



Create the dynamic



Scouting Ireland

Introduction:

Setting up a Rover Scout Crew under ONE Programme

Rover Scouts is the final age section in Scouting Ireland's **ONE Programme**, and it has a vital role to play in the development of the young adults in our association.

This booklet has been produced to assist Scout Groups in establishing new Rover Scout Crews. Irrespective of whether a Scout Group is introducing the Rover Scout age range for the first time or they are switching from an older Venture Scout programme to ONE Programme, this booklet will explain what is involved. It also sets out definitively the structure and workings of Rover Scout Crews, and should be used in conjunction with the *Rover Scouts Handbook*.

The booklet is divided into a number of sections as follows:

- **Section 1: Procedure for setting up a new Rover Scout Crew.**
- **Section 2: Rover Scout Crew Structure.**
- **Section 3: ONE Programme in the Rover Scout Crew.**
- **Section 4: Rover Scouting at Scout County level.**
- **Section 5: Benefits of starting a Rover Scout Crew.**
- **Section 6: Glossary of terms.**

It is important to note that Scouting for the Rover Scout age range has existed in Ireland since the mid seventies through the Venture Scout programme. However the structure of Venture Scouting and Rover Scouting in ONE Programme is quite different to that of previous Venture Scout Programmes, and this booklet sets out the definitive position with regard to Rover Scouting going forward.





Section I: Procedure for setting up a new Rover Scout Crew

A new Rover Scout Crew can be set up irrespective of whether or not the Scout Group has completed their ONE Programme Transition Training. The following procedure should be followed in all cases.

1. Initial contact with Programme Unit in National Office.

The Scout Group Leader contacts the **Programme Unit** in National Office (+353 1 495 6300 / oneprogramme@scouts.ie) to express their interest in setting up a Rover Scout Crew. A Programme Scouter (Rover Scout Advisor) is identified and contact details provided. A date is agreed for a visit by a member of the Programme Unit and a GSF

(Group Support Facilitator) to meet with the Rover Crew (in all instances this must be the Youth Members and the Programme Scouter (Rover Scout Advisor)).

2. 'Setting up a Rover Scout Crew' booklet forwarded to Rover Scout Crew.

The Programme Unit forward a copy of the 'Setting up a Rover Scout Crew' booklet to the Rover Scout Advisor identified by the Group Leader.

3. Programme Unit and GSF meet with Rover Crew.

On the agreed date, a member of the Programme Unit and the GSF meet with the Rover Crew. At this meeting the contents of the 'Setting up a Rover Scout Crew' booklet are discussed and the structure and content of the programme as contained in the Rover Scouts Handbook and website resources (my.scouts.ie) are explained to the Rover Scouts and Rover Scout Advisor. The Crew members have the opportunity to ask any questions they might have. A date is agreed for ONE Programme training to be carried out.

4. Briefing takes place for the Crew Rover Scout Advisor.

Following on from the meeting with the Rover Scout Crew, the Crew Rover Scout Advisor has a separate session with the member of the Programme Unit and the GSF to explain fully the role of the Advisor.

5. ONE Programme training takes place for Rover Scout Crew.

A ONE Programme training session takes place on the date agreed. This session is delivered by the transition training team. All members of the Crew should attend this training session. The 'Welcome to Rovers' pack is presented to each Rover Scout at this training session.

6. Rover Crew ready for action.

After the successful completion of the ONE Programme training session ...the Crew are advised to consult the Rover Handbook and website resources for further information and guidance. The Crew may then commence operating the Rover Scout Programme.

When a new Rover Scout Crew is established they should complete SIF 17/07 (Approval for a New Programme Section).

It should be noted that where a Scout Group is currently operating a Venture Scout Unit under an older programme, the age profile of its members will mean that some of them will be **Venture Scout** age and some of them will be Rover Scout age as defined by ONE Programme. For details of the Venture Scout programme, please see the booklet 'Setting up a Venture Scout Unit'.



Section 2: Rover Scout Crew Structure

Rover Scout Age Ranges

Rover Scouting is for members aged 18 to 25 inclusive, but the Rover Scout Programme is designed to be a three year programme only (18 to 20 inclusive). This has come about due to a motion from National Council 2011 which changed the Rover Scout age range. Rover Scouts aged 21 to 25 inclusive should assist on projects and take part in activities in such a way that allows the younger Rover Scouts to complete the Rover Challenge. Programme content for the 21 to 25 age bracket is currently being developed.

It is important to point out that Venture Scouts do not transfer to Rover Scouts on the date of their 18th birthday. As with transfers between all other sections, it is recommended that there should only be one movement of Venture Scouts to Rover Scouts per year. This means starting a link process around April/May, with the Venture Scouts becoming members of the Rover Scout Crew at the beginning of September.

Rover Scout Crew Size

Because of the networking structure of Rover Scouts, there is no minimum size for a Rover Scout Crew within a Scout Group. However, it is recommended that where there are less than 6 Rover Scouts, the Scout Group should look to form a combined Crew with another Scout Group. See Section 4 for more details. There is no maximum size for a Crew.

Each Rover Crew should have at least one Rover Scout Advisor. There is no requirement to have male and female advisors where there are male and female Rover Scouts.

Rover Scouts and Registration

Unlike the members of the other Programme Sections, Rover Scouts must register as Rover Scouts by completing SIF 001. They must also complete the Garda Vetting form and complete Child Protection Training (Stage 2 of the Woodbadge Training Scheme). Rover Scouts must also pay the 18 and Over Registration Fee as outlined in SID60/10 (Policy on Annual Registration Fee & Rebates/Grants to Scout Groups/Counties).



