. Sole and heel a pair of boots or shoes, either sewn or nailed, and generally repair boots, shoes or leather sandals,
OR:
Produce an article made by yourself, such as a handbag, wallet or purse. This item must have a design — modeled and stained.
2. Demonstrate how to use and mix various stains.
3. Explain and name the tools required.
4. List different kinds of leather used and how to select them; or how to cure hide or skin.

**CHIPUKIZI LIFESAVER**

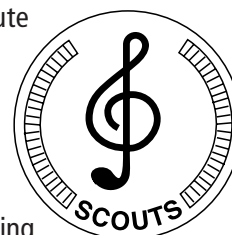
1. Demonstrate one method of rescue and release in water with a patient about the size of the rescuer. Patient to be carried 9 metres.
2. Demonstrate the revised Sylvester Method of respiratory resuscitation. Using a training model, demonstrate the mouth-to-mouth method of respiratory resuscitation (in no circumstances will a living person be used for demonstration, training or testing purposes).
3. Swim 50m on your back wearing shirt and shorts and with a light lifeline attached to you.
4. Throw a lifeline that falls between two pegs at least twice out of every three throws. Pegs to be 1.2m apart and 12.2m from thrower.
5. Demonstrate method of rescue in the following:
 - Unconscious patient in burning house.
 - Contact with live electric wire.

**CHIPUKIZI METEOROLOGIST**

1. Keep a daily record of your observations of the weather for one month. The record should include at least four of the following: wind force and direction; cloud type and amount; temperature; pressure and rainfall. (All measurements and records to use the Beaufort Scale.)
2. Construct a simple rain gauge and wind vane and show how to put up these instruments to obtain reliable records.
3. Be able to explain the formation of dew, mist and rain.
4. Briefly name and describe three different ways in which clouds are formed.
5. Describe at least one natural sign that foretells dry weather and one that foretells rain.

**CHIPUKIZI MUSICIAN**

1. Provide an eight minute music programme at a camp fire consisting of:
 - A solo item performed by yourself.
 - Lead group in singing well-known African, European or Asian songs.



2. Read at sight a simple tune, either singing unaccompanied or playing on an instrument. In case of singing you may use either staff or solfa notation.

OR:

Demonstrate competence in playing a musical instrument by either carrying a tune or playing it as an accompaniment to a song chosen by the examiner.

3. Transpose a simple tune from staff notation to tonic solfa, treble or bass clef,

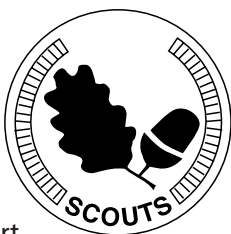
OR:

Transpose a simple tune from treble clef to bass-clef or vice versa.

4. Know (both tune and words) at least 12 songs or rounds, African, Asian or European music, suitable for use in community singing.

CHIPUKIZI NATURALIST

1. Keep a diary for six months that records dates and places of at least ten birds, ten plants, ten trees, ten butterflies and/ or moths as well as short account of other animals seen. Illustrate the records with pencil sketches or photographs, carbon impressions of leaves, pressed specimens or cutouts.



2. Make a collection of 20 different species of wild flowers, ferns, grasses and weeds, giving names and places where they were found. Give a short description of at least ten of the specimens,

OR:

Make a collection of photographic or carbon impressions, sketches or plaster casts of the leaves of 20 different trees and five shrubs. Give names, places and dates of where the specimens were found. Give a description of ten of the trees and three shrubs indicating where they come from,

OR:

Make 15 sketches of animals or birds from life and give the life history of five of them,

OR:

Keep a simple aquarium for three months, stocked with specimens you have collected. Discuss your observations with the examiner.

CHIPUKIZI OARSMAN

1. Take charge of a small dingy or similar craft in response to orders that shall include: sculling over the stern,

anchoring, bringing alongside and making fast.

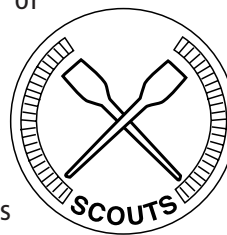
2. Demonstrate the right way to board a boat with either stores or people. Show how to trim it correctly.

3. Use a heaving line from a boat.

4. Name and explain the safety rules applicable to boating.

5. Demonstrate how to board a dingy from the water.

6. Name all parts of a boat and gear and draw and label a diagram of a boat.

**CHIPUKIZI OBSERVER**

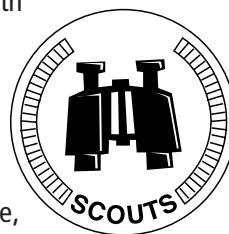
1. After one minute, be able to remember 24 out of 30 different articles and objects. (This test to be performed twice with different articles or objects each time. Every remembered article or object to be adequately described.)

