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Scouting Ireland – Uniform Policy				
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J	10/10/2015	Point 11.2 Amended Point 20 Added		
H	22/02/2015	Point 19.7 & 19.10 Amended		
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D	06/10/2012	Point 17 – Adult Awards Revised		
C	28/01/2012	Point 19 – Neckerchiefs Revised		
B	26/11/2011	Document Revised		
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#	14/08/2004	Document Issued		

SCOUTING IRELAND UNIFORM

1. ENTITLEMENT

- 1.1 The appropriate uniform, as described in the following, may be worn by all members of the Association excluding Associate Members.

2. AUTHORITY

- 2.1 The correct uniform as defined in this policy shall be worn on occasions specified by the appropriate Scouter, Commissioner or Officer of the Association in charge of the activity - referred to in this policy as the 'Scouter-in-charge'.
- 2.2 In organising Scouting activities priority should always be given to considerations of health and safety when specifying what form of uniform shall be worn.
- 2.3 The wearing of neckerchiefs, lanyards and the rolling of sleeves above the elbow are a matter for the discretion of the Scouter-in-charge of an activity where the wearing of full activity uniform would be inappropriate.
- 2.4 Dark footwear must be worn on formal occasions as indicated by the Scouter-in-charge of an activity, e.g. parades, guards of honour etc.
- 2.5 There are several items of activity uniform that are indicated as optional. They are to be considered part of the activity uniform for the respective groupings as outline in section 3.0 through to 8.0, unless the Scouter-in-charge stipulates otherwise with reference to 2.2 above.

3. BEAVER SCOUT ACTIVITY UNIFORM

- 3.1 Sweatshirt (per official pattern)
- 3.2 Pants (per official pattern)
- 3.3 Scout Group neckerchief with Scouting Ireland woggle¹
- 3.4 Approved badges and emblems worn with Beaver Scout uniform are positioned as in illustration below
- 3.5 Outer garment as per section 9.0 (*optional*)

beaver scouts



FULL ACTIVITY

¹ Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

4. CUB SCOUT ACTIVITY UNIFORM

- 4.1 Sweatshirt (per official pattern)
- 4.2 Pants (per official pattern)
- 4.3 Scout Group neckerchief with Scouting Ireland woggle²
- 4.4 Approved badges and emblems worn with Cub Scout uniform are positioned as in the illustration below
- 4.5 Outer garment as per section 9.0 (*optional*)