Running the Rover Scout Crew

From the outset it must be stated that the Crew should work as a collective. By their nature Rover Scout Crews will tend to be small in size, and all members should be involved in both the running of the Crew and the decision making process. Having a rigid hierarchical structure goes against the sense of shared involvement that should be the norm in a Crew. That being said, some organisation is required, and with that in mind the Crew should elect a Crew Leader and Crew Administrator at the beginning of each year.

The Crew Leader will coordinate the running of the Crew. He or she will represent the Crew at Group and Scout County meetings and should work closely with the Crew's Project Leaders (more on this in section 3) to see that the Crews' plan for any given programme cycle happens as planned.

The Crew Leader is assisted by a Crew Administrator. He or she is responsible for looking after the Crews' records, which will include simple accounts, personnel records and so on.

It is suggested that both the Crew Leader and Crew Administrator should have at least a year's experience of Rover Scouting before being elected to their positions (this obviously may not be possible in a new Rover Scout Crew). It is also suggested that they should only hold their positions for a year and should ideally not be re-elected for a second term.

Other members of the Crew may take on specific jobs. For example the Crew may wish to have a recognised quartermaster or PRO. As Crews will vary greatly both in terms of their make-up and programme, it is up to each Crew to determine which roles they wish to create. Assuming again that numbers will tend to be small in a typical Crew, it is a good idea for each member to take on some specific responsibility within the Crew.

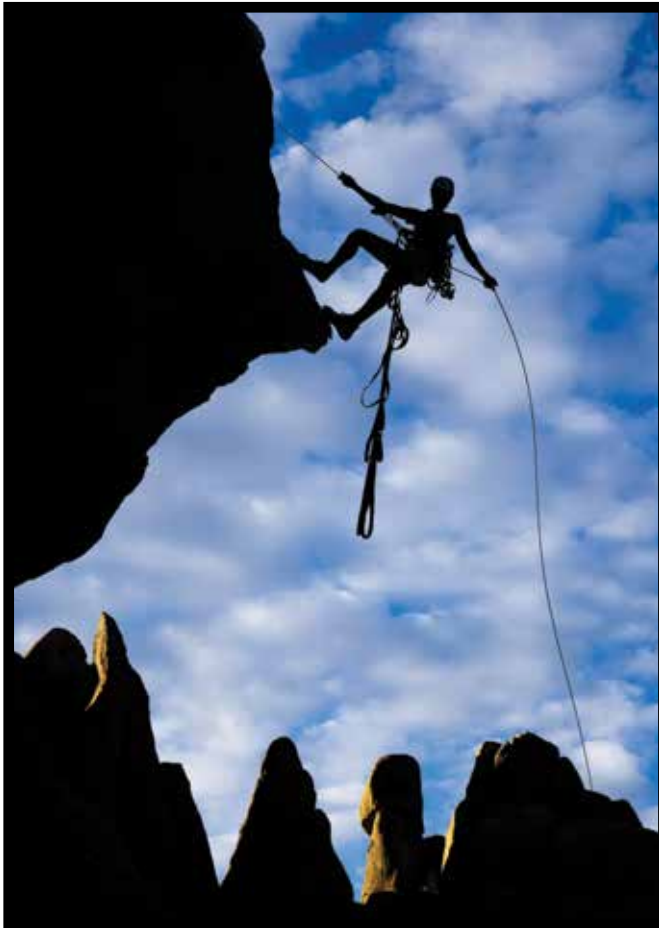
Rover Scout Project Team

The Small Group System used in Rover Scouts is the Project Team. Much of the Crews programme will be based around a number of projects that the Crew plans to take on over the course of the year. The Crew will have various teams working on these projects and depending on the make-up of the Crew, a member may be part of more than one Project Team at a time.

Each Project Team will have a Project Leader who will be responsible for coordinating the project. He or she will also work with the Crew Leader and other Project Leaders to ensure the Crews programme happens as planned.

Both the number and size of Project Teams in a Crew will vary greatly. The size of the Crew, the interests of the Crew members and the level of programme that the Crew are taking on will determine how many Project Teams are in place at any one time, as well as how many members of the Crew are involved in each team.





Programme Scouter: Rover Scout Advisor

As was mentioned earlier, Rover Scout Crews are encouraged to act as a collective and organise their own programme. Within this collective they appoint their own Crew Leader. However, Rover Crews should not be left without support, and so a Crew Rover Scout Advisor (who is at least 26 years of age) should be appointed by the Scout Group.

The role of the Rover Scout Advisor is quite different to that of Scouters in the other age sections. They will not be 'ever present' at Crew activities, nor will they have a say in the programme that the Crew undertakes. Instead they act as a mentor to the Crew.

The role of the Rover Scout Advisor is as follows:

- To assist the Crew in understanding the Rover Scout Programme.
- To be available to offer advice as required.
- To offer encouragement where required to the Crew to carry out their programme as planned.
- To ensure that the Crew observe the guidelines and policies of Scouting Ireland while they are carrying out their programme.
- To assist Rover Scouts with the review of the Learning Objectives to be carried out for each stage of the Rover Challenge.



While the Advisor may not be present at all meetings and activities of the Crew, he or she should be involved in major planning and review meetings of the Crew. In addition to this the Crew Leader should keep the Advisor updated on the Crews' activities.

It should be noted that the level of involvement of the Advisor will vary depending on the level of experience of the Rover Scouts themselves. A well organised and motivated Crew with an experienced Crew Leader will need little input from the Advisor. On the other hand a new Crew with little experience of Rover Scouting will require more mentoring and so the Rover Scout Advisor may need to take a more hands on approach for a period of time. It must be stressed however that the Advisor should not make decisions or carry out any of the work required to make the programme happen. His or her aim should be to guide the Rover Scouts so that they plan and deliver their own programme.

