

A black and white line drawing of two scouts in uniform. They are wearing berets, neckerchiefs, and have their arms crossed. They are standing on a path with some foliage at their feet. The drawing is done in a simple, sketchy style.

Mwamba Scouts

The Mwamba scouts 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 MWAMBA SCOUT LAW:

As in Chipukizi and Jasiri sections

THE MWAMBA SCOUT MOTTO:

"Look Wide."

THE MWAMBA SCOUT SECTION COLOUR:

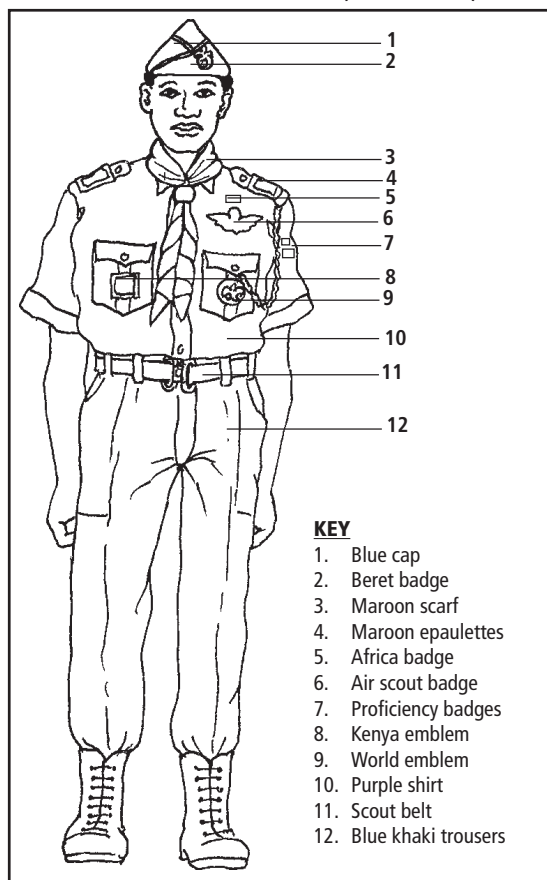
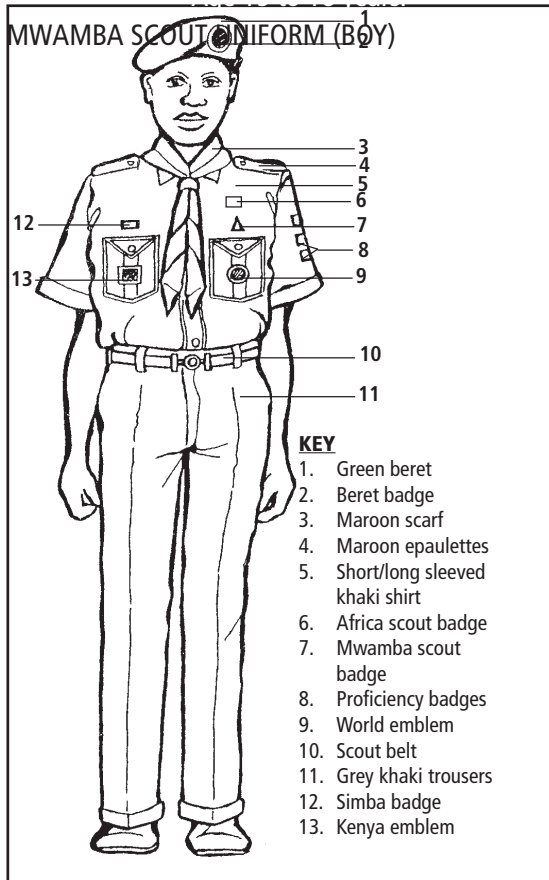
Maroon

THE MWAMBA SCOUT AGE BRACKET:

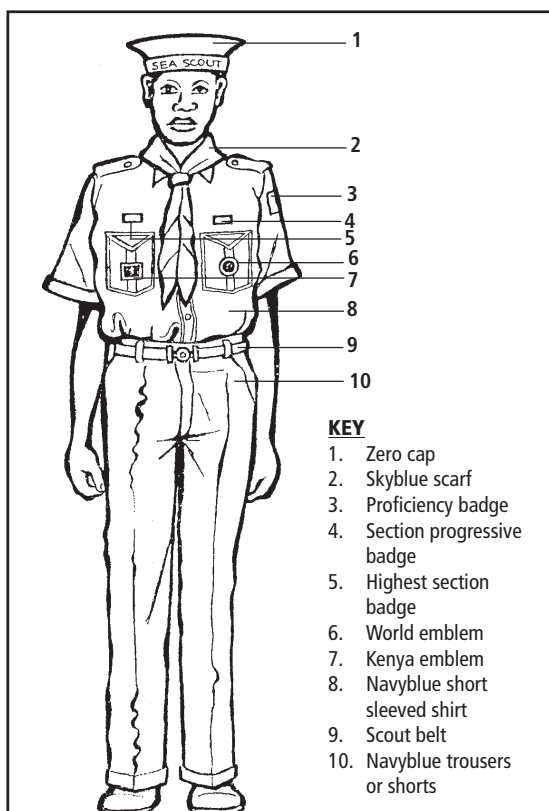


Mwamba Uniforms

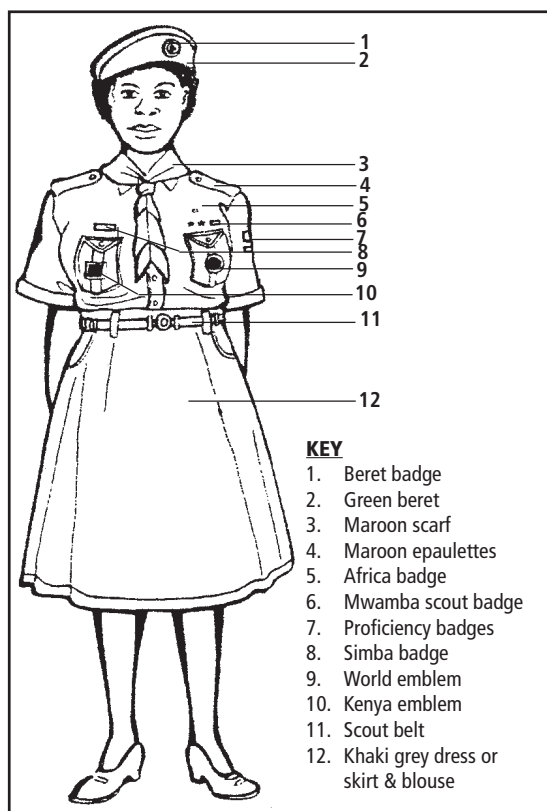
MWAMBA SCOUT UNIFORM (AIR SCOUT):



MWAMBA AND JASIRI SECTION SEA SCOUT UNIFORM (BOY):



MWAMBA SCOUT UNIFORM (GIRL)



Introduction

The Mwamba Scout section is meant for young people between ages 15 and 18 years. The requirements for Mwamba Scouts include:

1. A Pre-Investiture stage compulsory for all young people joining Scouting for the first time at this stage.
2. Three compulsory stages (Mwanzo, Mwangaza and Kilele) each with a corresponding badge.
3. A series of proficiency badges designed to test individual skill, interest or choice. A Scout may attempt any proficiency badges after Investiture but none may be won before attaining the Mwanzo Badge.
4. A Bushman's Thong and corresponding Airman and Seaman's Badge for Air and Sea Scouts respectively. These are attained on completion of the Kilele Stage and several specified proficiency badges.

5. The Simba Scout Badge. This is the highest badge that a Scout can attain in this section.

PRE-INVESTITURE STAGE

This section is meant for new Scouts who have never been in the movement before. Before the new Scout is "invested" —(officially joins) — as a Mwamba Scout he must do the following to the satisfaction of the Mwamba Scout Leader:

1. State the Mwamba Scout Motto and age bracket.
2. Demonstrate the Scout sign, salute and handshake.
3. Say the Scout Law and Promise and explain their meanings.
4. Describe the origin and history of Scouting.
5. Tie the following knots: Reef Knot, Clove Hitch, Sheet Bend and Fisherman Knot.
6. Demonstrate how to hoist and break the National Flag.

Note: The Investiture Ceremony is conducted as in the Chipikuzi Scout Section.



Mwamba scouts standard badges

MWANZO STAGE

Before being awarded the Mwanzo Badge the Scout must satisfactorily complete the following tests to the satisfaction of the Mwamba Scout Leader:



1. SCOUTING SKILLS

- (a) Make a rope at least three metres long and use it to tie the following knots:
 - Reef Knot
 - Sheet Bend
 - Clove Hitch
 - Fisherman's Knot
- (b) Do at least three of the following:
 - Demonstrate how to find your way without the aid of a compass.
 - Demonstrate how to stop bleeding, dress a wound and how to use a first aid kit.
 - Construct a shelter or pitch a tent with your patrol.
 - Explain and demonstrate what to do in case of fire or accident.
 - Make a staff of at least your height and show how to use it to estimate distance and heights.

2. CONSERVATION

- (a) Plant a tree and care for it for a period of at least three months.
- (b) Do one of the following:
 - Demonstrate an understanding of the food chain by either organizing a game based on it or constructing a model.
 - Draw a vegetation map of the local area showing the vegetation types found there.