CUB SCOUTS

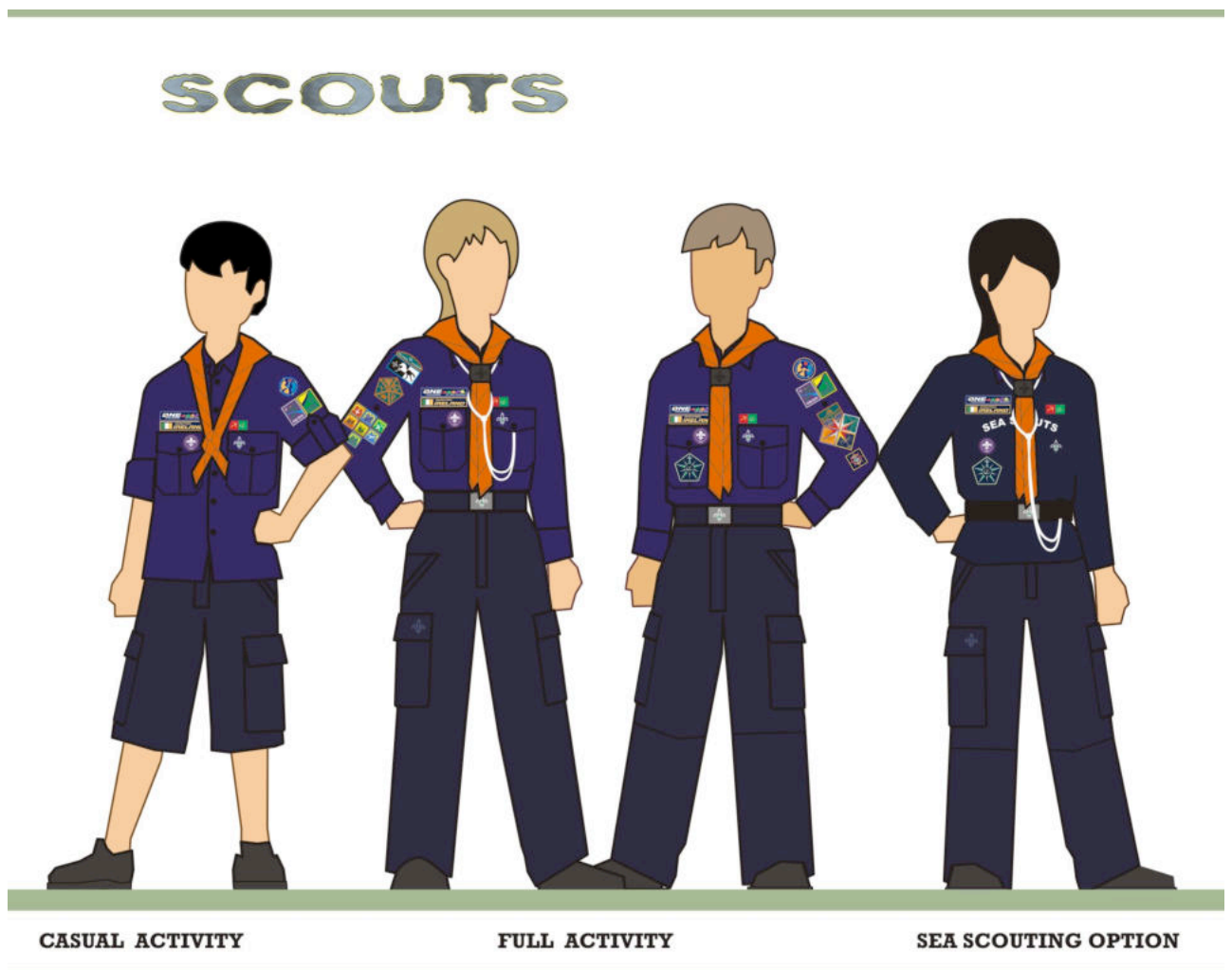


FULL ACTIVITY

² Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

5. SCOUT ACTIVITY UNIFORM

- 5.1 Shirt (per official pattern)
- 5.2 Pants (per official pattern)
- 5.3 Scouting Ireland web or leather belt (per official pattern)
- 5.4 Scout Group neckerchief with Scouting Ireland woggle³
- 5.5 White single cord lanyard worn around the neck (*optional*)
- 5.6 Sea Scouting jumper (per approved pattern) (*optional*)
- 5.7 Approved badges and emblems worn with Scout uniform are positioned as in the illustration below
- 5.8 Outer garment as per section 9.0 (*optional*)
- 5.9 Sea Scouting Duck (*optional*)
- 5.10 Scouting Ireland Penknife (per official pattern or similar) (*optional*)