Meetings and Activities

Given the fact that Rover Scouts will typically have a lot to fit into their lives (be that work, college, part time work, other past times, etc), the Rover Scout Programme has been designed to be as flexible as possible. Each Rover Scout Crew will decide on a programme that suits the individual circumstances of its members, as well as how and when they will meet to carry out projects and other activities.



There is certainly no 'one size fits all' approach to take. Some Crews may well be in a position to meet every week. Others may only be able to meet up once a month. However, there are a number of considerations which Crews should bear in mind when deciding on the structure for meetings and activities.

Regular meetings - Having a regular meeting night is a good idea, whether this is once a week or once every two weeks. It is very easy for Crews to lose focus if they do not meet on a regular basis.

Project meetings - Once a month the Crew should meet with the purpose of furthering the projects they are working on. This may involve planning, developing skills or making final preparations, depending on the stage of the project. It is also where reviews of completed projects should take place. These meetings will also be a chance for the Crew Leader and Project Leaders to have a chat and to update each other on the progress of the projects. Ideally these meetings should take place in the Group's Scout Den (if the Group has one) or similar meeting place.

Other meetings - While the Crews programme will be based very much around the projects it sets out to achieve in any given year, they will also get involved in other programme based around the SPICES and ASSES. With this in mind the other meetings undertaken by the Crew should be based around the SPICES and ASSES. These can take place in the Group's Scout Den or just as easily they can take place in a location that suits the programme being undertaken.



Other activities - While the focus of the Crews' programme should be its' main projects, an active Crew may well wish to take on other activities. The frequency of these will depend totally on the availability of the Crew members. Some will want to be active every weekend while others might only want to be active once a month. The important thing is to plan activities to suit the members of the Crew.

Ideally Crews will be in a position to meet on a regular basis and engage in both activities and projects as outlined above. Where this proves difficult however, the Crew should concentrate on the project element of the programme. This means that the Crew will not hold regular meetings and activities, but instead will hold meetings and activities as required to carry out its' projects during the year.



The Explorer Project

In the other Programme Sections the highlight of the year is the Annual Pack Holiday, Camp or Expedition. Rover Scouting however takes a slightly different approach. As has been mentioned, the Rover Scout Programme is based around carrying out a number of projects. One of these projects (referred to as the Explorer Project) will be the main project for the year, and it is this project that should be seen as the highlight for the Crew. More details on this are outlined in section 4. Unlike the other projects which may involve smaller Project Teams, this one should involve all the Crew members. While this project would ideally take place in the summer months, it can take place at any time of the year to suit the needs of the Crew.

The project should take place abroad and it should be approximately 14 days in duration. But as with other elements of the Rover Scout programme each Crew will have to determine what works for them. The project should be in line with the Youth Programme Abroad Policy and associated guidelines and procedures. Where possible, camping is preferred over indoor accommodation.

The decision about the format of the project, as well as when and where it will take place, should be made by the Crew as a whole. Once that decision has been made a special Project Team should be formed for the purposes of planning and organising the project.



Involvement with the Beaver Scouts / Cub Scouts / Scouts / Venture Scouts

In their final year in the Venture Scout Unit, Venture Scouts undertake a 'taster' programme by attending two Beaver Scout, Cub Scout and Scout meetings with a view to gaining leadership experience. Given their age, Rover Scouts may choose to become Scouters while undertaking the Rover Scout programme. While this is a decision which each Rover Scout can make for himself or herself, it is recommended that Rover Scouts do not make a 'full time' commitment to another Programme Section, especially during their first two years in the Crew if they wish to engage with the Rover Scout Programme.

The following is a recommended approach which Rover Scouts might follow if they do wish to become Scouters ...

- During their first year, Rover Scouts should only make a specific limited time commitment to another Programme Section. In relation to weekly section meetings this should be for no more than two section meetings a month. In relation to activities, Rover Scout projects and actions should take precedence. Additionally, Rover Scouts in their first year should not work in the Venture Scout Unit.
- During their second year, Rover Scouts should again only make a specific limited time commitment to another Programme Section. As for their first year, in relation to weekly section meetings this should be for no more than two section meetings a month. In relation to activities, Rover Scout projects and activities should take precedence.
- During their third year, Rover Scouts should manage their involvement with another Programme Section in such a way as to allow them to participate fully in the Crew programme.
- During subsequent years, Rover Scouts can be fully involved with another Programme Section.





Networking

While Rover Scouts will primarily work within their own Crew, they should also be encouraged to network with Rover Scouts from other Crews where this is of benefit in carrying out Special Interest Badges or Adventure Skills Badges.

Crews may also network with other Crews where they want to take on bigger and more challenging projects. This may be necessary for the sheer scale of numbers required or because the Crew does not have all the skills necessary to carry out a given project. Where Crews do network to carry on projects the same guidelines should be followed in terms of establishing Project Teams and selecting Project Team Leaders.



Section 3: ONE Programme in the Rover Scout Crew



The Scouting Environment

The Scouting environment is the outdoors. This is our number one learning space and the place where the game of Scouting is played. The ideal suggested mix in this regard is 70% outdoors and 30% indoors – giving our Irish climate. Camping, in particular, has a special place as it is here that teams interact in a social and skills based environment in close contact with nature. Challenge and adventure are also present in an outdoor setting.

