

Chapter 11

Uniform, Badges and Emblems

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Rule 11.1 Protection of Uniforms

- a. The Scout Uniform may only be worn for the purpose of Scouting.

Rule 11.2 Entitlement to Wear Uniform

- a. The appropriate uniform, as described in the following Rules, must be worn by all Members of The Scout Association of Malta.

Rule 11.3 Safety Considerations

- a. In the organisation of all Scouting activities priority is invariably given to considerations of safety in specifying what form of dress is to be worn.
- b. Weather conditions and other such considerations **must** be taken into account. The well-being of Members must take precedence over formality of dress.
- c. Lanyards are not permitted except as part of Sea Scout uniform.

Rule 11.4 Cultural Requirements and Religious Needs

- a. When cultural requirements or religious needs dictate it, members of recognised faith communities may wear appropriate clothing of a style in accordance with their beliefs as part of their Scout uniform.
- b. Knives are **not** to be worn with uniform.

Rule 11.5 Beaver Scout Uniform

- a. Items of official uniform:
 - dark green shirt for summer and green sweater for winter;
 - Group scarf;
 - Beaver's woggle (issued by The Scout Association of Malta);
 - grey bermuda shorts below the knee (for both male and female Beavers);
 - green cap with yellow piping with The Scout Association of Malta badge embroidered on the forehead;
 - grey knee socks; black shoes.
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.6 Cub Scout Uniform

- a. Items of official uniform:
 - dark green shirt for summer and green sweater for winter;
 - Group scarf;
 - identifying colour Six woggle only – no other woggle is to be worn;
 - grey bermuda shorts below the knee (for both male and female cubs);
 - green cap with yellow piping with The Scout Association of Malta badge embroidered on the forehead;
 - grey knee socks;
 - black shoes
- b. Official Activity wear (issued by The Scout Association of Malta)

Rule 11.7 Scout Uniform

- a. Items of official uniform:
 - beige long sleeved shirt (optional short sleeve shirt for summer);
 - mushroom-coloured trousers (for both male and female scouts);
 - Group scarf and woggle;
 - green beret with The Scout Association of Malta's metal badge;
 - leather Scout belt and buckle;
 - black shoes (flat shoes must be worn)
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.8 Sea Scout Uniform

- a. Items of official uniform:
 - white long sleeved shirt;
 - smart navy blue trousers (for both male and female scouts);
 - Group scarf and woggle;
 - leather Scout belt and buckle;
 - Seaman's Class 2 round cap (Pork pie hat) with 'Sea Scout' tallyband (black beret for meetings with The Scout Association of Malta's metal badge);
 - Sea Scout navy blue sweater with 'Sea Scouts' embroidered on the front;
 - dark blue lanyard;
 - black shoes
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.9 Air Scout Uniform

- a. Items of official uniform:
 - light blue long sleeved shirt or blouse;
 - smart navy blue trousers (for both male and female scouts);
 - Group scarf and woggle;
 - leather Scout belt and buckle;
 - light blue Air Scout beret with The Scout Association of Malta's cloth badge.
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.10 The Venture Scout and Rover Scout Uniform

- a. Items of official uniform:
 - beige long sleeved shirt (optional short sleeve shirt for summer);
 - mushroom-coloured smart trousers (for both male and female scouts);
 - Group scarf and woggle;
 - For Venture Scouts - maroon beret with The Scout Association of Malta's metal badge and maroon epaulettes embroidered with the word Ventures;
 - For Rover Crew - green beret with The Scout Association of Malta's metal badge and green epaulettes embroidered with the word Rovers;
 - leather Scout belt and buckle;
 - black shoes (flat shoes or alternatively shoes with low wedges must be worn by female members – NO STILETTO HEELS).
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.11 Adult Member's Uniform

- a. Items of official uniform:
 - beige long sleeved shirt (optional short sleeve for summer);
 - mushroom-coloured smart trousers/skirt (female members can opt for trousers or skirt);
 - Group scarf and woggle;
 - green beret with the Scout Association of Malta's metal badge;
 - leather Scout belt and buckle;
 - black shoes (flat shoes or alternatively shoes with low wedges must be worn by female members – NO STILETTO HEELS).
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.12 Sea Scout Adult Member's Uniform