3. HEALTH AND SANITATION

- (a) Demonstrate proper care of clothes by:
 - Making simple repairs.
 - Washing.
 - Ironing.
 - Folding and storing.

- (b) Name at least five diseases that can be prevented by immunization and draw a functional immunization chart.

4. PHYSICAL DEVELOPMENT

- (a) Lead the patrol in body building exercises for at least two months or for eight troop meetings.
- (b) Act as a referee for at least one game and teach somebody how to play it.

5. SCOUTING SPIRIT

- (a) Participate in a community service activity with the patrol or troop for at least eight hours.
- (b) Do a good turn daily for at least forty days and report to the Mwamba Scout Leader.
- (c) Illustrate the Scouting spirit by making a handcraft item like a carving, drawing, painting, etc.

6. SPIRITUAL DEVELOPMENT

- (a) Lead the whole troop in an interdenominational prayer.
- (b) Explain how to relate the Scout service to one's religious beliefs.
- (c) Read a passage from a holy book and interpret it according to your understanding.

7. CITIZENSHIP

- (a) Organise a cultural dance with the patrol for campfire entertainment.
- (b) Sing the national anthem in Kiswahili and English and explain its meaning.
- (c) Recite the loyalty pledge and comment on its meaning.

8. EDUCATION AND LITERACY

- (a) Read at least two of the following (for at least one of them present a summary to the Scout Leader):
 - Scout Leaders Programme Handbook.
 - Scouting for Boys.
 - Any three issues of the Kenya Scouts Magazine.
 - Any three conservation bulletins (Swara, Komba, etc).



- Keep a record book on current issues related to Scouting for a period of at least one month.

9. AGRICULTURE

- Take part in starting a patrol project on bee-keeping, vegetable gardening, fish farming or any other similar project. Participate actively in maintaining the project with the patrol for at least three months and keep a record of the projects' progress.
- Demonstrate the proper maintenance and use of any four farm implements such as an axe, panga, jembe, etc.

10. REPRODUCTIVE HEALTH EDUCATION

Do any three of the following:

- Draw and label the human reproductive system and explain to the patrol the functions of each part.
- Describe to your patrol a difficult decision you had to make and discuss the factors that influenced your decision.
- Find out from elderly relatives about the taboos associated with courtship, marriage and sex and report to your patrol.
- Find out the average family size in your community and discuss with your patrol the advantages and disadvantages of various family sizes.
- Define drug, drug abuse, drug abuser, drug addiction and drug dependency.
- Explain the following classes of drugs: stimulants, sedatives, curative.

MWANGAZA STAGE

Before gaining the Mwangaza Badge the Mwamba Scout must have completed and passed the Mwanzo Stage and must also do all of the following to the satisfaction of the Mwamba Scout Leader:



1. SCOUTING SKILLS

- Demonstrate how to whip a rope using either Sailor Makers Whipping, Eye Splice, Short Splice or Back Splice.
- Tie and explain the uses of the following knots:
 - Bowline.
 - Round Turn and two half hitches
 - Sheep Shank

- Fireman's Chair Knot
- Manharness
- Rolling Hitch

- Make a trestle and at least two functional camp gadgets.

2. CONSERVATION

- Plant at least ten trees and care for them. Participate in a rural tree planting forestry programme for at least three days (not necessarily continuously).
- Name four endangered animals or plant species and for any two of them suggest at least four methods of protecting each.

3. HEALTH AND SANITATION

- Do one of the following:
 - Dig a compost pit with the patrol
 - Collect litter in the home or locality for at least one month.
- Explore the immediate environment with the patrol, identify five real or potential health hazards and suggest possible solutions.
- Implement at least two of the suggested above with the help of the patrol.

4. PHYSICAL DEVELOPMENT

- Explain the importance of physical fitness and name three diseases that can be prevented by regular exercise.
- Take part in a local game (football, volleyball, netball, etc) at least five times.
- Take part in organizing a local sports meeting.

5. SCOUTING SPIRIT

- Participate in a community service project for at least four days.
- Explain the patrol system and the history of Scouting in Kenya and the rest of the world.
- Explain how Scouting is organised within the local association.

6. SPIRITUAL DEVELOPMENT

- Make a list of at least five world religions. Briefly describe the origin and major teachings of at least two of them.
- Participate actively in organizing a local religious activity.

7. CITIZENSHIP

- Take active part in celebrations of at least two national or social days.
- Identify at least two nearby projects funded by bodies such as the United Nations or non-



governmental organizations and explain how they are run,

OR:

Draw a chart or model showing the organization of the Government in Kenya.

8. EDUCATION AND LITERACY

- Teach a patrol of new Scouts the Scout Law and Promise and explain the meaning in either English or Kiswahili.
- Help in at least two sessions of adult literacy classes or any community education or service project.

9. AGRICULTURE

- Explain the common diseases of at least two local food crops and suggest at least three control measures for each.
- Observe common domesticated animal which provides a food source and state its major feeding, breeding and other habits. Make a drawing of the animal showing its physical structure or describe its appearance.
- Demonstrate the correct techniques of sowing, weeding and harvesting any one crop.

10. REPRODUCTIVE HEALTH EDUCATION

Do any three of the following:

- Prepare a display with your patrol depicting commercial exploitation of sexuality in your community.
- Visit a family planning resource centre or expert and find out about family planning resources and how they are made accessible to the community. Present a brief report of your findings to the patrol.
- Complete a list of common beliefs concerning what a pregnant woman should or should not do. Find out (with the help of your patrol and of experts) which of these beliefs are true and which are not.

OR:

Compile a list of some of the problems and attitudes associated with inter-cultural marriages and discuss with your patrol ways in which these can be overcome.

- Describe some of the physical and emotional changes associated with puberty,

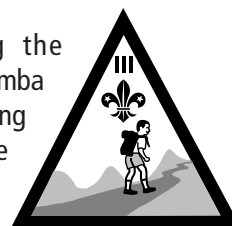
OR:

Discuss with the patrol how they feel about parenthood and list down the responsibilities of being a good parent.

- Problems associated with alcoholism.
- Explain the mental, social and sexual behaviors after taking drugs.

KILELE STAGE

In addition to passing the Mwangaza Stage, the Mwamba Scout must do the following to the satisfaction of the Mwamba Scout Leader to gain the Kilele Badge:



1. SCOUTING SKILLS

- Carry out the following:
 - Lead a patrol to a destination designated by the leader using a map or following woodcraft signs.
 - Set a trail not less than one kilometre long using woodcraft signs.
- Help in organizing a camp for a younger section and take part in it if possible.
- Camp for at least ten nights, two of which must be continuous.
- Explain the basic rules of road safety and lead the patrol in dealing with a mock "road accident."

2. CONSERVATION

- Study either two mammals or birds or one reptile or fish. Make a report in English or Kiswahili on the animal's body form, breeding, social and feeding habits, etc, to the Mwamba Scout Leader.
- Establish a tree nursery or trenched garden with the patrol.
- Illustrate the water cycle with a drawing or a model and identify at least four methods that can be used to prevent soil erosion in the locality.

3. HEALTH AND SANITATION.

- Demonstrate how to prepare and apply dressings on the hand, knee and foot.
- Demonstrate how to deal with the following ailments:
 - Fractured limbs.
 - Bleeding from any part of the body.
 - Shock
- Identify the major pressure points in the body.
- Explain the dangers of any two infections and contagious diseases such as AIDS, colds or diarrhea and explain at least three preventive measures of each.

4. PHYSICAL DEVELOPMENT

- Take part in any field or track event as specified in the Mwamba Athlete proficiency badge and conform to the standard requirement of the event.



- (b) Organise and take part in a 20km patrol route march over challenging terrain and lasting at least one day and make a verbal report.

5. SCOUTING SPIRIT

- (a) Establish contact with at least one local or overseas pen pal and exchange letters or ideas at least five times.
- (b) Describe the structure of the World Organization of the Scout Movement (WOSM) by making a model drawing.
- (c) Identify at least four ways in which Scouts could help the local community and explain them.

6. SPIRITUAL DEVELOPMENT

- (a) Organise and conduct a Scouts Own.
- (b) Compose a prayer that can be said in a multi-denominational gathering and recite or write it down.

7. CITIZENSHIP

- (a) Demonstrate how to organise a patrol or troop parade.
- (b) Discuss the relationship between birthrate, food production and national distribution of wealth.
- (c) Draw a diagram or make a model showing the Kenyan Government's administrative organization from the village to the provincial level.

8. EDUCATION AND LITERACY

- (a) Describe common ways of running a troop library including protection of books, indexing and issuing procedures.
- (b) Design two suitable teaching aids for use in an adult literacy class.

9. AGRICULTURE

- (a) Demonstrate how cereal or other food used in camping can be preserved to last longer.
- (b) Design suitable teaching aids for use in an adult literacy class.

10. REPRODUCTIVE HEALTH EDUCATION

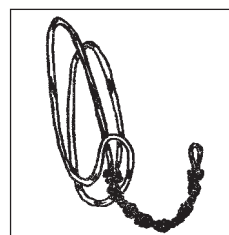
- (a) Find out with the patrol the situation of child abuse and rape in the community and outline five things that can be done to prevent it.
- (b) Compile a list of ten items depicting disaster or tragedies affecting families as reported in the media (fires, accidents, divorce, etc). Discuss these with your patrol and suggest how each could have been avoided.