Other essential elements encapsulated in the Scout Principles and Law are the spirit of and development of the Duty to Others aspect of our programme – the ideal of the daily good deed and service to our communities. Scouting exists in communities and it is vitally important that Scouting interacts with their local community. Service to others is a tangible element of our programme dealing with this commitment.

The Sectional identity and spirit work to create a sense of belonging and friendship open to all. The team system is the method used to establish and maintain this aspect.

Creating a value system based on living the values expressed in the Scout Law and Promise. This value system becomes the method by which a Scout lives and works with other people within the team system and their attitude to Scouting.

Educational objectives

Educational objectives are a series of statements that state the personal growth that we expect to observe in young people who interact with the Scout programme. There are 36 statements and they are grouped under each of the 'SPICES' – social, physical,

intellectual, character, emotional, spiritual. We use an underlining principle, which is, that we expect all young people who interact with Scouting to take 'one step forward' in everything that they do. A young person should never be at a disadvantage for being a Scout. The educational objectives therefore are a reference to determine the progress of a Scout along their personal journey to adulthood. Within the ONE Programme they are used in the 'review process' to determine progress and understanding.

Within the creation of the programme of the Section they are also identified and built into the content and objectives of activities that form the steps to an adventure within the programme cycle.

The Scout Method

The Scout Method is a system based on the concept of self-education and it is also progressive. The Scout Method was designed by the Founder, Robert Baden-Powell and forms the basis of how we achieve our Aim. The elements of the Scout Method have unique features but are intertwined together to create the Scouting Experience and way that we deliver Scouting.



Young People & Adults working together

Voluntary membership of a group which, guided by adults, is increasingly self-governing in its successive age groups.

Promise & Law

Commitment to a code of living as expressed in the Promise and Law, the meaning of which is expanded as the member grows towards maturity.

Nature and Outdoors

Outdoor activities, adventures and exploration of nature refers to the immense possibilities that the natural world offers for the development of the young person.

Learning by doing

Having hands-on and interactive activities allowing young people to take ownership of their activities.

Small Group System

The small group system is the basic organisational structure in Scouting. Young people experience adventure and challenge in a small team, usually 6-8 people

Personal Progression

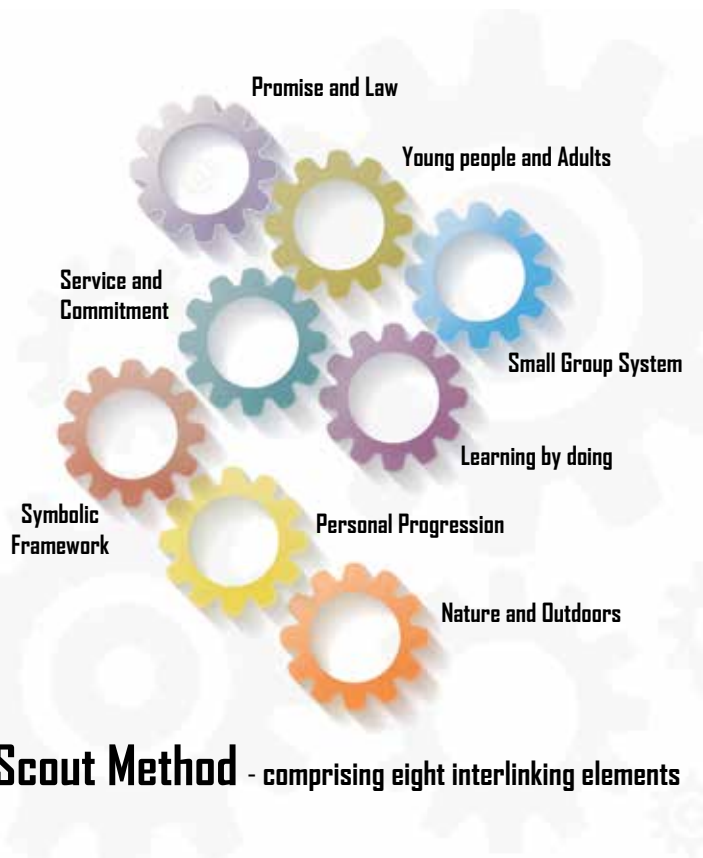
An award scheme, which encourages participation in its full range of activities and provides recognition and group achievements.

Symbolic Framework

The use of words, names, stories, props, etc. on a specific theme which stimulate the imagination and provide a purpose for activities.

Service and commitment

The fostering of the individual good turn(s) and helping each other out; a commitment to Scouting's principles, and a commitment to fellow Scouts and the Scout Group.



The Scout Method - comprising eight interlinking elements

The Building Blocks

ONE Programme provides the basic building blocks for the Crew's programme, which are the Personal Journey Challenge (The Rover Challenge), the Special Interest Badges, the Adventure Skills and the ONE Programme Chief Scout Award.

By their very nature Rover Scout Crews need a fluid programme, and a highly structured programme won't suit many.* So what is needed is a little more flexibility that will allow Crews to find their own way of operating - and this is where the Rover Challenge comes in.

*This is not to say that a Crew cannot adopt a structured approach to the programme if this suits the Crew members!

The Rover Challenge and the ASSES

The Rover Challenge is the personal journey challenge for Rover Scouts. It is based around taking on five projects as a Project Member (Stage 1, Participation) or as a Project Leader (Stage 2, Leadership).

The projects are based around the five key areas of Adventure, Social, Skill Building, Environment and Service (the ASSES). These will form the main element of the Crew's programme over the course of the year, with one project being based on each of the ASSES.

Using projects to design their programme allows Crews to suit their own circumstances. The Crew decides what it is they are

going to do, when it will do it and where it will happen. In this way the Crew decides how active or how involved the programme will be.