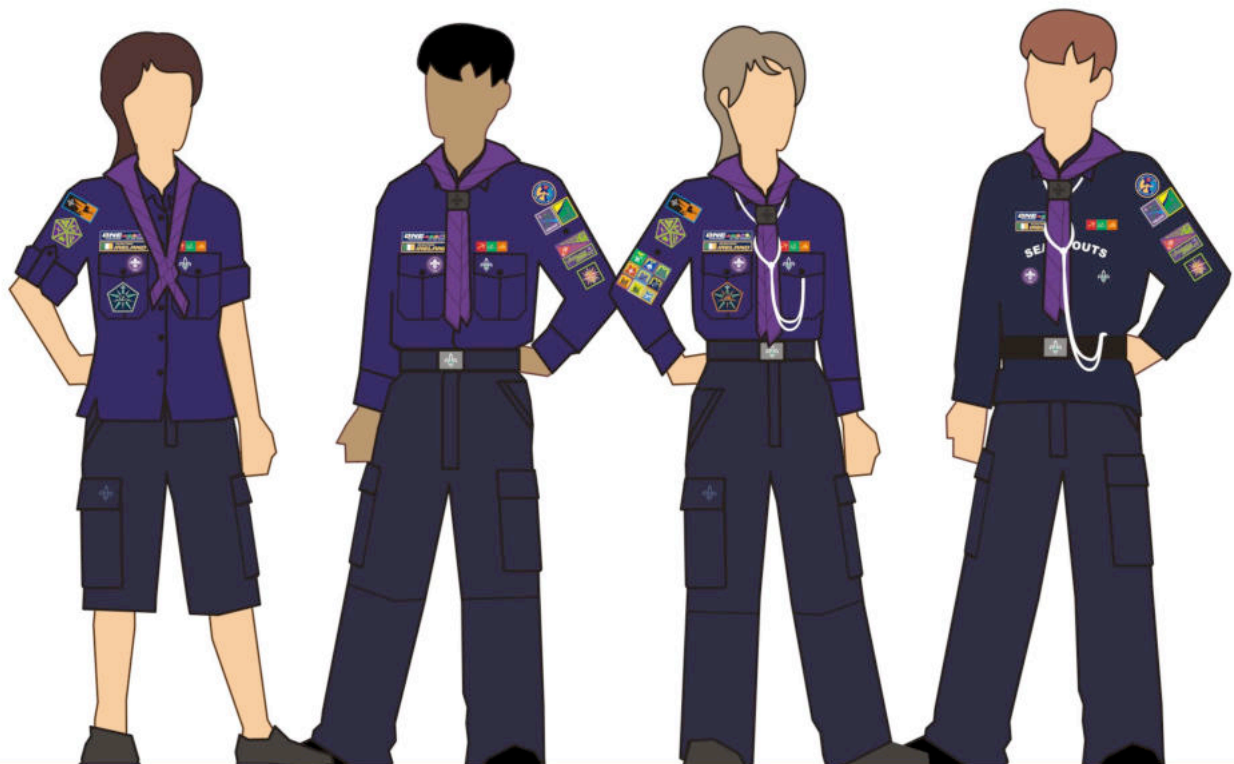


³ Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

6. VENTURE SCOUT ACTIVITY UNIFORM

- 6.1 Shirt (per official pattern)
- 6.2 Pants (per official pattern)
- 6.3 Scouting Ireland web or leather belt
- 6.4 Scout Group neckerchief with Scouting Ireland woggle⁴
- 6.5 White single cord lanyard worn around the neck (*optional*)
- 6.6 Sea Scouting jumper (per approved pattern) (*optional*)
- 6.7 Approved badges and emblems worn with Venture Scout uniform are positioned as in the illustration below.
- 6.8 Outer garment as per section 9.0 (*optional*)
- 6.9 Sea Scouting Duck (*optional*)
- 6.10 Scouting Ireland Penknife (per official pattern or similar) (*optional*)

VENTURESCOUTS



CASUAL ACTIVITY

FULL ACTIVITY

SEA SCOUTING OPTION

⁴ Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

7. ROVER SCOUT ACTIVITY UNIFORM

- 7.1 Shirt (per official pattern)
- 7.2 Pants (per official pattern)
- 7.3 Scouting Ireland web or leather belt, of the International Explorer Belt if in receipt of the award
- 7.4 Scout Group neckerchief with Scouting Ireland woggle⁵ or Wood Badge woggle and/or beads if in receipt of the award
- 7.5 White single cord lanyard worn around the neck (*optional*)
- 7.6 Sea Scouting jumper (per approved pattern) (*optional*)
- 7.7 Approved badges and emblems worn with Venture Scout uniform are positioned as in the illustration below
- 7.8 Outer garment as per section 9.0 (*optional*)
- 7.9 Sea Scouting Cap - Peaked (*optional*)
- 7.10 Scouting Ireland Penknife (per official pattern or similar) (*optional*)