- (c) Prepare and present to your patrol a short talk on "popular myths on sex in our society today."
- (d) Identify at least four ways by which you can recognize a drug addict.
- (e) Make a poster encouraging drug demand reduction.
- (f) State and explain the steps leading to drug addiction.
- (g) Explain how you will help a friend who is a drug addict to overcome the problem.
- (h) Explain the effects of drug abuse in the family and the community.

THE BUSHMANS' THONG

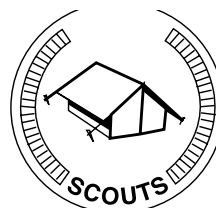
This is a plaited leather thong worn on the right shoulder. Before being awarded the Bushman's Thong, a Mwamba Scout must:

- Hold the Kilele Badge.
- Hold the Senior Venturer Badge and any three other proficiency badges.
- Make his/her own thong. The necessary materials are obtainable from the local Association badge secretaries or the Scout headquarters.



THE AIRMANS BADGE

This badge is worn on the left shoulder. To attain it a Mwamba Scout must hold the Kilele Badge the Venturer Badge and any three other proficiency badges.



Chipukizi jobman badge

THE SEAMANS BADGE

This badge is worn on the right shoulder. To attain it a Mwamba Scout must hold the Kilele Badge, the Venturer Badge and any three other proficiency badges.

Chipukizi conserv. badge



NOTE: The above three badges are alternatives and only one may be worn. The Seaman's and Air man's badges are restricted to Sea and Air Scouts.



THE SIMBA BADGE

This is the highest badge that a Mwamba Scout can attain. The badge is awarded with a corresponding Simba Scout Certificate. Both the badge and the certificate are only awarded with the approval of the Executive Committee of the Kenya Scout Council.



The Patron, Chief Scout, Chief Commissioner or their appointee may present the Simba Badge at a suitable occasion. The award of a Simba Badge not only acknowledges that a Mwamba Scout has attained a high level of Scoutcraft training but also that he/she has in various ways used the acquired knowledge for the benefit of society.

On acquisition, the Simba Badge may be worn as long as one remains a Mwamba or Jasiri Scout, or until it is replaced by the Chief Scout Award Badge in the Jasiri Section. But should one train and become a Scout Leader of any section then the Simba Badge, like all others, must be surrendered.

Before being awarded the Simba Badge, a Mwamba Scout must satisfy the following conditions:

1. Hold the Kilele Badge and the Bushman's Thong, Airman or Seaman's' Badge.
2. Hold the following proficiency badges:
 - Mwamba Venturer, or President Awards Scheme silver medal
 - Mwamba Lifesaver or Swimmer Badge.
 - Mwamba Conservation Badge or any Mwamba Health Badge.
3. Satisfy both the Area Commissioner and the L.A. that he has, over a period of at least six months, given regular service to the community. (Note: A Mwamba Scout who holds the Instructor Badge, Aid to the Handicapped, Presidents Award Gold, etc, may qualify under this rule.)
4. Produce evidence of good conduct and service to the community. This evidence may be in form of a recommendation from a reputable person not related to the Scout and is accepted at the L.A.'s discretion.
5. Be at least 16 years of age.

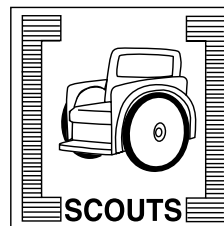
Mwamba scouts proficiency badges

MWAMBA AFRICA FRIENDSHIP BADGE

1. Demonstrate elementary knowledge of the geography, history and people of at least three African countries other than your own.
2. Have corresponded regularly for not less than six months with a Scout of another country.
3. Have knowledge of the organization and activities of international Scouts.
4. Camp or hike at least five days with Scouts of another country. Produce a log book covering your impressions and demonstrate a fair understanding of other Scouts.

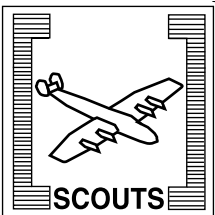
**MWAMBA AID TO THE HANDICAPPED**

1. Carry out one of the following:
 - (a) Render regular part-time services of a useful nature and in a cheerful manner for not less than two hours per week for 18 months to any of the following: blind, dumb, crippled, aged or otherwise physically handicapped people, as may be acceptable to the examiner.
 - (b) Render the same service to an institution for the care of orphans, disabled, aged or other home or centre as may be acceptable to the examiner.



- (c) Render full-time voluntary service of a useful nature for four periods of not less than two weeks each in any of the institutions named in (b) above.
2. Describe the causes of the particular disability from which the handicapped person so helped suffers.
3. Describe facilities and means available for making a disabled person more independent.

MWAMBA AIRCRAFT MODELLER

1. Make any two of the following, one of which shall be of the Scout's own design, accompanied by his working drawing. (The use of a kit in one section is permitted.)
 
 - (a) Rubber-driven model to fly for 60 seconds.
 - (b) Glider (two launched with 50m maximum line) to fly for 90 seconds.
 - (c) Glider (hand-launched) to fly for 40 seconds.
 - (d) Engine-powered model (15 seconds maximum motor run) to fly for 90 seconds.
 - (e) Waterplane (to rise off water) to fly for:
 - Seaplane - 30 seconds.
 - Flying boat-40 seconds.
 - (f) Flying scale model to fly for 20 seconds.
 - (g) Control line: Start your model and get it airborne in five minutes. Perform at least 15 laps demonstrating control of the model by performing such maneuvers as are appropriate to its type, followed by a smooth landing. (Example: trainer, sports, team racer or scale: climb and dive. Stunt: climb, dive and loop. Speed: ten laps level at 1.9m.)
2. Discuss the models with the examiner, with special reference to the methods of construction and the general aero-dynamic principles affecting flight (how lift is obtained, cause and effects of drag, stall and method(s) of curing.)

MWAMBA AIR MECHANIC

To gain the badge you must complete to the satisfaction of the examiner all the tests in one of the following schemes:



Scheme A:

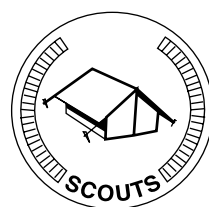
1. Explain the basic principles of operation (including a description of how the engine propels an aircraft) of:
 - Piston engine.
 - Turbo jet engine.
2. Recognize and name the main components (crankshaft, piston, compressor, turbine, reduction gear, etc).
3. Describe the reasons for cooling the various components, and methods used to do so.
4. Drill and tap a hole and fit a stud in metal; or drill and ream a hole to a good finish with a hand reamer.
5. Show correct use of spanners, and demonstrate two methods of fastening and locking nuts, understand the importance of properly locked nuts on an airplane engine.
6. Read a simple engineering drawing of not more than four views, properly dimensioned and projected.

Scheme B:

1. Explain briefly the principles governing the theory of flight.
2. Drill and tap a hole and fit a stud in metal; or rivet two small plates together by hand.
3. Explain briefly aircraft controls and the main airframe components.
4. Explain the approved methods of supporting, towing, picketing and ground handling of aircraft. Demonstrate aircraft marshalling signals.
5. Demonstrate simple fabric repairs.
6. Read a simple engineering drawing of not more than four views, properly dimensioned and projected.

MWAMBA AIR NAVIGATOR

1. Explain what is meant by latitude and longitude and be able to explain the differences between a great circle and a thumb line.
2. Explain what is meant by magnetic dip, variation deviation, heading track and drift.
3. Explain reasonably the conventional signs used in air maps and which types of land-marks are most useful in cross-country flying.



- Plot the true heading required to make the track between two places on a chart, given an airspeed and a forecast wind velocity. Given a time of departure, work out the estimated time of arrival (E.T.A.) from a timed fix indicated on the chart during an imaginary flight, work out the track made good, actual wind velocity, new track required, true heading to steer and revised E.T.A.

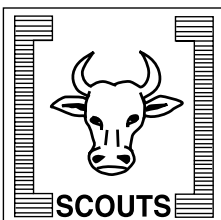
MWAMBA AIR SPOTTER

- Recognize correctly from photographs or silhouettes shown for ten seconds each, at least eight aircraft types.
- Keep a log for a period of not less than one month, reporting on aircraft seen, giving identity or salient feature, as well as approximate heading.
- Recognize and name the international aircraft markings, either service or civil, of at least ten countries.
- Distinguish the various marks of two aircraft types selected by yourself. (Each type to have more than one mark or series number.)



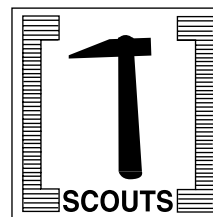
MWAMBA ANIMAL HUSBANDRY

- Take care of/raise for at least six months one of the following: chicken, rabbit, bees, fish, or other suitable animals as agreed with the examiner.
- As part of the project above, find out from local experts as much useful information as possible about the animal of one's choice and present a report to the examiner and your patrol.
- Using local materials, construct a hutch or home for the animal of your choice.
- Find out from veterinary officer or other expert the common diseases and pests that effect the animal being raised.
- Explain how to recognize disease symptoms and give the required treatment.
- Explain the importance of hygiene and clean environment for domestic animals.
- Demonstrate three ways of saving on home food budgets by using cheaper but equally nutritious substitutes for commonly used food types.