So how does it work? At the start of the year the Crew should have a look at what projects they would like to carry out, identifying one project for each of the ASSES, as well as one other (more on this sixth project later). This might include the following:

- | | |
|----------------|---|
| Adventure | Complete a rafting expedition on the river Shannon. |
| Social | Travel to Wales for a 'Going Native' weekend. |
| Skill Building | Participate in a first aid course over a number of weeks. |
| Environmental | Undertake a 'Leave no Trace' survival weekend in Wicklow. |
| Service | Renovate a local playground. |

A decision then needs to be made about when these projects are to be carried out and the preparation needed for each one should be identified. So for example, a Crew might decide to raft the Shannon on the Easter Bank Holiday weekend, and may set aside some time to plan out the route, try out raft designs and figure out how to transport equipment on the raft.



But what happens if some members of the Crew have a different idea in mind? Let's say four members of a Crew wish to raft the Shannon, while another three want to complete the Four Peaks Challenge on the same weekend. The answer is to simply break the Crew into smaller Project Teams to carry out both projects.



The Explorer Project

As mentioned earlier, The Explorer Project should be the highlight of the Crews' year and should involve all the members of the Crew. The model for the Explorer Project is the Explorer Belt. The Explorer Belt is the ultimate National Event for Rover Scouts, which combines elements of all five of the ASSES.

Adventure	Walk 200 km through a foreign country on a limited budget.
Social	Get to know the culture of the country.
Skill Building	Learn some of the language and traditional crafts of the country.
Environmental	Carry out an environmental project to make your participation carbon neutral.
Service	Carry out a service project which will benefit a local community.

This can take one of two formats. It can mirror the format and structure of the Explorer Belt or alternatively it can contain the elements of the Belt organised in a different manner.

Some Rover Scouts in the Crew may well want to undertake the Explorer Belt itself (this is certainly to be encouraged) and this may result in these members being unavailable to take part in the Crews' own Explorer Project.



Community at Home and Abroad

Make a real difference by working on a service related project in your community. The entire crew, at the beginning of the year, decide to take action within their community. Many actions are possible from a spring clean or freshen up to people needing some assistance and help.

The crew should put a project team in place to create a detailed plan of what they want to do and then go to their local authority and get permission to go ahead with the project. Projects may vary from cleaning up the local park to designing and building a Sensory Garden.

There are no limits to what your project can be but each project should involve the following steps. These steps also apply to an international project. Firstly the crew needs to set down and create a detailed plan out what their project is going to be, The project team then need to research the country you are intending to visit and make contact with the relevant persons in that country. Our own International team who will guide you in the right direction.

Every project should include the following:

- Community Survey - finding a relevant project
- A clear defined goals and selection of an action
- Team work, and everyone involved
 - Review by team and by recipients of your action.
 - Report your action on social media

There are a number of international initiatives, also worthy of consideration, based around service to community locally, nationally and internationally.