2. Using hearing alone, recognize eight out of ten simple sounds.

3. Using smell alone, recognize four out of six familiar liquids or solids blindfolded.

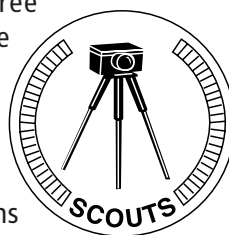
4. Follow two simple nature trails (each one kilometre long) containing at least 20 signs (these 20 should be composed of at least five different kinds of signs) made of natural materials. Test to be performed on ground the Scout is unfamiliar with and, if possible, in varying weather conditions.

5. Give an accurate account of an incident lasting not less than one minute and involving at least three persons. This report, oral or written, must include a full description of one of the persons involved (to be selected by the examiner).

**CHIPUKIZI PHOTOGRAPHER**

1. Take pictures with any camera, develop and print three photographs of wildlife (birds nests, trees, nature scenes, etc). Take three photographs of different aspects of a potential campsite. Take three photographs of people (such as a group of Scouts), who should not be aware they are being photographed.

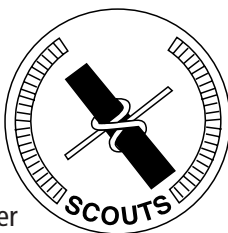
2. Discuss 12 photographs supplied by the examiner and



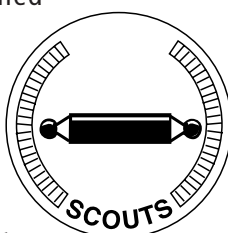
- arrange them in order of merit and/or appeal. State your reasons for ordering them thusly.
3. Name three main differences between still-life and motion picture photography and mention one of the latest developments in any of the two fields.

CHIPUKIZI PIONEER

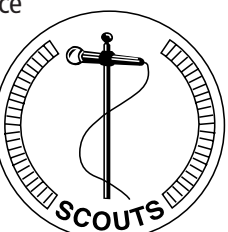
1. Demonstrate (with ropes, etc) two of the following:
 - Two types of holdfast for different types of soil.
 - A West Country Whipping.
 - An Eye Bowline.
2. Pass or re-pass the Scouting skills tests in Tawi Stage.
3. Supervise the construction of either a simple bridge of more than three metres in length, or a raft that can carry yourself and another Scout.
4. Construct a flagstaff from three Scout staves using sheer end-to-end lashings and fixed with adjustable guy-ropes.
5. Demonstrate a satisfactory method of purifying contaminated water,
OR:
6. Demonstrate three methods of lighting a fire without using matchsticks.

**CHIPUKIZI PRINTER**

1. Set up by yourself a handbill or page of type and produce machined prints.
2. Describe the point system of type and mention the names of three common typesetters.
3. Demonstrate the printer correction signs and mention the names of different paper sizes and their measurements.
4. Briefly describe the process involved in any machine printing.

**CHIPUKIZI PUBLIC SPEAKER**

1. Recite from memory a piece of good prose and some lines of verse in either English or Kiswahili.
2. Make a five-minute speech to the troop on a subject chosen by

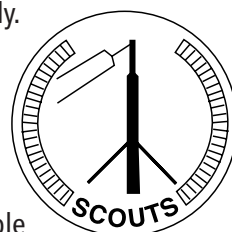


yourself and approved by the examiner. This may be done at a campfire or troop meeting.

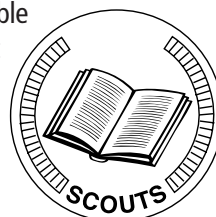
3. Read aloud or recite a piece of prose chosen by the examiner, who will judge diction, emphasis and poise. (The Scout may practice reading the piece first.)
4. Discuss and explain the most important rules of good public speaking.

CHIPUKIZI RADIO MECHANIC

1. Connect a wireless receiver to its external connections including aerial, earth and power supply. Demonstrate knowledge of the safety precautions necessary with main sets.
2. Construct a very simple wireless receiver and tune it to a local broadcast or other transmitter signals receivable on headphones or loudspeaker. Kits may be used.
3. Soft solder a joint between two copper wires smaller than 16 SWG.
4. Run the wiring for an extension loudspeaker neatly from one room to another and ensure that both loudspeakers operate simultaneously and satisfactorily.
5. Demonstrate knowledge of how to minimize interference from domestic appliances, with broadcast and television receivers.

**CHIPUKIZI READER**

1. Prior to the test, give the examiner a list of at least six books of reasonable size (other than school set books) from those that you have read during the previous 12 months. Not more than three books by any one author.
2. Discuss these books with the examiner, explain why you read them and answer questions on the contents of the books.
3. Demonstrate how to care for books.
4. Write a summary (of not more than 200 words) on the contents of one of the selected books.