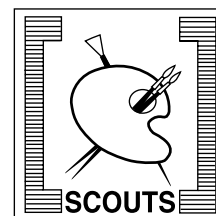
MWAMBA ARCHAEOLOGIST

- Explain one of the early periods of human history (Pleistocene, Miocene, Eocene, etc) and describe one of the cultures of the people of the period chosen.
- Draw a sketch map to scale of one of the East African prehistoric sites.
- Describe the value of conservation and reconstruction of antiquities.
- Explain the importance of proper digging for antiquities and of keeping accurate records.
- Produce a log with sketches and/or photographs of a "dig" you have assisted with; or a survey you have made of a site that has produced items or archaeological interest.



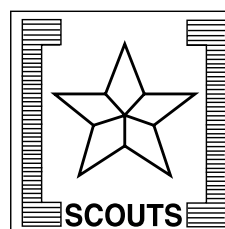
MWAMBA ARTIST

- Demonstrate knowledge and ability in one of the forms of art as given in the rules for Chipukizi Artist's Badge.
- Display, with particular reference to:
 - Any necessary preparation of media and materials.
 - Examples of art masterpieces that you have seen or books which you studied on art and your opinion of them.
 - Opportunities for further study of art.



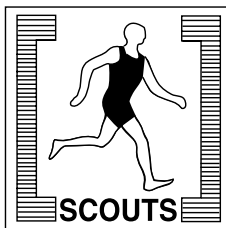
MWAMBA ASTRONOMER

- Name the chief stars and constellations visible in your latitude and understand how to express technically the position of any particular star at any given time.
- Tell the time by the stars (approximate).
- Show the Cardinal points using the stars.
- Explain what is meant by: the galactic system, star clusters, black holes and red shift.
- Make a simple astronomical model to illustrate some feature of the solar system.
- Discuss the instruments used and the work carried out in an observatory.



MWAMBA ATHLETE

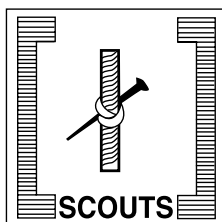
To gain this badge you must pass the required standards for one event from any three out of four groups below. The achievement is calculated after three tries of any chosen event for which the participant must score at least 24 points. Alternatively, if the participant shows a six-point improvement by the third try, and convinces the examiner of your determination, you may be awarded the badge. This alternative is mainly for handicapped Scouts and may only be applied at the discretion of the examiner.



EVENT	TIME (POINTS)	TIME (POINTS)
<i>Running</i>		
(a) 100 metres	12.0 sec (8pts)	11.0 sec (12pts)
(b) 200 metres	27.0 sec (8pts)	24.5 sec (12pts)
(c) 400 metres	56.0 sec (8pts)	49.5 sec (12pts)
(d) 800 metres	2.15.0 min (8pts)	1.48.5min (12pts)
(e) 1500 metres	4.55.0 min (8pts)	4.00 min (12 pts)
(f) 5000 metres	15.10.0 min (8pts)	14.5 min (12 pts)
<i>Jumping</i>		
(a) Long Jump	5 metres (8pts)	5.3 metres (12pts)
(b) High Jump	1.3 metres (8pts)	1.7metres (12 pts)
(c) Pole Vault	2.3 metres (8pts)	2.8 metres (12pts)
<i>Throwing</i>		
(a) Discuss	30.5 metres (8pts)	33.1metres (12pts)
(b) Javelin	33.1 metres (8pts)	38.0 metres (12pts)
(c) Hammer	25.2 metres (8pts)	27.3 metres (12pts)
(d) Shot putt	9.3 metres (8pts)	10.2 metres (12 pts)
<i>Swimming (100 metres)</i>		
(a) Freestyle	1.48 sec (8 pts)	1.20 sec (12pts)
(b) Butterfly	1.55 sec (8pts)	2.05 sec (12 pts)
(c) Backstroke	1.50 sec (8pts)	1.48 sec (12pts)
(d) Breaststroke	1.50 sec (8pts)	1.48 sec (12pts)

MWAMBA BOATSWAIN

1. Hold the Chipukizi Boatswain Badge.
2. Explain the different kinds of canvas, use a palm and needle, make a cringle, sew a flat and round seam, herringbone and make a small repress to sails.
3. Overhaul and repair a set of standing rigging in wire or cordage for an open sailing boat.
4. Make the following: Turk's Head, two kinds of

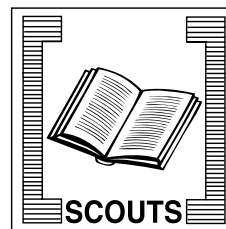


Sennit, Long Splice, Chain Splice, and be able to point a rope (any method) and Sailmaker's Whippings.

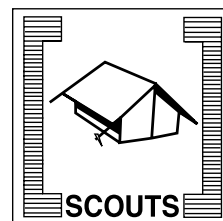
5. Explain the different types of purchase tackle and rig a handy-billy.
6. Make a kitbag or similar article in canvas.
7. Demonstrate proficiency pulling, boat or canoe or sailing dinghy.

MWAMBA BOOK FAN

1. Read five books, write a summary on each of them and make the books and summaries available to the examiner.
2. Set up your own library with a minimum of thirty books on any of the following topics: nature, children, adventure stories, animal stories, fantasy or fairy tales, poetry, religion, politics and science.
3. Join a public library or reading club if there are any in your town, or set up a reading group, or participate in running your school library for three months.

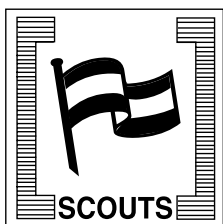
**MWAMBA CAMPER**

1. Hold the Chipukizi Camper Badge.
2. Have camped at least ten nights since reaching the age 15.
3. Camp for the weekend at a site (other than the one under Test No. 6, below,) and report on the differences and advantages and disadvantages of this (ground, soil, trees, aspect and general suitability as a camp site).
4. Demonstrate a practical knowledge of good camping standards and apply that knowledge in planning a camp for at least three patrols. Planning should encompass everything from finding the site to the return home.
5. Make one of the following, which must be waterproof: small tent, groundsheet, rucksack, collapsible water bucket or other similar article.
6. Help satisfactorily at a permanent campsite for not less than six months, or, where this is not possible, take sole charge of a camp for a weekend (such camp to have not less than eight campers and to be visited by the examiner.)

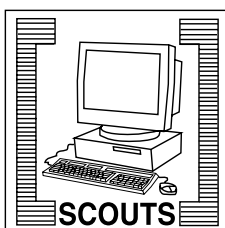


MWAMBA CITIZENSHIP

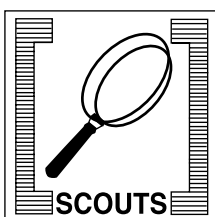
1. Draw in full colour the coat of arms and national flag of Kenya and explain their meaning to your patrol or troop.
2. Recognize twenty flags of African states and five from other continents.
3. Name ten national and five international heroes in the field of international understanding.
4. Read and comment on "The United Nations Human Rights Charter" or organise and take part in a debate on Universal Human Rights.
5. Organise and take part in a debate on the relationship between birthrates, food production and national wealth distribution.
6. Define the Kenyan administrative structure using a model or drawing and compare it to that of another country.

**MWAMBA COMPUTERIST**

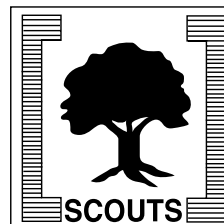
1. Be able to name computer parts.
2. Be able to identify the different icons on the windows page.
3. Be able to shut down/switch off the computer safely.
4. Use the computer to answer messages on e-mail.

**MWAMBA COOK**

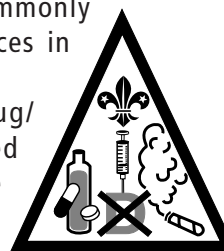
1. Cook for a patrol in camp demonstrating the following skills: boiling, frying and making of bread, cakes, puddings and hot drinks.
2. Prepare and serve hot food punctually.
3. Draw up a properly balanced diet showing the quantities and cost for a camp lasting one week and serving at least two patrols. The examiner will lay down a limit for the cost of catering.
4. Explain how to prepare a hot two-course meal and a hot drink without utensils except sufuria.
5. Demonstrate how to store food safely and hygienically.

**MWAMBA CONSERVATION**

1. Visit a forest and explain its importance with respect to the vegetation, animals, birds, soil conservation, etc.
2. Draw a map of Kenya indicating ten major national parks or reserves.
3. Establish a nature trail of at least 10m or help maintain such a trail.
4. Participate with your patrol in a conservation project for at least five days (not necessarily continuous).
5. Make posters, exhibitions, demonstrations and handouts, or address a public meeting, on conservation.
6. Explain any five of the following as related to conservation in the locality: balance of nature, carrying capacity, renewable and non-renewable resources, organic and inorganic photosynthesis, biocides, recycling of materials, biodegradable and dumping.
7. Explain with examples the effects of five of the following: ecological balance, floods, predators, over-population, insecticides, fire, settlement, urbanization, overgrazing/overstocking, deforestation, erosion, over-fishing, depletion of the ozone layer.
8. Name at least four conservation agencies in Kenya.