- a. Items of official uniform:
 - white long sleeved shirt;
 - smart navy blue trousers/skirt (female members can opt for trousers or skirt);
 - Group scarf and woggle;
 - leather Scout belt and buckle;
 - peaked Officer Hat with white top and Sea Scout cap badge (black beret for meetings);

- Naval pattern Tricorn Hat option for females holding uniformed appointments;
 - dark blue lanyard worn only with Bosun's call;
 - black leather Scout belt and buckle;
 - black shoes (flat shoes or alternatively shoes with low wedges must be worn by female members – NO STILETTO HEELS).
- b. Official activity wear (issued by The Scout Association of Malta)

Rule 11.13 Air Scout Adult Member's Uniform

- a. Items of official uniform:
- light blue long sleeve shirt;
 - smart navy blue trousers/skirt (female members can opt for trousers or skirt);
 - Group scarf and woggle;
 - Air Scout beret with The Scout Association of Malta's metal badge;
 - black leather Scout belt and buckle;
 - black shoes (flat shoes or alternatively shoes with low wedges must be worn by female members – NO STILETTO HEELS).
- b. Official activity wear (issued by The Scout Association of Malta)

Lanyards are not permitted except as part of Sea Scout uniform.

Rule 11.14 Marching Bands

- a. It is important that no player in a band should fail to make progress as a Scout because he/she is a musician.
- b. Scout marching bands should be inspected annually under arrangements made by IHQ.
- c. Approval for a Scout marching band to play in public will be given subject to the following minimum conditions:
- there must be suitable accommodation for the band to rehearse, without causing a nuisance to the public,
 - the group council must ensure that adequate finances are available for the maintenance of instruments,
 - the band must have a Band Master,
 - the band must maintain a good standard of programme and have a reasonable repertoire.
- d. In addition to the Scout uniform specified in these rules, Scout Bands may wear the following adornments:
- White gloves, belt and socks,
 - Lanyard around shoulder,
 - Protective clothing for drummers,
 - Drum Major's sash (worn from the left shoulder to the right hip),
 - Sash or music pouch (worn from right shoulder to the left hip),
 - Other embellishments if approved by the National Scout Executive.
- e. Permission must be sought for any change to the Scout band adornments (Rule 11.14 d) or for a change in the nature of the band (i.e. from a percussion band to a brass band etc.). Such permission must be made by the Group Scout Leader concerned to the Chief Commissioner in writing prior to any changes being made. The formal request will be presented to the National Scout Executive for deliberation and the decision will be transmitted to the Group Scout Leader in writing.
- f. In all instances the band must avoid causing any nuisance to the public especially when passing churches, hospitals and the like.
- g. Any local council bye-laws in relation to the conduct of bands must be observed.

Rule 11.15 Position of Badges on Uniform

- a. See the illustrations '*Positions of Badges on Uniform*' at the end of in this chapter.

Rule 11.16 Awards and Decorations – Method of Wear

- a. Scout awards and decorations (except the Silver Dolphin, the Silver Acorn and its Bar, which are worn around the neck) and the emblems corresponding to them are worn immediately above the right breast pocket.
- b. Awards and decorations are worn in the following order from the wearer's left to right: awards for Gallantry, Meritorious Conduct, Good Service, the Chief Scout's Personal Award, Chief Scout's length of service awards.
- c. Only the highest award received for Good Service and its' emblem and the highest award for Long Service must be worn.
 - This rule does not follow when a higher Gallantry Award is granted. Only when and if a Bar to the existing decoration is awarded is the rule applied.
- d. The medals of the Order of St. John and the Red Cross Society, together with their ribbons, may be worn immediately above the left breast pocket.
- e. Detailed explanation of the requirements of these awards are listed in Chapter 12