Messengers of Peace - scout.org

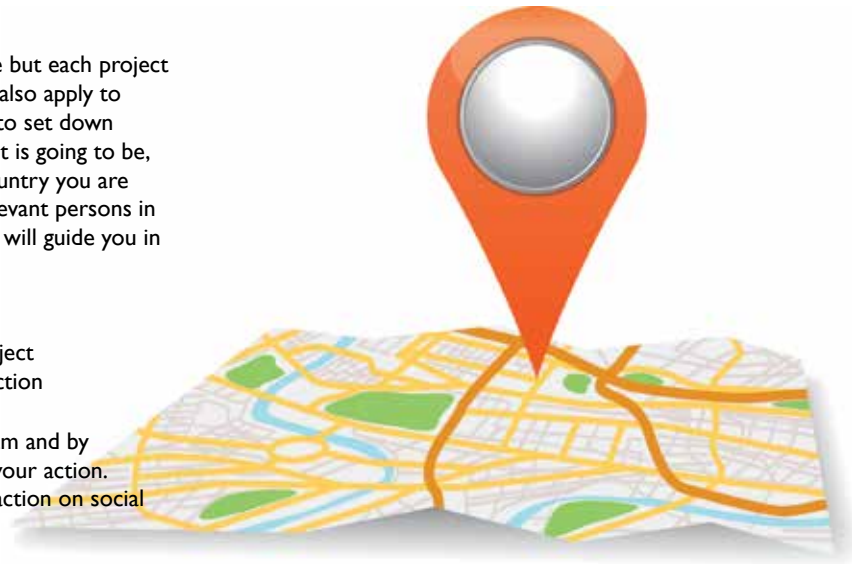
Scouts of the World - scout.org

World Environment Badge - scout.org

Campsite Service Staff - Kandersteg - scout.org

Campsite Service Staff - various international sites - contact

International Department for current list of opportunities



Sea Scouting

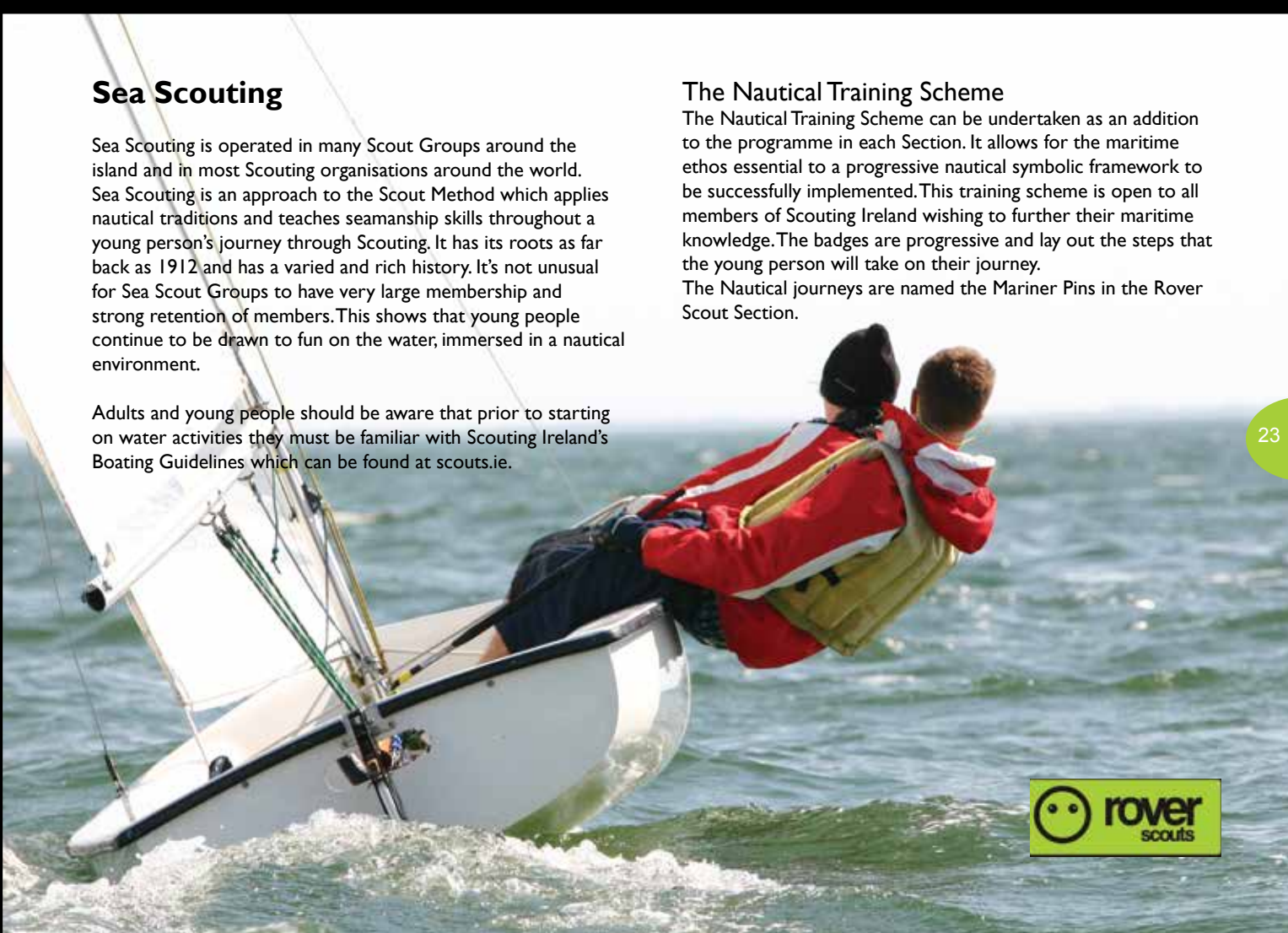
Sea Scouting is operated in many Scout Groups around the island and in most Scouting organisations around the world. Sea Scouting is an approach to the Scout Method which applies nautical traditions and teaches seamanship skills throughout a young person's journey through Scouting. It has its roots as far back as 1912 and has a varied and rich history. It's not unusual for Sea Scout Groups to have very large membership and strong retention of members. This shows that young people continue to be drawn to fun on the water, immersed in a nautical environment.

Adults and young people should be aware that prior to starting on water activities they must be familiar with Scouting Ireland's Boating Guidelines which can be found at scouts.ie.

The Nautical Training Scheme

The Nautical Training Scheme can be undertaken as an addition to the programme in each Section. It allows for the maritime ethos essential to a progressive nautical symbolic framework to be successfully implemented. This training scheme is open to all members of Scouting Ireland wishing to further their maritime knowledge. The badges are progressive and lay out the steps that the young person will take on their journey.

The Nautical journeys are named the Mariner Pins in the Rover Scout Section.





The Nautical Training Scheme provides insight and achievement in the following areas of nautical development;

- Water safety
- Water activities
- Navigation
- Communications
- Nautical history, traditions, community
- Boat maintenance, repairs, etc.
- Weather and Tides

The Nautical Training Scheme has a number of achievement badges, two in the Rover Scout Section, each building on the previous badges in the scheme without excluding the possibility of a youth member joining the badge scheme in a later Section.

The progress badges in the Rover Scout Sections incorporate a project based methodology that will introduce Scouts to the essential life skill of committing to and following through on projects, with a wide scope to include areas such as expedition planning and obtaining recognised qualifications. Each badge progressively draws the young person further into the marine world.

Nautical Training Scheme – Rover Scout Section

The Nautical Training Scheme for Rover Scouts is called the Mariner Awards and can follow on from Venture Scout Navigator Badges. However someone who was not in Venture Scouts or did not follow the Nautical Training Scheme will still be able to take it on. There is a very close link between the Nautical Training Scheme and the Rover Scout Personal Progressive Scheme (the Rover Scout Challenge).

There are two stages in the Mariner Awards. The first requires the Rover Scout to participate in an expedition afloat, in a number of events, undertake an environmental project and begin working towards a qualification. The second requires the Rover Scout to take a leadership role in expeditions, to be pro-active in tackling a problem identified in the project, to participate in a number of events and to complete the qualification started in the first stage.

Progression in the badge also guides the Rover Scout to take part in the annual Master Mariner training and competition to further develop maritime skills.