**MWAMBA DRUG ABUSE PREVENTION**

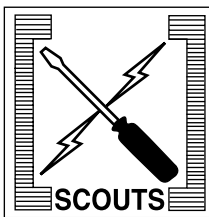
1. Name six most commonly abused substances in Kenya.
2. For each of the drug/substance mentioned above give three dangers of abusing them.
3. What are the tell tales or sign and symptoms that help identify those who abuse drugs and substances.

**MWAMBA ELECTRICIAN**

1. Display an elementary knowledge of the terms and measurements used in electrical work.
2. Demonstrate how to make connections in electrical wiring and replace defective switches, lamp holders, fuses and fuse wires correctly.

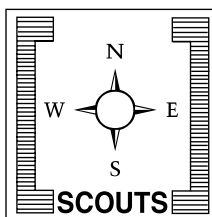


3. Make a simple electro-magnet and then construct a Morse buzzer set which can operate between two rooms.
4. Explain the difference between A. C. (Alternating Current) and D.C. (Direct Current).
5. Explain the purposes of the fuses and earthing in electrical appliances. Discuss the precautions to be taken when handling electrical apparatus.
6. Explain the action to be taken in case of electric shock.
7. Carry out one of the following:
 - Read a domestic electricity meter and calculate the cost of current consumed since the last reading.
 - Explain how to operate a small electricity generating plant.



MWAMBA EXPLORER

1. Hold the Chipukizi Explorer Badge.
2. Take part in an expedition with not less than two and not more than five other Scouts. The expedition may be on foot or bicycle. An expedition on foot may cover 32 km in wild country. An expedition by bicycle will cover at least 80 km, avoiding class roads as much as possible. The expedition must be planned to extend over at least four consecutive days (with three nights in different camp sites) spent away from home, under canvas, rough shelter, or in the open. All necessary equipment and food must be carried and members of the party should prepare all meals. All Scouts in the party will take an equal part in the planning arrangements before and during the expedition, but it is not necessary that all participants should be undergoing the test. The route will be chosen by the Scouts themselves, but must be approved by the examiner beforehand. The expedition, whether on foot or bicycle, must be a test of determination, courage and physical endurance. To be successful, a high degree of cooperation and honour should be exhibited amongst those taking part.



3. In addition to your general log of the expedition, each member of the party must submit a full report on two of the following subjects:
 - The agriculture and industry of the locality and the use to which the land is put.
 - The history of the locality, giving particulars and history of any antiquities or places of special interest.
 - The soil, trees, shrubs and flowers found in the area.
 - The weather conditions (using Beauport letters and symbols) including wind force and direction, cloud type and amount, temperature, pressure and rainfall.
 - Water resources, under the following headings: rate of flow, use for irrigation, fish and other water-life, vegetation, erosion of banks, suitability for drinking, suitability for swimming.
 - The people encountered in the course of the expedition, their customs and ways of life.

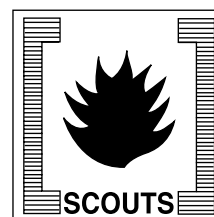
The logs must in each case give the mileage covered, and be accompanied, as much as possible by explanatory sketches, maps and photographs.

MWAMBA FIREFIGHTER

Note: A Scout who has passed the scheme of tests for urban areas and is transferred to a rural area must remove his badge until he has passed the test for rural areas. The same applies to a Scout who has passed the tests for rural areas and is transferred to the urban area.

Scheme A: (Towns)

1. Hold the Chipukizi Firefighter Badge.
2. Explain the history organization and functions of the fire service closest to your home.
3. Identify the potential fire dangers posed by six of the following and give appropriate precautions:
 - Domestic heating.
 - Cleaning spirits.
 - Petrol.
 - Coal or charcoal fires.
 - Electric irons and fuses.
 - Gas, kerosene and other domestic fires.



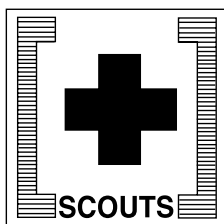
- Fireworks.
 - Candles.
 - Bonfires.
 - Smoking materials.
4. Plan the fire precautions and seating arrangements for a Scout gathering.
 5. Explain the dangers of fire at camp and show what precautions should be taken.
 6. Explain the methods of fire rescue and then demonstrate how to crawl with an unconscious person.
 7. Demonstrate how to carry an unconscious person using the Fireman's Lift.
 8. Demonstrate the use of a foam extinguisher and Hose Reel Garden hose. Demonstrate the use of a mat for beating or smothering.
 9. Demonstrate the "running out" of a length of fire hose, connecting it to a hydrant and how to hold and use it for fire fighting.
 10. Following an inspection of a fire station, be able to answer questions on the working of a fire station and the general use of equipment carried on fire appliances.

Scheme B (Rural areas):

1. Hold the Chipukizi Fire Fighter Badge.
2. Know and explain the possibilities of fire danger in:
 - Oil lamps and stoves and petrol-burning appliances.
 - Burning garden/field rubbish.
 - The focusing of the sun's rays.
 - Spontaneous combustion.
3. Explain exactly what should be done and why in the event of an outbreak of fire at a neighbour's house.
4. Demonstrate the following: improvising ropes, Chair Knot, crawling through smoke, rescue of injured persons, a bucket chain.
5. Demonstrate how to deal with the following types of fire: clothes, petrol, motor vehicle, bushes and grass fires.

MWAMBA FIRST AIDER

1. Hold the Chipukizi First Aid Badge.
2. Know how to diagnose and demonstrate the treatment for all fractures to limbs and for dislocated jaw.
3. Demonstrate treatment for internal bleeding.
4. Demonstrate four methods of carrying a



patient: two when alone, and; two with another Scout.

5. Know how to deal with cases of suspected poisoning.
6. Demonstrate the revised C.P.R. 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.)
7. Competently lead a team of three to four Scouts to deal with an incident staged by the examiner. Such incident to be based on the foregoing Chipukizi First Aid and Mwamba First Aid Badge tests and to be conducted in as realistic a manner as possible and under conditions similar to those the Scout is likely to meet. All action proper to the circumstances must be actually carried out, and the examiner will test for coolness, resourcefulness, correct action and proper treatment at all stages.

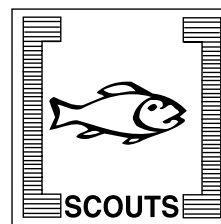
Note: The First Aider Badge is worn on the left arm. Possession of the St. John Ambulance or Red Cross Senior Certificate does not exempt you from being tested in any part of the above.

MWAMBA FISHERMAN

To gain the badge the Scout must complete to the satisfaction of the examiner all the tests of one of the following schemes:

Scheme A:

1. Catch, prepare and cook fish sufficient for two people.
2. Demonstrate simple repairs to a rod (whipping a broken rod, whipping on snake rings, etc). Make a cast using a "blood knot" and attach dropper flies.
3. Tie three varieties of flies and show ability to cast,



OR:

- Make a spinner or spoon, and make a ledger cast.
4. Understand the dangers of wading and the precautions to be taken.
 5. Have knowledge of the waters within a radius of 24km from your fishing headquarters and know all local rules applicable and closed seasons.



6. Keep a satisfactory log of your angling experiences, with details of weather, catch, baits and weights for one season.
7. Describe and discuss with the examiner one of the following:
 - Wet and dry fly fishing
 - Varieties of bait and their uses in coarse fishing
 - Three different kinds of fish, where they are to be found, and how best to catch them.

Section B:

1. Have a practical knowledge of, and have taken part in, at least one of the various methods of catching fish for the market by means of trawls, traps, nets, lines as well as shell-fish methods. Have practical experience of at least two of these methods.
2. Be able to describe the use and construction of one of the following types of net: seine, trammel, trawl, moored or ring net. Make small repairs to a net.

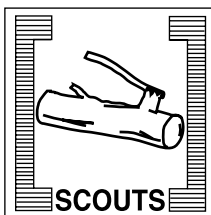
OR:

Show how to construct a fish-trap made from natural materials.

3. Demonstrate that you can handle a canoe or small boat single-handedly. Know the usual storm and distress signals.
4. Know the correct local names for the common fish caught in your locality.

MWAMBA FORESTER

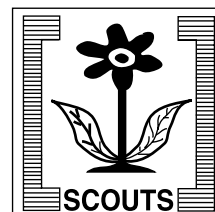
1. Name and identify 20 varieties of trees. Explain their uses as timber and fuel.
2. Explain briefly the structure of a tree and how it feeds, breathes and makes timber.
3. Describe the dangers to which trees and forests may be exposed (fire, insects, disease, animals, etc) and discuss the methods of combating these dangers.
4. Prepare soil and successfully transplant a young tree other than a seedling. Explain how to deal with wounds in growing trees.
5. Explain how to use a crosscut saw and wedges.
6. Demonstrate the general principles of felling, trimming, logging up, moving and stacking timber, and calculate the amount of useful timber in a given tree.
7. Take part in forestry activities (as part of the Scout Forestry Campaign) for a minimum of one day.