Rule 11.17 Badges and Emblems - Method of Wear

- a. On moving on to the Cub Scout Pack, Beaver Scouts may continue to wear the Beaver Scout Award for a period of one year or until the first Progressive Badge is gained (Mowgli Badge).
- b. On moving on to the Cub Scout Pack, Beaver Scouts, will continue to wear the Link Badge on the right hand side under the breast pocket.
- c. On moving on to the Scout Troop, a Cub Scout may wear the Tender Foot Award in the centre of the right breast pocket. The Gold Arrow must be removed once the Tender Foot Award is gained.
- d. On moving on to the Scout Troop, a Cub Scout will continue to wear the Link Badge on the right hand side under the breast pocket (next to the Link Badge of the Beavers).
- e. On moving on to the Venture Unit, a Scout may wear the Voyager Award for a period of one year or until the Discovery Award is gained. The badge is worn on the topside of the left hand sleeve.
- f. On moving on to the Venture Unit, a Scout may continue to wear their Link Badge on the right hand side under the breast pocket.
- g. On moving on to the Rover Crew, a Venture Scout may wear the Venture Award for a period of one year or until the Squire Award is gained. The badge is worn on the topside of the left hand sleeve.
- h. On moving on to the Rover Crew, a Venture Scout may continue to wear their Link Badge on the right hand side under the breast pocket.
- i. A Rover Scout, on gaining the Dolphin Award, must remove all other Progressive and Proficiency Badges. The badge is worn in the centre of the right breast pocket. This award is worn throughout the entire service of Scouting.
- j. A Rover Scout may continue to wear their Link Badge on the left hand side under the breast pocket.

Note

- k. Moving On Awards.
 - i. Young members, who started Scouting from the Beaver Section, going through all the Sections to Rovers, may wear all the Moving On Awards on the right hand side under the breast pocket.
 - ii. Young members, who have joined the Movement at a later stage and gone through all the sections up to Rovers, may wear all the Moving On Awards of the Section that they joined up to Rovers, on the right hand side under the breast pocket.

Rule 11.18 Badges and Awards - Supply

- a. Badges and awards must be obtained through Scout Shop submitting the relevant certificate and from no other source.

Rule 11.19 The Scout Association Membership Badge and The World Membership Badge

- a. The eight-pointed cross superimposed with the World Membership Badge is the symbol of The Scout Association of Malta and is the property of the Association. This badge is worn in the centre of the left-hand side breast pocket.
- b. The World Membership Badge is the symbol of membership of World Scouting and that The Scout Association of Malta as a part of World Scouting.
- c. The World Membership Badge is the property of the World Scout Bureau and it may only be used or worn as permitted in these Rules. This badge is worn on the top part of the left sleeve beneath the Group name tag.
- d. A metal lapel badge of the World Membership Badge is available for Members of the Movement to wear with ordinary clothes.

Rule 11.20 Identifying Name Tapes

- a. The name of the Scout Group (and Rover Crew where applicable) may appear in red, blue, white or yellow lettering on a single tape no more than 12mm deep (lettering) on a green background.
- b. The name of Sea and Air Scout Groups may appear in the same colours, but on a dark blue background.

Rule 11.21 Identifying Scout District Badges

- a. District badges bearing distinctive identifying emblems and/or lettering and of any size up to 65mm height by 50mm wide may be worn after approval by the Chief Commissioner to whom a drawing or specimen of the design must be submitted. A manufactured example of all District badges should be submitted subsequently to Island Headquarters.
- b. A combined District and Malta badge bearing distinctive identifying emblems and/or lettering and of any size, rectangular in shape up to 65mm height by 90mm wide may be worn after approval by the Chief Commissioner to whom a drawing or specimen of the design must be submitted. The District section will be on the right side of the badge, and the District and Malta sections are to be equal in width. A manufactured example of all District and Malta badges should be submitted subsequently to Island Headquarters

Rule 11.22 Identifying Scout Group, and Rover Crew Scarves

- a. Scarves worn by Members of a Scout Group as part of the appropriate uniform must all be of the same colour(s).
- b. The colour(s) are chosen by the Group Scouters' Meeting, subject to the approval of the District Commissioner and the Chief Commissioner.
- c. Groups should wear scarves of different colours.
- d. District Rover Crew scarves may be chosen by the Crew subject to the approval of the District Commissioner and the Chief Commissioner.