rover scouts



FULL ACTIVITY

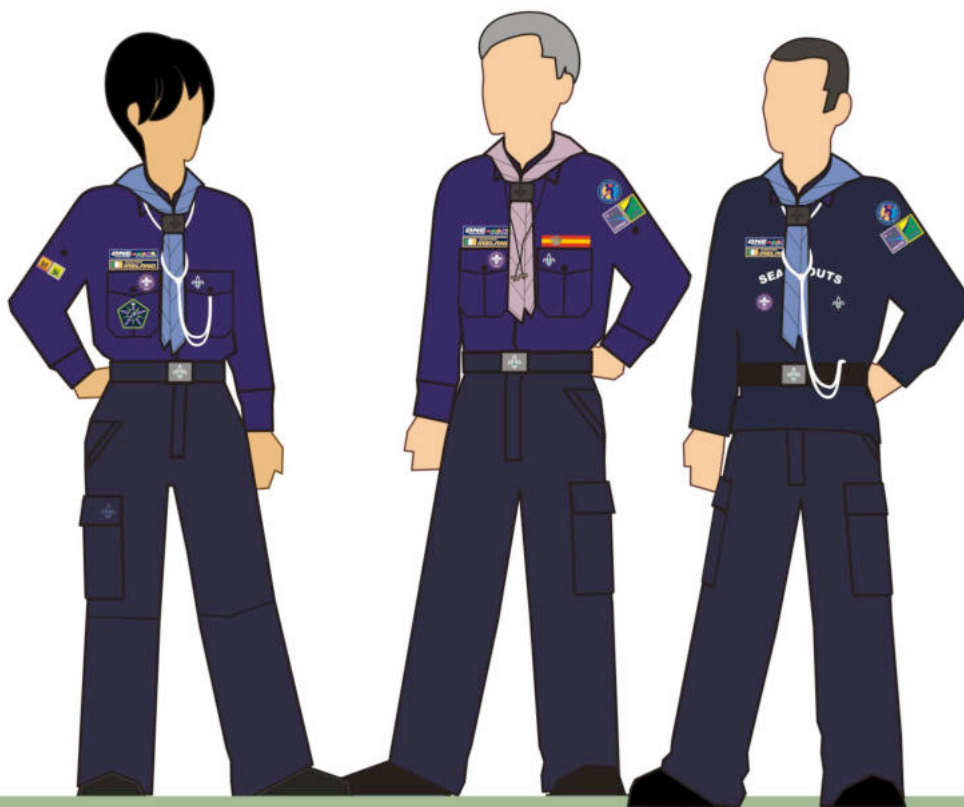
SEA SCOUTING OPTION

⁵ Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

8. ADULT (SCOUTER / ASSOCIATE MEMBER) ACTIVITY UNIFORM

- 8.1 Blue shirt (per official pattern)
- 8.2 Pants (per official pattern) or navy dress pants / navy knee length skirt
- 8.3 Scouting Ireland web or leather belt or the International Explorer Belt if appropriate
- 8.4 Scout Group neckerchief with Scouting Ireland woggle⁶ or the Woodbadge woggle and/or beads if appropriate
- 8.5 White single cord lanyard worn around the neck (*optional*)
- 8.6 Approved badges and emblems worn with Adult uniform are positioned as in the illustration below
- 8.7 Sea Scouting jumper (per approved pattern) (*optional*)
- 8.8 Outer garment as per section 9.0 (*optional*)
- 8.9 Sea Scouting Cap - Peaked (*optional*)
- 8.10 Scouting Ireland Penknife (per official pattern or similar) (*optional*)

SCOUTERS



FULL ACTIVITY

SEA SCOUTING OPTION

⁶ Or other Scouting Ireland woggle issued by the National Youth Programme Committee / National Adult Resources Committee

9. Outer Garment

- 9.1 Beaver Scouts, Cub Scouts, Scouts, Venture Scouts, Rover Scouts and Adults may wear an official outer garment (as per section 9.2, 9.3 or 9.4) as part of the applicable uniform, appropriate to the type of activity being undertaken.
- 9.2 Reversible outer garment with Emblem as per section 12.0 (per official pattern).
- 9.3 All weather outer garment with Emblem as per section 12.0 (per official pattern).
- 9.4 Clear rain poncho garment with Emblem as per section 12.0 (per official pattern).

10. Kilt

- 10.1 Scouts, Venture Scouts, Rover Scouts and Adults may wear a saffron, dark green or family appropriate tartan kilt subject to the approval of the appropriate Group Council.
- 10.2 Such decisions must be recorded in writing and copied to the relevant County Commissioner & Provincial Commissioner for information purposes.