8. Explain how to select an axe (name the parts), how to take care of it and the safety rules of axemanship.

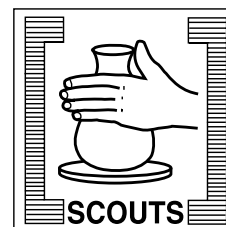
MWAMBA GARDENER

1. Name 12 trees, shrubs and flowers in a park or garden.
2. Make a plan for a vegetable garden measuring approximately 23m x 9m for supplying vegetables for one year, listing the vegetables seeds necessary.
3. Display some of the vegetables you have grown.
4. Show a shrub or fruit tree pruned by you and discuss the principles and purposes of pruning.
5. Discuss and show the examiner how to propagate plants by seeds, division, cuttings, layering, budding and grafting.
6. Give a list of the types of fruit grown in the district and from this list select four types of fruit and name three varieties of each (local names will do).
7. Give the planting distances of four types of fruit selected in Test No. 6, above.
8. Explain the importance of controlling pests and diseases and explain how and when to use sprays, dusts and grease-bands.
9. Explain how to cultivate and maintain the fertility of garden soil.



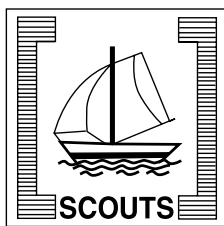
MWAMBA HANDICRAFT

1. Select one of the following and pursue it for a period of not less than one year. Make at least six appropriate articles:
 - Basketwork
 - Metalwork
 - Marquetry
 - Pottery
 - Printing
 - Spinning
 - Weaving
 - Carving in wood or stone
2. Discuss with the examiner the work done in Test No. 1 above, with reference to:
 - Tools and materials.
 - Possible projects for the future.
 - Sources of information consulted.



MWAMBA HELMSMAN

1. Hold the Chipukizi Helmsman Badge.
2. Demonstrate knowledge of different local sailing crafts.
3. Point out and name parts and uses of sails, running and standing rigging, masts and spars for ketch, yawl and cutter types of sailing craft.
4. Be able to sail a boat and be able to tack, wear, reef, make and shorten sail and be able to get under way and come alongside from any reasonable direction. Anchor correctly and be able to sail up to, and make fast, a buoy.
5. Describe a sea anchor and understand its use in an emergency.
6. Show how to leave a sailing craft with all sails and gear properly stowed.
7. Discuss the "rules of the road" at sea and have a thorough knowledge of any local hazards peculiar to local sailing waters.

**MWAMBA HIKER**

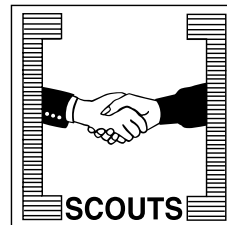
1. Demonstrate methods of packing and carrying a complete hiking kit for a 24 hours hike. The pack should not weigh more than 14 kg, including food. Be prepared to justify your choice of kit.
2. Take part in three hikes (the routes, which should avoid roads as much as possible, to be chosen by the Scout and approved by the examiner). During each hike, kit is carried and the Scout sleeps out. The distance of two hikes to be at least 16km each: distance of the other to be not less than 48 km, with two nights camping out. Logs of high standard are to be produced.
3. Select a route for 24km hike from a 1:50,000-survey map, not necessarily of your own district, giving reasons for your choice of route.
4. Using a map, select three areas 1km square in size suitable for a good hike campsite, giving reasons for choice of the areas.
5. Make one article of a hiking kit such as a small tent, sleeping bag, campfire blanket, rucksack or a food or toilet necessities, etc.
6. Show knowledge of personal hygiene and the care of feet and footgear.

**MWAMBA INTERPRETER**

Pass the following tests in any two languages other than your own:

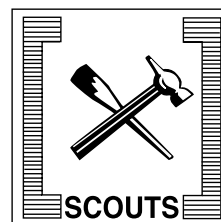
Note: A second language in a group of related languages (Kalenjin, Luhya, Mijikenda, Kikuyu, Embu, Meru and Kamba group) is not admissible.

1. Translate a speech before an audience. The speech (or passage) will be selected and read by the examiner (or someone appointed by the examiner) lasting approximately 15 minutes.
2. Have a simple conversation lasting about ten minutes. Introduce some of the basic Scout vocabulary (the words: Scout, patrol, camp, tent, etc).
3. Write a letter of approximately 200 words dealing with a simple topic chosen by the examiner.
4. Read aloud and intelligibly and give approximate translations (with out the help of a dictionary) of a paragraph of average difficulty from a book, newspaper or periodical.

**MWAMBA JOBBMAN**

Carry out ten of the following activities (chosen by the Scout). Of the ten, the examiner will choose at least six activities to be completed for the benefit of the Scout's neighbourhood, school, church or community. The examiner must see to it that the materials needed for the activity are available.

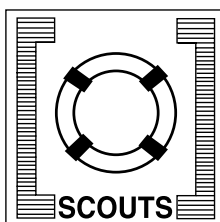
- Glaze a window and paint it.
- Whitewash a ceiling or distemper a room.
- Repair defective plaster.
- Perform minor repairs to furniture (chairs, beds, etc).
- Re-hang a door and repair door fittings (handles, locks, etc).
- Lay and adjust paving.
- Mix concrete and perform simple repairs with it.
- Repair a puncture and change the wheel of a car or motorcycle.



- Prepare tools for lighting a fire (made from natural materials) and produce fire.
- Make a Morse buzzer set which can operate between two rooms.
- Make a blackboard and easel; paint the blackboard with the correct type of paint.
- Make at least two children's toys.
- Construct a pit latrine (the pit itself having been previously dug).
- Make a footbridge suitable for carrying pedestrians and cyclists over a small stream or gully at least one meter wide.
- Construct a weatherproof notice board for village or church.
- Construct a simple and durable bus-stop shelter.
- Construct a seat or bench for public use.

MWAMBA LIFESAVER

1. In the water, demonstrate four methods of rescue (one to be the "unigrip"). Demonstrate three methods of release from the clutch of a drowning person. These techniques are subject to the size of the rescuer, the patient to be carried at least 14m in each method.
2. Dive from the surface to depth of at least 1.5m and bring up a stone, brick or iron object of not less than 2.3kg in weight, at least two out of three times.
3. Swim 46m wearing shirt and buttoned shorts, and undress without touching the bottom.
4. Throw a lifeline to within one yard of a small object 11.3m away. The thrower should be up to the waist in water.
5. Lead a team to deal with a simulated emergency, such as the rescue of an unconscious person from a burning house or a person in contact with a live electric wire, etc.
6. Demonstrate the CPR resuscitation method. Using a training model, demonstrate mouth-to-mouth respiratory resuscitation. (In no circumstances will a living person be used for demonstration, training or testing.)

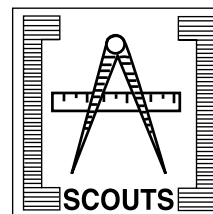


MWAMBA MAP MAKER

1. Make a map on the ground, by triangulation using prismatic compass or plane table, of an area of about 16 hectares, chosen by the examiner, at a scale of approximately 1:1000.

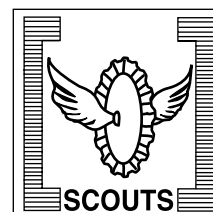
The area should include fields, buildings and a pond or similar features.

2. Make a map of a 3km road with a compass and field book showing all main features and objects within a reasonable distance on both sides to a 1:50,000 scale. The field book must be produced for inspection.
3. Enlarge such portions of a 1:50,000 survey map (as the examiner may choose) to a scale of 75mm to 1.6km.
4. Draw a simple cross section from a 1:50,000-survey map. (Line chosen to include varied features, gradients, etc.)
5. Demonstrate a working knowledge of both metric and British unit scales.



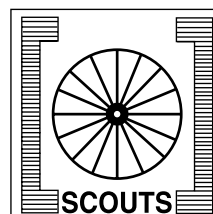
MWAMBA MECHANIC

1. Demonstrate that you understand the working of internal combustion engines and know the names and functions of all the principal parts.
2. Diagnose simple running faults such as misfiring, closing jet, incorrect mixture and over-oiling.
3. Demonstrate the following: oil and/or grease chassis points, attend to oil level in gear box and back axle and top up the battery. Mend a puncture, Check order of firing. Clean and test spark plugs.



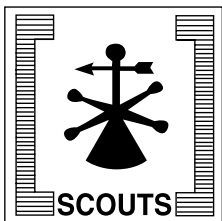
MWAMBA MESSENGER

1. Hold the Chipukizi Communicator Badge.
2. Carry a verbal message of not less than 40 words and deliver it correctly after a journey of at least 8km, in the course of which you must meet and deal with some emergency staged by the examiner.
3. Make a report, including a sketch map of the scene, of an emergency such as a motor accident, giving adequate details for the police and doctor.
4. Write a message dictated by the examiner and deliver it along an indirect route indicated only by map references to a destination about 8km away.



MWAMBA METEOROLOGIST

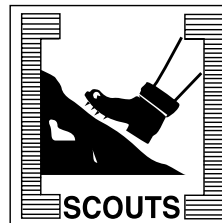
1. Pass Test No. 3 and No. 4 of the Chipukizi Meteorologist Badge.
2. Keep a daily record of personal observations of the weather for a period of one month. Note under each of the following headings: wind force and direction, cloud type and amount, weather (using Beauport letters), temperature, pressure, rainfall.
3. Explain the purpose and principles of the simple thermometer, wet and dry-bulb thermometer(s), barometer, anemometer.
4. Explain how synoptic weather maps are produced and be able to understand a simplified version of such a map.
5. Explain the following: relative humidity, dew-point, isobar, millibar, isotherm, Buys-Ballot's Law, cold front, warm front. Illustrate any explanation with diagrams.
6. Construct a wind-vane, and a simple rain gauge.