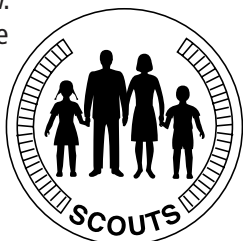
**CHIPUKIZI REPRODUCTIVE HEALTH EDUCATION**

1. Make a list of the traditional roles of boys and girls in the community and explain how society helps to form these roles.
2. Visit the nearest health centre and write down



the names of ten killer diseases of children. Find out which of these can be prevented by immunization and how.

3. Explain how to prepare a baby's food and demonstrate how to bathe a baby properly. Learn two lullabies and sing them to the patrol.
4. Find out three main causes of teenage pregnancies and how to prevent it.
5. Demonstrate how to make oral dehydration salts and name four ways of preventing diarrheal diseases.



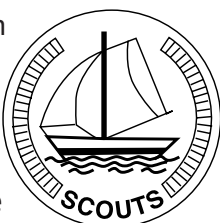
CHIPUKIZI ROPE MAKER

1. Name at least three fibre plants and produce fibre from one of them.
2. Make out of fibre, collected by yourself, a three-strand rope of minimum length three metres and diameter 10mm.
3. Demonstrate four different types of rope and how to make each of them.
4. Name five uses of rope and demonstrate at least four of them.
5. Demonstrate how to care for a rope.
6. Make three of the following splices: Back Splice, Short Splice, Long Splice and Eye Splice.



CHIPUKIZI SAILOR

1. Explain the movement of currents.
2. Describe the different parts of a boat (spar, sails, rigging, etc).
3. Demonstrate and explain how to right a capsized boat and board it again.
4. Get a sailing boat under way, come about and return to shore, using the appropriate orders to the crew (if any). Demonstrate how to sail under normal weather conditions.
5. Demonstrate and explain how to use a life jacket.

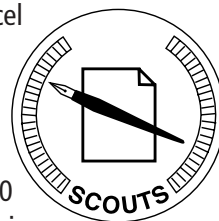


CHIPUKIZI SCRIBE

1. Write a letter from memory on a subject discussed verbally five minutes earlier.
2. Name the Kenyan surface postage rates, the airmail rates to Africa and the rest of the world,

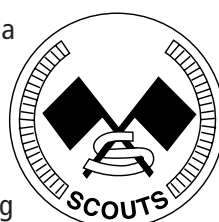
and name any three-parcel delivery services other than the post office.

3. Reduce a passage (chosen by the examiner) of about 200 words to 50 words, while still retaining the essential meaning of the passage.
4. Write a satisfactory report of a meeting, camp, etc.
5. Keep a patrol log satisfactorily or a personal log of your Scout activities for at least six months.



CHIPUKIZI SIGNALLER

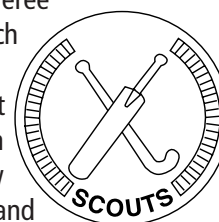
1. Send and receive a message of not less than 80 letters at rate 6 (30 letters per minute) in Semaphore; or rate 4 (20 letters per minute) by flag in Morse.
2. Send and receive a similar message in Morse on:
 - A buzzer at rate 5 (25 letters per minute).
 - A lamp at rate 4 (20 letters per minute).
3. Demonstrate that you know recognized procedures when sending and receiving messages.



Note: 80% accuracy is required for all tests. Outdoor stations for sending and receiving to be not less than 80 metres apart. Buzzer stations to be in separate rooms.

CHIPUKIZI SPORTSMAN

1. Name the rules of two outdoor games. Be capable of acting as a referee or other official in one such game.
2. Take an active part in at least two types of team games and show reasonable proficiency and good sportsmanship.
3. In any two games chosen by the Scout Leader, name ten leading national players of each game.
4. Name at least one indigenous African game or children's game and teach one other person how to play it.

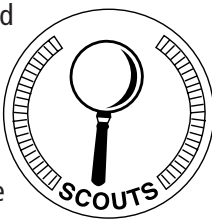


CHIPUKIZI STAMP COLLECTOR

1. Collect not less than 1,000 stamps in good condition.

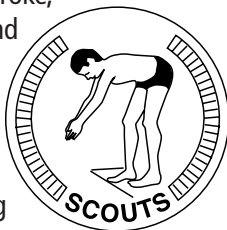


2. Neatly mount and systematically arrange your collection.
3. Identify 12 stamps shown by the examiner and identify simple watermarks.
4. Demonstrate a knowledge of the basic concepts of stamp collecting.