Rule 11.23 Scout Wings

- a. Scout Wings for Flight Training may be worn by any Venture Scout, Rover Scout or adult Leader who has met at least one of the following requirements:
 - made three solo flights in a glider, thus gaining the A and B Certificates of the British Gliding Association (minimum age 16 years);
 - made a solo flight in a balloon (minimum age 17 years);
 - made a solo flight in a powered aircraft (minimum age 17 years);
 - achieved the Club Pilot rating of the British Hang Gliding and Paragliding Association (minimum age 16 years).

- b. Scout Wings for Canopy Training may be worn by any Venture Scout, Rover Crew or adult Leader who has made eight parachute jumps from a powered aircraft (minimum age 16 years).
- c. Only one of these badges may be worn on uniform.

Rule 11.24 The Dolphin Award Badge

- a. The Dolphin Award Badge may be worn on uniform by adults so entitled.

Rule 11.25 The International Award Scheme Badges

- a. Cloth badges of The International Award Scheme are worn on uniform by members who are entitled to wear them. This is worn on the top part of the sleeve of the right hand arm
- b. Only the badge of the highest Award gained may be worn.
- c. In the case of the Gold Award only, the badge may be worn on uniform by adults so entitled.

Rule 11.26 Occasional Badges Worn with Uniform

- a. Occasional badges in respect of national programmes, national and district activities or events may be worn as directed and for such periods as decided by Island Headquarters (max not more than one year).
- b. Occasional badges for wear by Members of a Group or District in connection with a special gathering, camp, event or anniversary must be approved by the Chief Commissioner to whom a drawing or specimen of the design must be submitted. Occasional badges must only be worn for one (1) year.

Rule 11.27 The Malta Badge, Malta Scarf, Gilwell Scarf and IHQ Staff Scarf.

- a. The Malta Badge may be worn on the uniform indefinitely. The Malta scarf is only worn when representing the Association on official occasions.



The IHQ Staff Scarf

The IHQ scarf is worn by IHQ staff only. IHQ Staff who have a dual appointment are to wear this scarf when they are representing IHQ, at all other times they wear their Group scarf.



The Gilwell Scarf

The Gilwell Scarf is only worn by the Commissioner for Training & Programme. Assistant Training Commissioners are to wear the Gilwell Scarf only when they are representing the Training Department, otherwise the IHQ Scarf or their Group scarf must be worn.

Woodbadge Holders can wear the Gilwell Scarf only if they are representing the Training Department or during the Gilwell Reunion.



The Malta Scarf (National Scarf)

The National Scarf is worn only when a member of the Scout Association of Malta is travelling abroad officially representing the Association, otherwise the Group Scarf is to be worn.

Rule 11.28 Mourning

- a. A black crepe band 50mm wide may be worn on the left arm above the elbow to denote mourning.

Rule 11.29 Adult Training Awards

- a. On completion of the Basic Adult Leadership Course modules, uniformed adults may wear the Gilwell Turks Head woggle.
- b. The Award for completion of training for Leaders, the Advanced Adult Leadership Course, is the Wood Badge.
- c. Leaders holding the Wood Badge may wear the Gilwell Scarf (when appropriate), the Beads and woggle. The Beads and Turks Head woggle can be worn also with the Group Scarf.

Rule 11.30 Badges of Other Organisations

- a. Unless specifically mentioned elsewhere in the Rules of the Association, badges of other organisations are **not** worn with the Scout uniform.
- b. Scouts, Venture Scouts, Rover Scout and adult Members may wear with uniform the approved proficiency badges of a number of organisations involved with First Aid and the Saving of Life.
- c. Approval for wearing of such badges must be granted by the Chief Commissioner.