Getting out on the water through expeditions and skills development and training is a must and Rovers can use commercial centres, Killaloe Water Activities Centre and Lough Dan for resources in this area. There are Sea Scout Groups who have been awarded the ICU (Irish Canoe Union) and ISA (Irish Sailing Association) Instructor Certification and these Groups can offer training courses to the Rover Scouts at a fraction of the commercial rates. Sail Training Ireland, Ocean Youth Trust Ireland and the Inland Waterways Association of Ireland offer various opportunities for young people in this age group. See the Sea Scouting Facebook page or seascouts.ie for further details.



The ONE Programme Chief Scout Award (incorporating Gaisce & Duke of Edinburgh)

The other area of focus for the programme is the ONE Programme Chief Scout Award. This is based on attaining a number of Special Interest Badges and Adventure Skills badges, as well as completing an expedition and intercultural activity.

Unlike the projects which are carried out for the Rover Challenge, much of the Chief Scout Award is designed to be completed individually by Rover Scouts. However, that is not to say that Rover Scouts cannot link up and work together where this makes sense to do so. So for example, in carrying out the Community Special Interest Badge, two or more Rovers may work together with a local charity. Likewise it is very probable that Rover Scouts will work together on both the expedition and intercultural activity.

Full details of what is required in terms of the duration and quality of work is to be found in the Chief Scouts Award Handbook in the ONE Programme (Foundational Support Resources) section of my.scouts.ie.



Putting it all together

So how does this all fit together? The first thing the Crew needs to decide is how active they are going to be. If the Crew members are happy to hold regular meetings and regular activities then they will be able to take on a programme of activities based on the ASSES, SPICES and Chief Scout Award as well as the five projects for the Rover Challenge and the Explorer Project. If the Crew members cannot commit so much time then a decision might be made to



concentrate only on the 5 projects for the Rover Challenge, the Explorer Project and the Chief Scout's Award. Crews should be realistic, but should also be ambitious.

At the beginning of the year a planning meeting should be held. This should involve the entire Crew. At this meeting the general plan for the year ahead should be set out. This will include identifying the main projects that the Crew will undertake as well as other major activities. Each Rover Scout should also identify their role in the projects. Those on the Participation stage of the Rover Challenge and those on the Leadership stage will have different roles in their Project Teams.



Each Rover Scout should also consider what they will need to do to work towards the Chief Scout Award, identifying which Special Interest Badges and which Adventure Skills Stage Badges they wish to undertake.

Further meetings of the entire Crew should take place at regular intervals during the year (say once a month or so) to keep everyone up to date with what is happening in the Crew, and to review completed projects.



A review meeting for the entire Crew should take place at the end of the year. At this meeting it can be decided which projects and activities worked, which didn't and what lessons can be learned for the future.

A word on Reviewing

While a review of the year should take place at year end, there should also be reviews after each project and activity. Reviewing each project and activity will allow lessons to be learned and on the basis of such lessons, improvements can be made to projects and activities going forward.



Assessing and Awarding the Rover Challenge

For Rover Scouts who are working towards the Participation Stage of the Rover Challenge, the Project Leaders will decide that an individual's contribution to the project undertaken is satisfactory. For Rover Scouts who are working toward the Leadership stage of the Rover Challenge (and who by definition will be Project Leaders), the Crew Leader will decide if they have successfully lead the project. This should be done as the projects are reviewed during the year.

For a stage to be awarded, each individual Rover Scout must also review the Learning Objectives to see what learning took place while completing the projects. Here the Rover Scout Advisor has a key role to play, and he or she should sit down with each Rover Scout individually to discuss this.

How the stage badges/pins are awarded is up to each Crew, but ideally this should be done on a Crew activity with all members present.