11. Scouting Ireland Bands

- 11.1 Activity uniform to be worn as indicated in section 3.0 through 9.0 inclusive.
- 11.2 Cap or hat specific to the type of band (per official patterns approved by both Chief Commissioners) complete with the Scouting Ireland official hat badge as indicated below



12. Identifying emblems – Association, National & World

- 12.1 The Scouting Ireland Emblem Badge shall be worn on the:
 - 12.1.1 Left breast of the Beaver Scout sweatshirt
 - 12.1.2 Left breast of the Cub Scout sweatshirt
 - 12.1.3 Left pocket flap of the Scout Shirt
 - 12.1.4 Left pocket flap of the Venture Scout Shirt
 - 12.1.5 Left pocket flap of the Rover Scout Shirt
 - 12.1.6 Left pocket flap of the Adult Scouter / Associate Member Shirt
- 12.2 The Scouting Ireland Emblem shall be worn on the
 - 12.2.1 Right leg of pants referenced in section 3.0 through 8.0 on the front of the cargo flap
 - 12.2.2 Left breast of the Official Outer Garments referenced in section 9.0
 - 12.2.3 Official hat badge Scouting Ireland Band head gear referenced in section 11.0
 - 12.2.4 Rear triangle of neckerchiefs as outlined in Section 18.5, 18.11, 18.12 & 18.13 only
- 12.2 The World Scout Badge shall be worn on the right:
 - 12.3.1 Right breast of the Beaver Scout sweatshirt
 - 12.3.2 Right breast of the Cub Scout sweatshirt
 - 12.3.3 Right pocket flap of the Scout Shirt
 - 12.3.4 Right pocket flap of the Venture Scout Shirt
 - 12.3.5 Right pocket flap of the Rover Scout Shirt
 - 12.3.6 Right pocket flap of the Adult Scouter / Associate Member Shirt

- 12.3 The 'IRELAND' badge may be worn above the right breast pocket (or in that area on Beaver Scout and Cub Scout sweatshirts). Only one variation of the badge may be worn. The 'IRELAND' badge, or variation of, must be worn by all members who travel outside of the island of Ireland and off-shore islands inclusive.
- 12.4 The "ONE Programme Up & Running" badge may be worn above the right breast pocket (or in that area on Beaver Scout and Cub Scout sweatshirts), and above the 'IRELAND' badge if worn.

13. Identifying Emblems/Lettering – Scout Group, Scout County & Scout Province

- 13.1 Scout Group and name badges, bearing distinctive identifying emblems and/or lettering may be worn on the upper left arm. The size of such a badge must not exceed 50mm deep and 50mm wide (or 56mm in diameter if circular). All Scout Group name badges must be approved by the appropriate Provincial Commissioner on the strict recommendation of the County Commissioner, to whom a drawing or specimen of the design must be submitted prior to manufacturing. Such approved designs must be logged with the National Secretary for information and to ensure correct use of the Scouting Ireland emblem if incorporated.
- 13.2 Scout County name badges, bearing distinctive identifying emblems and/or lettering may be worn on the upper left arm. The size of such a badge must not exceed 50mm deep and 50mm wide (or 56mm in diameter if circular). All Scout County name badges must be approved by the appropriate Provincial Commissioner on the strict recommendation of the County Commissioner, to whom a drawing or specimen of the design must be submitted prior to manufacturing. Such approved designs must be logged with the National Secretary for information and to ensure correct use of the Scouting Ireland emblem if incorporated.
- 13.3 Scout Province name badges, bearing distinctive identifying emblems and/or lettering may be worn on the upper left arm. The size of such a badge must not exceed 50mm deep and 50mm wide (or 56mm in diameter if circular). All Scout Province name badges must be approved by both Chief Commissioners on the strict recommendation of the Provincial Commissioner, to whom a drawing or specimen of the design must be submitted prior to manufacturing. Such approved designs must be logged with the National Secretary for information and to ensure correct use of the Scouting Ireland emblem if incorporated.