**MWAMBA MKULIMA**

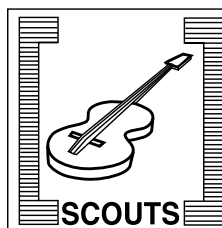
1. Run a small food garden, for at least six months, and produce at least three types of vegetables.
2. With the help of local experts, record the importance of crop rotation, the effect of soil erosion on crop productivity, the types and uses of natural fertilizers (compost, manure, wood ash, mulching, etc) and report this to the patrol or examiner.
3. Apply and show the effects of one of the natural fertilizers named above.
4. Improvise three simple farm implements (hoe, bucket, liquid manure container, wood ash spreader) and use these in a garden.
5. Make compost manure for an agricultural plot using kitchen waste, weeds, etc.
6. Identify three common pests and rodents that attack the crops you are growing and describe what can be done to control them.
7. Practice how people cook a balanced diet by cooking three different balanced dishes.

**MWAMBA MOUNTAINEER**

1. Demonstrate knowledge of a prominent mountain area by producing journey notes and logbooks of not less than three trips. These notes and logbook must show that you are personally acquainted with the principal routes to the summit of each mountain, as well as points of interest.
2. Find your way to a given point in a mountainous area using a compass and the best survey map available for the purpose.
3. Draw an intelligible rough sketch map giving information to be determined by the examiner, covering the mountain areas in Test No. 1.
4. Identify peaks from a distance.
5. Discuss local weather conditions.
6. Demonstrate knowledge of the kit and equipment required for use in mountains.
7. In a mountainous area, demonstrate what should be done in emergencies (being overtaken by darkness, mist, snow) and the first aid treatment of fractures, bruises, concussion shock and mountain sickness.
8. Demonstrate how to construct a mountain stretcher.

**MWAMBA MUSICIAN**

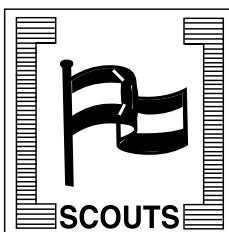
1. Perform a 15 minute music programme at a camp fire, consisting of:
 - A solo item performed by yourself, and;
 - Lead community singing in well-known songs (African, European or Asian), and;
 - Teach a new song or round.
 2. Read at sight from staff notation a simple tune, either singing unaccompanied or playing an instrument.
 3. Either explain the construction, tuning and playing of an African or Asian musical instrument, with demonstrations as required by the examiner,
- OR:**
Give a brief description of the life and work of at least three world famous composers (Bach,



Handel, Mozart, Haydn, Beethoven, Brahms, etc), and three world famous African Musicians.

MWAMBA MZALENDO

1. Prepare a map clearly showing the boundaries of the district in which the Scout is living and the parliamentary constituencies therein.
2. Explain how the Kenya Government raises the money necessary to meet its expenditure during the current financial year (and how it is spending this money).



3. Explain the functions of the National Assembly and the various forms of local government and how they raise their funds.
4. Demonstrate a general knowledge of the organization and administration of your own church or religious community.
5. Explain in general terms the effect of local geographical conditions in the neighborhood in which you live on either:

- Agriculture

OR:

- Industry

6. Explain the functions of the three arms of the Kenya Government and the district focus strategy.
7. Design and make a simple item than can help a disabled person.

MWAMBA NATURALIST

1. Display evidence of an intelligent interest in the field of nature with particular regard to one of the following:

- Trees and shrubs.
- Wildflowers.
- Bird life.
- Butterflies, moths or other insects.
- Wild animals.
- Ferns or grasses.
- Shore, pond or marine life.
- Rock or fossils.



Produce collections, specimens, logbooks, photographs, cuttings, etc. to illustrate your interest.

2. Discuss with the examiner your observations and the sources of information (books, museums, journals, etc) you may have used.
3. Study the influence of two of the following on

the global environment and give a report to the examiner:

- Depletion of the ozone layer.
- Dumping of poisonous industrial waste.
- Overuse of pesticides.
- Large-scale pollution of the environment.

MWAMBA PHOTOGRAPHER

1. Demonstrate understanding of the mechanism of your camera, shutter, stops and focusing device.
2. Demonstrate knowledge of lighting, both indoor and outdoor subjects.
3. Recognize common faults in composition, exposure, developing and fixing from photo examples shown by the examiner.

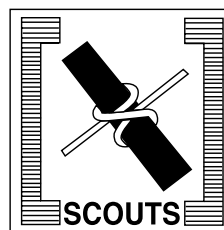


4. Shoot, develop and print pictures of:

- Three portraits.
- Three landscapes.
- Three pictures from unusual angles (for example: Scout taken up a tree).
- Three photographs of Scouts in action. At least one of these must be taken indoors.

MWAMBA PIONEER

1. Hold either the Chipukizi Backwoodsman Badge or Pioneer Badge.
2. As a member of a patrol (that you should either lead or take a leading part in) demonstrate knowledge of:



- The construction of a "ten-minute" tower.
- The moving of heavy weights by the use of levers and tackle.
- Anchorages and sheer legs.
- Raft making.
- Simple and light bridge construction.
- The building of an aerial runway.

3. Make the following: Scaffold Hitch, Water Bowline and the Spanish Bowline.

4. Lead a patrol in making a camp kitchen or demonstrate your ability to construct and use instructional pioneering models.

5. Prepare a meal for yourself and a companion consisting of at least meat (except in the case of vegetarians), two vegetables and bread. Do not use utensils; use backwoods methods.



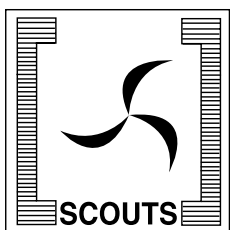
6. Prove your skill by finding your way alone across unknown country not using roads, without maps or making inquiries, to an end point invisible from the starting point:
 - By compass and by day: a distance not less than 3km.
 - Without compass and by stars: a distance of not less than 1.5km.

MWAMBA PUBLIC HEALTH

1. Know what is meant by public health — what it is and how the field of public health developed.
2. Display a general knowledge of the functions of the human body and how it works.
3. Display knowledge of the modern methods of preventing diseases.
4. Know the rules of healthy living in camp. Construct to a high degree of efficiency: a camp incinerator; a properly screened and fitted latrine suitable for a patrol camp for seven days; a grease pit; a camp urinal; a camp-larder protected from flies for use in storing perishable food.
5. Know how to improve and safeguard your own personal health.
6. Understand the dangers of infectious and contagious diseases, including venereal diseases, as well as the measures taken to prevent them.
7. (In towns:) describe the methods used in your area to ensure sanitary storage, collection and destruction of house refuse, and understand the importance of such measures,

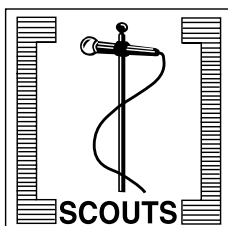
OR:

(In rural areas): explain what measures should be taken for the disposal of house refuse and why.



MWAMBA PUBLIC SPEAKER

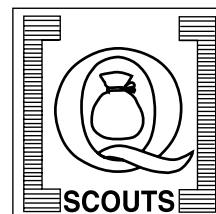
1. Demonstrate the duties of a chairman by taking the chair at a meeting.
2. Speak on a prepared subject to an audience of not less than ten people, speech to last not less than ten and not more than 15 minutes.
3. Propose a vote of thanks, at five minutes notice.



4. Make an impromptu speech lasting three to five minutes. The subject to be chosen by the Scout from three subjects offered to him/her by the examiner only five minutes beforehand.
5. Explain the ordinary rules of debate and take a leading part in not less than six debates or set discussions.

MWAMBA QUARTERMASTER

To gain this badge the Scout must complete (to the satisfaction of the examiner) all the tests of either of the following schemes:



Scheme A:

1. Act as quartermaster for a Scout group or section for at least six months.
2. Demonstrate knowledge of the proper methods of storing tents, tools, cooking equipment and ropes. Show that you are carrying these methods out in practice.
3. Demonstrate ability to re-haft and re-wedge an axe or jembe.
4. Demonstrate two of the following:
 - Repair a tear in a tent.
 - Replace a guy-line on a tent.
 - Re-proof a small tent (e.g. hike tent).
5. Demonstrate either:
 - How to sharpen an axe using a flat and a carborundum stone,

OR:

- How to sharpen and reset a saw.
6. Show that you have an efficient, simple record-keeping system for an equipment store, including issues and returns. Demonstrate a knowledge of how to make provision in your records for the replacement of expendable items and how to deal with depreciation.

Scheme B:

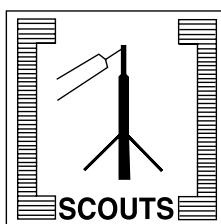
1. Act as a quartermaster of a Scout unit lasting at least five days.
2. Demonstrate knowledge of how to store food and equipment in camp.
3. Produce a set of menus that you have actually used at a troop camp. The menus should cover at least a period of 48 hours. Be prepared to discuss the menus.
4. Demonstrate that you understand the need for a balanced diet in camp and that you are able to produce it at reasonable cost and keep simple accounts.



5. Demonstrate two of the following:
 - Repairing a tear tent.
 - Replacing a guy-line on a tent.
 - Re-proofing a small tent (e.g. hike tent.
 - Re-hafting an axe.
6. Give the examiner a list of the tools that you would take to camp, including those required for emergency repairs. Show that you can use and take care of all of them and give reasons for your inclusion of each tool in the list.