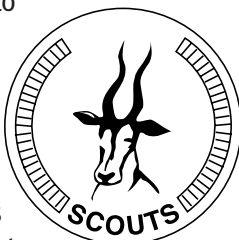
CHIPUKIZI SWIMMER

1. Swim 25 metres with clothes on and undress in water with feet off the bottom.
2. Swim 25 metres breaststroke, 25 metres backstroke and 25 metres any style (making 75 metres total).
3. Recover an object at least 1 kg weight lying six feet underwater. Use your hands to recover the object.
4. Execute a neat dive or stride jump from the pool or bankside.
5. Demonstrate the cardio-pulmonary resuscitation (C.P.R) method.



CHIPUKIZI TRACKER

1. Demonstrate an ability to stalk and use cover, camouflage, winds, shadows and background by doing the following by day:
(In rural areas): Cross 1km of open country to approach an observer in a known position,
OR:
(In towns): Without being seen, follow another person (appointed by the examiner) for 1 km and report on their actions.
2. Conceal yourself against three different backgrounds. If possible, do this under varying weather conditions.
3. Do one of the following by night:
 - Approach, unseen and unheard and within a reasonable distance according to local conditions, an observer whose position is known.
 - Locate two observers stationed at a reasonable distance apart (according to conditions prevailing at the time of the test)



and pass between them without being observed.

4. Give proof of having stalked and studied at least four wild animals or birds in their natural state by describing the results of your observations or by producing sketches or photographs taken.
5. Make at least three plaster casts of the track of animals, one of which must be wild.

CHIPUKIZI UTAMADUNI

1. Fulfill all the requirements in the Sungura section under Utamaduni Badge.
2. Stage one play or two dances from a Kenyan community.
3. Identify traditional costumes as worn by different age groups in your community.
4. Draw or make a model of a traditional home.
5. Make one traditional musical instrument and demonstrate how to use it.
6. Describe the traditional value of domestic animals.
7. Identify or name at least three traditional medicines or poisonous trees or fruits.
8. Cook a traditional dish of your community for your patrol.



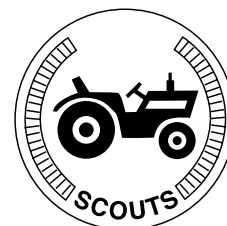
CHIPUKIZI WORKER

1. Execute some work in beaten brass, sheet, iron or copper.
2. Exhibit the tools used and demonstrate the uses of each.
3. Explain the compositions and properties of solders and fluxes.
4. Make and solder a tin to measure, with a lid to fit.
5. Convert waste metal into a usable item using metal work skills.
6. Name at least three metal working machines and explain their functions.



CHIPUKIZI YOUNG FARMER

To gain this badge the Scout must complete all the tests of one of the following categories:



A. Agriculture

1. Cultivate one acre (1/ 10 hectare) and grow at least three types of crops, bearing in mind the requirements of crop rotation.
2. Keep records of crops planted (quantities, dates, position) and show the examiner some of the products.
3. Describe the system of farming recommended in your district.
4. Name the food crops grown in your district, state time of planting and harvesting, as well as method of marketing and approximate local cash value.

B. Poultry:

1. Keep at least six chickens for a minimum of 12 months and demonstrate a practical knowledge of:
 - Advantages/disadvantages of two popular breeds in relation to their value as egg producers and eating (taste).
 - Handling birds and recognizing those that are not healthy.
 - The common diseases of poultry prevalent in the area and how to deal with them.
2. Demonstrate the treatment of a broody hen, and then explain how to feed chicks and young birds and the different methods of rearing them. Describe how to produce poultry in sufficient number for commercial purposes.
3. Explain how to prepare a chicken for cooking.

C. Rabbits

1. Keep and rear rabbits for at least 12 months. Make a hutch. Then, measure different rations to show the

appropriate proportions of cereals, roots and green stuff.

2. Describe the best breeds, the weight and the qualities of a good rabbit for eating.
3. Skin a rabbit and prepare it for market.

D. Cattle

1. Keep and rear a young calf for at least 12 months (or up to the age of weaning. The calf may be reared either on its mother or bucket-fed).
2. Demonstrate:
 - How to milk a cow.
 - How to handle a calf.
 - How to feed calves and older cattle.
3. Name two main cattle diseases and explain how they are treated.

E. Sheep or Goats

1. Keep and rear a kid or lamb for at least 12 months.
2. Demonstrate a practical knowledge of handling, feeding and managing a sheep/ goat.
3. Describe the damage goats or sheep can cause.
4. Name two main diseases of sheep or goats and explain how to treat them.

F. Pigeons

1. Keep and care for pigeons for at least 12 months.
2. Describe the proper diet and feeding schedule of pigeons.
3. Explain symptoms of the main pigeon diseases and how to treat them.
4. Demonstrate ability to handle birds, including attaching messages or rubber rings to bird legs.



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The Kenya Scouts Association
P.O Box 41422 Nairobi
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CHIPUKIZI SCOUT

MEMBERSHIP

and

progress record card

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CHIPUKIZI SAMPLE CARD