14. Youth Programme Badges – Youth Members

- 14.1 Approved badges awarded to Youth Members for attaining a stage of the relevant personal progressive scheme may be worn on the lower right arm (above elbow).
- 14.2 Approved nautical badges awarded to Youth Members may be worn on the lower left arm (above elbow).
- 14.3 Special Interest Badges awarded to Youth Members may be worn on the upper right arm (below shoulder).
- 14.4 Adventure Skills badges awarded to Youth Members may be worn on the lower right arm (above elbow).
- 14.5 Programme Section badges may be worn above the left breast pocket (or in that area on Beaver Scout and Cub Scout sweatshirts) by Youth Members. Youth Members may only wear Programme Section badges of the section that they have been a member of in the past and are currently a member of.
- 14.6 The Chief Scout Award badge may be worn on the right breast pocket (or that area for Beaver Scout and Cub Scouts sweatshirts). Only one variation of the Chief Scout Award badge may be worn on the right breast pocket (or that area for Beaver Scout and Cub Scouts sweatshirts) by a Youth Member. A Youth Member may wear the highest Chief Scout Award obtained until they obtain the next level.

- 14.7 The pin badges of the International Award (Gaisce / The Duke of Edinburgh) Scheme may be worn on uniform over the right breast pocket by Scouts, Venture Scouts, Rover Scouts who are in receipt of the award.

15. Youth Programme Badges – Adult Scouters

- 15.1 In general, Youth Programme badges may not to be worn by Adult Scouters; however the following exceptions apply:
- 15.1.1 Adventure Skills badges (levels 6 to 9 only) awarded to Adult Scouters may be worn on the lower right arm (above elbow). Only Adventure Skills badges levels 6 to 9 inclusive may be awarded to and worn by Adult Scouters.
 - 15.1.2 Programme Section badges may be worn above the left breast pocket by Adult Scouters one year post leaving the Youth Programme.
 - 15.1.3 Adult Scouters may only wear the highest Chief Scout Award obtained from either the Scout, Venture Scout or Rover Scout section on the right breast pocket.
 - 15.1.4 The pin badges of the International Award (Gaisce / The Duke of Edinburgh) Scheme may be worn on uniform over the right breast pocket by Adult Scouters who are in receipt of the award.

16. Occasional Badges worn with Uniform

- 16.1 Special badges and emblems may be authorised from time to time by the Chief Commissioner (Youth Programme), the Chief Commissioner (Adult Resources) or the National Management Committee only. Such approved designs must be logged with the National Secretary for information.
- 16.2 Such badges and emblems must be worn above the right breast pocket (or in that area on Beaver Scout and Cub Scout sweatshirts) or as directed by the relevant Chief Commissioner or the National Management Committee.
- 16.3 If authorised for temporary wear in connection with a special gathering, camp, event or anniversary such badges must not be worn after 12 months following the start date of the event.

17. Scouting Ireland Adult Awards / Decorations

- 17.1 Adult Awards should be worn on the awards ribbon badge above the left breast pocket on the shirt.
- 17.2 The Order of Cuchulainn will be worn on a ribbon around the neck. Alternatively the Order of Cu Chulainn 'Pin' may be worn on the Awards Ribbon that is affixed above the left breast pocket on the shirt.
- 17.3 The Adult Scouter Training Award is the Woodbadge Beads and these may be worn around the neck by those in receipt of the award. Adult Scouters & Rover Scouts holding the Woodbadge may also wear the Gilwell neckerchief when they are not with their Scout Groups.
- 17.4 The Woodbadge cloth badge may be worn above the left breast pocket on the shirt.
- 17.5 Adult Scouters who have successfully completed the Training of Trainers syllabus as laid out by the Chief Commissioner (Adult Resources) may upon presentation of same wear the "Woodbadge Trainers" flash on the upper right arm.