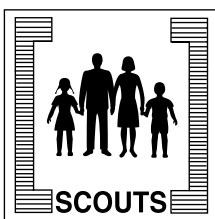
MWAMBA RADIO MECHANIC

1. Assemble a simple radio receiver in temporary form and be able to draw a diagram of your layout using the correct technical symbols.
2. Locate and repair a simple fault in the family's television set, or another set.
3. Demonstrate an elementary knowledge of how a Thermionic Valve works as an amplifier or detector. Know the functions of a condenser, a resistor, and a transformer.
4. Explain the main characteristic of long, medium, short and ultra-short wave bands, and show how these characteristics dictate the uses to which the bands are put.
5. Demonstrate the method of charging and how to care for accumulators.
6. Solder and use simple tools such as cutters, pliers and screwdrivers.



MWAMBA REPRODUCTIVE HEALTH EDUCATION

1. Find out the main causes of teenage pregnancies and explain how these can be prevented.
2. Draw a large map of Africa and write on it the names and population figures of any ten African countries of your choice. Determine the area size of each chosen country and calculate the population density.
3. Identify five advantages and five disadvantages of:
 - Urban living.
 - Rural living.
4. Explain the dangers involved in taking drugs, smoking and drinking and organise a role-play (mime, spoken, etc) that could be used to

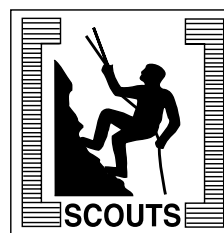


discourage a friend who has started smoking or drinking.

5. Draw a poster or chart that can be used in child health campaigns.
6. Explain four different ways of planning a family.

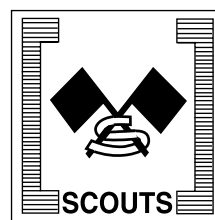
MWAMBA ROCK CLIMBER

1. Find your way to a given point in a mountainous area using a compass and the best map available.
2. Demonstrate what should be done in a mountainous area in emergencies (being overtaken by darkness or mist, etc) and the first aid treatment of fractures, bruises, concussion and mountain sickness.
3. Demonstrate how to coil a rope, how to select a belay and how to belay yourself. Generally understand the principles and safety/first precautions of rock climbing.
4. Take part in at least five rock climbs of standard not less than "moderately difficult," such climbs to be led by an experienced climber who will judge and report on your competence.
5. Demonstrate ability to abseil down a rock face of not less than 5m height.



MWAMBA SIGNALLER

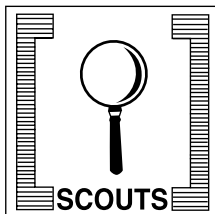
1. Send and receive a message of not less than 150 letters at rate 9 in Semaphore (45 letters per minute).
2. Send and receive a similar message in Morse:
 - On buzzer at rate 8(40 letters per minute).
 - On lamp at rate 6 (30 letters per minute).
3. Demonstrate that you know a recognized procedure when sending and receiving messages.
4. Improvise at least two methods of sending a message (one Morse and one Semaphore). Send the message at least 1km at or over the rate of four (20 letters per minute).



Note: 90 per cent accuracy is to be required in all tests. Outdoor sending and receiving stations to be a minimum of 183m apart; buzzer stations to be separate rooms.

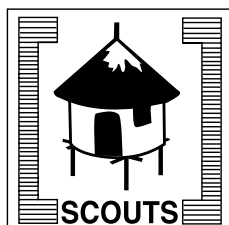
MWAMBA STAMP COLLECTOR

1. Show that you have started to specialise by producing a written-up collection in a loose-leaf album of either:
 - Selected issues of countries from a general collection,
 - OR:**
 - Stamps of one country or group of countries,
 - OR:**
 - Stamps illustrating a subject or theme like Scouting, flowers, wildlife, printing processes, etc.
2. Show that the stamps you have collected are in good condition, well mounted and arranged.
3. Demonstrate by actual specimens that you know terms chosen by the examiner on the subject of stamp collecting.



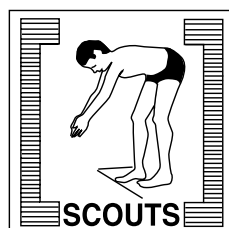
MWAMBA STORAGE EXPERT

1. Describe the main traditional methods of staple food preservation and assess their effectiveness.
2. Describe a safe use of post-harvest food crop treatment, including modern methods of preservation.
3. Describe three common insects that attack food crops in your area, and explain how this can be prevented.
4. Construct or help in the construction of a model grain store or other preservation gadgets such as a solar drier.
5. Make a survey of traditional storage methods in the community and report to the patrol or examiner.



MWAMBA SWIMMER

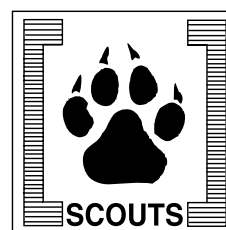
1. Swim 100m in any over-arm or crawl style.
2. Swim at least 1km without stopping.
3. Perform the following dives:



- Racing dive from the edge of the bath or bank.
 - Dive from a board not less than 2m above the surface of the water.
 - Neat dive from a springboard, or a running dive from the side or bank.
4. Perform fancy diving into water (such as the swallow dive, backwards and forwards somersaults, diving from a height of 20m).
 5. Satisfy the examiner that you are capable of instructing a non-swimmer in the basic principles of swimming.
 6. Swim 50m with clothes on (shirt and buttoned shorts) and undress in the water without touching the bottom.
 7. 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.)

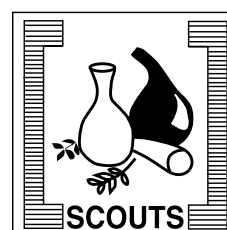
MWAMBA TRACKER

1. Hold either the Chipukizi Observer Badge or Tracker Badge.
2. Recognize and explain two different characteristics of three different types of simple human tracks.
3. Solve, with reasonable accuracy, three tracking "stories" in sand or other suitable natural material.
4. Make six plaster casts of the tracks of birds, animals, cars or bicycles. All casts to be taken unaided and correctly labeled with date and place of making. At least two must be of wild birds or animals.
5. Lay a trail of at least one-half kilometre containing at least four different kinds of signs made of natural materials, four to six signs to be used. The route should be over ground with which the Scout is unfamiliar. Roads may be crossed but not followed. The trail should be followed successfully by Scouts of Mwangaza Standard.



MWAMBA TRADITIONAL MEDICINE

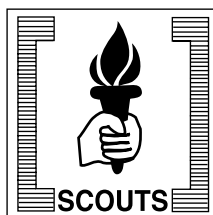
1. Make a list of ten traditional medicines found in the locality, with the names of the sickness or diseases they are said to cure.



2. Name at least four traditional doctors from your area. Visit one of them and assist them for a period of time with their work. Then, report to the troop.
3. Together with the patrol, set up a nursery of herbs and medicinal plants.
4. Conduct a survey of traditional medicines in the locality. Then make a brief presentation on these medicines to the troop.

MWAMBA VENTURER

1. Complete an adventure journey as a member of a patrol in which you have played a leading part. The journey, which may be short in length, must include at least five "incidents" such as rescues from fire or heights, compass work, night work, decoding. Water incidents are to be included by Sea Scout Troops.
2. Perform six of the following:
 - Climb a tree to a height of 9m from the ground.
 - Vault a fence two-thirds your own height.
 - Using a 15m line, throw the line to fall between two pegs placed at a distance of at least 13m, and separated from each other by at least 1m. Do this twice out of every three times.
 - Swim 18m wearing clothes.
 - Climb a rope or creeper to height of 4.6m from the ground.
 - Row a boat a distance of half a kilometre.
 - Sail a boat on a triangular course of not less than half a kilometer and come alongside correctly.



MWAMBA WORLD FRIENDSHIP

1. Demonstrate an elementary knowledge of the geography, history, and people of at least three countries other than your own.
2. Correspond regularly and for not less than one year with a Scout of another country (either individually or as part of troop "link up"). *(Note: such contact should initially be made through Scout Headquarters.)*
3. Demonstrate knowledge of the organization and activities of World Scouting and Guiding.
4. Do at least three of the following:
 - Camp or hike at least five days with Scouts of another country (either in your own country or elsewhere). Produce a logbook covering the event and your impressions of it, and show a fair understanding of Scouts of the other country and their national culture.
 - Keep an album or scrap-book for at least one year, which depicts the national affairs, sports, culture and Scouting activities of another country.
 - Know the main points of the United Nations Charter and the main principles of the Declaration on Human Rights. Explain these in simple terms.
 - Take part in a practical activity of an international character such as the collection or distribution of relief supplies, the reception or settlement of new emigrants or refugees, or assist in some project of a non-political organization for the promotion of world peace and brotherhood.
 - Write a short essay on some aspect of contemporary world affairs.



HIV/AIDS

"Do not spread fear, Spread the facts"

If this book is lost and you find it,
please send it to the address shown
on page 1 or to:

The Kenya Scouts Association
P.O Box 41422 Nairobi
Tel: 568111,570794
Fax: 573799



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MWAMBA SCOUT

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MWAMBA SAMPLE CARD