18. Other Badges and Decorations

- 18.1 The following decorations may be worn with uniform on the left breast above the Scouting Ireland Emblem:

- 18.1.1 State medals, awards and decorations.
- 18.1.2 Scout and Guide medals, awards and decorations conferred by other Associations

19. Scouting Ireland Neckerchiefs

All Scouting Ireland Neckerchiefs are to be worn with the Scouting Ireland woggle⁷

- 19.1 Neckerchiefs worn by members of a Programme Section & Scout Group as part of the appropriate activity uniform should all be of the same colour(s) and pattern as chosen by the Group Council. All Scout Group neckerchiefs must be approved by the appropriate County Commissioner on the strict recommendation of the Scout Group Council, to whom a drawing or specimen of the design must be submitted prior to manufacturing. Such approved designs must be logged with the National Secretary for information.
- 19.2 Only badges approved as per 13.1 can be worn on the rear triangle of a Scout Group neckerchief (or same design embroidered directly on) subject to the approval of the appropriate County Commissioner on the strict recommendation of the Scout Group Council.
- 19.3 Scout Groups in the same Scout County should wear neckerchiefs of different colours where possible.
- 19.4 The Gilwell neckerchief may be worn by Adult Scouters / Rover Scouts only when they are not with their Scout Groups, if they are in receipt of the Woodbadge Award.
- 19.5 County Commissioners shall wear a red neckerchief with the Association Emblem and the text "Scouting Ireland" in a circular arc above the Emblem in white shall be embroidered thereon the rear triangle following appointment to the position by the Chief Commissioner (Adult Resources).
- 19.6 Deputy County Commissioners, County Officers, County Spiritual / Religious Advisors / Chaplains, County Programme Coordinators (& Assistant County Programme Coordinators), County Training Coordinators and County Youth Representatives shall wear a red neckerchief with a double blue boarder as illustrated with the Association Emblem embroidered thereon the rear triangle having being elected / appointed by the Scout County Board / Scout Youth Fourm as applicable and in accordance with the Rules



- 19.7 The text identifying the Scout County ([name] Scout County) shall be embroidered in a circular arc above the Scouting Ireland Emblem in white.
- 19.8 Members of a Provincial Management / Support Team shall wear a purple neckerchief with a red border with the identifying emblem of the Scout Province as per 13.3 embroidered thereon the rear triangle.

⁷ Or other Scouting Ireland woggle authorised by the National Youth Programme Committee / National Adult Resources Committee

19.9 National Training Team members delivering training shall wear the Gilwell neckerchief.

19.10 The Scouting Ireland International neckerchief shall be a green neckerchief with a black and white Celtic twist inner border with a white outer boarder. The Association Emblem shall be embroidered thereon the rear triangle.

This neckerchief is to be worn by those representing Scouting Ireland at International conferences, seminars and events and as directed by the International Commissioner. This neckerchief is to be worn with Scouting Ireland woggle⁸ or the Woodbadge woggle.

This neckerchief can be worn by Scout Groups / Programme Sections who have been approved to undertake a Youth Programme Abroad activity in accordance with SID 71/10 & SID 71/11, whilst on that activity outside the island of Ireland. The wearing of the neckerchief is to be limited to the duration of said approved activity.

In the case of Scouting Ireland Contingents participating in WOSM European Region or World Events, this neckerchief shall be worn by the contingent members. The text identifying the contingent (name, the location and year) shall be embroidered in a circular arc above the Scouting Ireland Emblem in gold or white.



19.11 The Scouting Ireland Professional Staff shall wear a turquoise/cyan neckerchief with the Association Emblem embroidered thereon the rear triangle.

19.12 Scouting Ireland National Support Teams shall wear a turquoise/cyan neckerchief with a tape border distinguishing that team. The Association Emblem shall be embroidered thereon the rear triangle. National Support Teams for the purposes of *this* policy are considered to be:

- 19.12.1 National Adult Resource Committee
- 19.12.2 National Youth Programme Committee
- 19.12.3 National Spiritual / Religious Advisory Committee
- 19.12.4 International Team
- 19.12.5 Communications Team

⁸ Or other Scouting Ireland woggle issued by the National Youth Programme Committee / National Adult Resources Committee



19.13 Members of National Teams / holders of National Appointments may wear a distinguishing neckerchief as approved by the National Officer responsible for that team / appointment holder. Such approved designs must be logged with the National Secretary for information.

19.14 Members of the National Management Committee shall wear a purple neckerchief with the Association Emblem embroidered thereon the rear triangle.

19.15 The Chief Scout shall wear a purple neckerchief with the Association Emblem embroidered throughout.

20. Scouting Ireland Belts



Leather Belt Pattern 'A'



Leather Belt Pattern 'B'