Social



Physical



Intellectual



Character



Emotional



Spiritual

Section 4: Rover Scouting at Scout County level

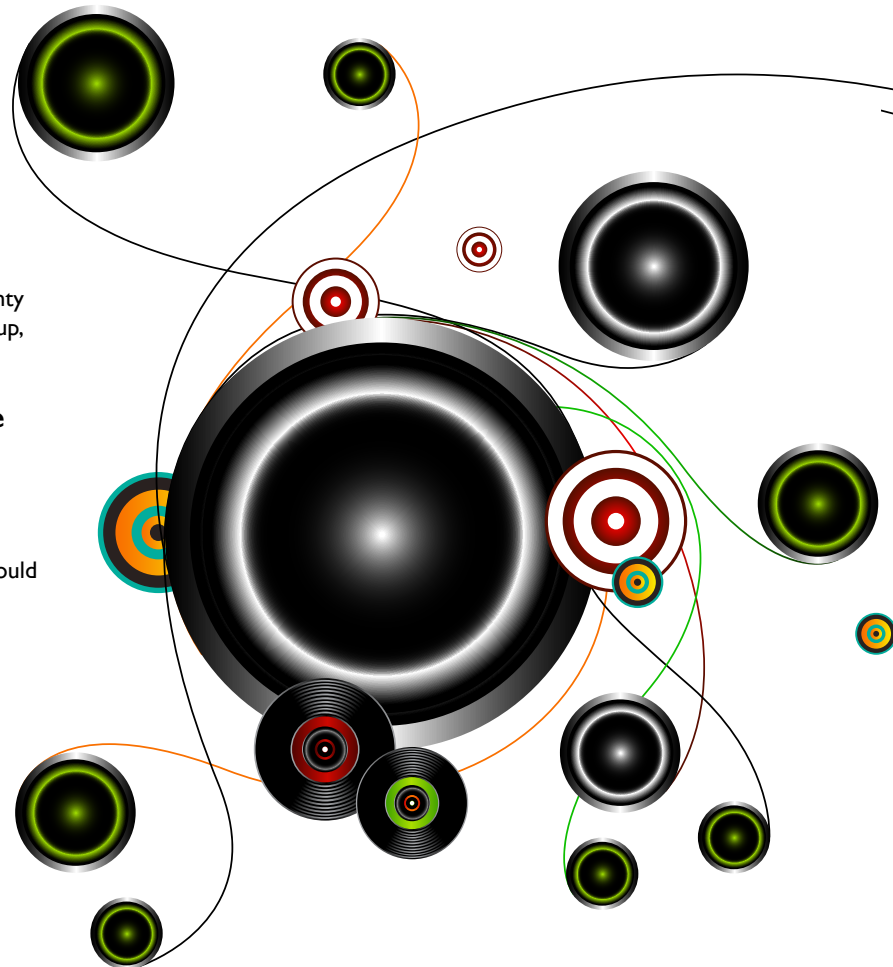
Rover Scouting at Scout County Level

Within each Scout County there should be a support system for Rover Scout Crews. This will include an Assistant County Programme Coordinator (Rover Scouts) and a series of County based events where your Crews will get the chance to meet up, take part in activities and share ideas

Scout County Assistant County Programme Coordinator (Rover Scouts)

Just as with other Programme Sections there should be an Assistant County Programme Coordinator (ACPC) with responsibility for Rover Scouts. This ACPC (Rover Scouts) should carry out a number of functions as follows:

- Coordinate the Scout County Rover Scout Team which is made up of the Crew Leaders from each Crew in the Scout County.
- Establish a Scout County Youth Forum for Rover Scouts.
- Establish a Scout County Rover Moot.
- Promote joint activities and projects among Crews in the Scout County.
- Promote the full implementation of the Rover Scout Programme as developed by Scouting Ireland in all Rover Scout Crews in the Scout County.





- Assess the standard of Rover Scout Programme delivered by Rover Scout Crews in the Scout County.

County Programme

There should be two County events each year, the Scout County Youth Forum for Rover Scouts and the Scout County Rover Moot. In addition to these events it is suggested that Scout Counties would promote cooperation on activities and projects among the Crews, as well as participation in National Rover Scout Events. Further Scout County events should not be necessary. Where Crews look for further Scout County events, the ACPC (Rover Scouts) should look to bring Crews together to organise joint activities and projects.

The Scout County Youth Forum for Rover Scouts

The Scout County Youth Forum for Rover Scouts is a platform for Rover Scouts to meet, exchange ideas, express their views and formulate recommendations. Each Scout County must hold such a forum in line with the suggested methods endorsed by the National Management Committee and WOSM.

The forum should take place at least once a year (the earlier in the Scout year the better), and all Rover Scouts in the Scout County

are entitled to attend. The forum will select 4 representatives who will be invited to attend one meeting of the Scout County Board. The representatives also have the right to attend all meetings of the Scout County Board throughout the year, if they so wish.

These representatives will also represent the Scout County at the Provincial Youth Forum for Rover Scouts.

The Scout County Rover Moot

The Scout County Rover Moot should be an activity based event, which can involve social activities, skills training, workshops, etc. The programme for the Moot should be determined at the Scout County Youth Forum for Rover Scouts and the date for the Moot should also be set at the Forum.

Assisting Scout Groups to establish Rover Scout Crews

While the ideal scenario is that each Scout Group would have its own Rover Scout Crew, this may not always be practical due to the numbers of potential Rover Scouts or the availability of a Rover Advisor in the Scout Group. In such circumstances the Scout County should look to establish **Combined Rover Scout Crews** between Scout Groups. The role of the Scout County is as follows:



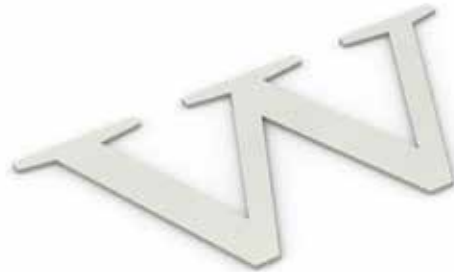
- To identify and bring together Scout Groups from the same geographic area who have a number of potential Rover Scouts.
- To identify who will be the Rover Advisor.
- To contact the Programme Unit in National Office on behalf of the Groups and initiate the set up procedure as outlined earlier in Section 1.

A combined Rover Scout Crew is more likely to work if there are a small number of Scout Groups involved (ideally two) and those Groups are located close together geographically. It must be noted that the Rover Scouts must be linked and registered with a Scout Group as a Programme Section cannot exist in a Scout County – this is merely a method of bringing Rover Scouts together to network. Members of a Combined Rover Scout Crew are always the responsibility of the Group Leader in that Scout Group.

Where it is not practical to establish Combined Rover Scout Crews, but there are a number of Scout Groups who have a small number of Rover Scouts each, a second option is for the County to bring such Rover Scouts together and to assist them in implementing the Rover Scout Programme. Such a structure will assist Scout Groups in retaining their Rover Scouts until such a time as they can establish Crews of their own. The role of the Scout County is as follows:

- To identify and bring together Scout Groups throughout the Scout County who have a number of potential Rover Scouts.
- To identify a Rover Advisor who will work with these Rover Scouts to implement the Rover Scout Programme as outlined in a similar manner to Group Crews or Combined Crews.
- Over time to establish Crews or combined Crews in the Groups who participate in this programme.

It should be noted that such an option should be open to all Rover Scouts from all Scout Groups in the Scout County who do not have their own Rover Scout Crew or who are not involved in a Combined Rover Scout Crew.





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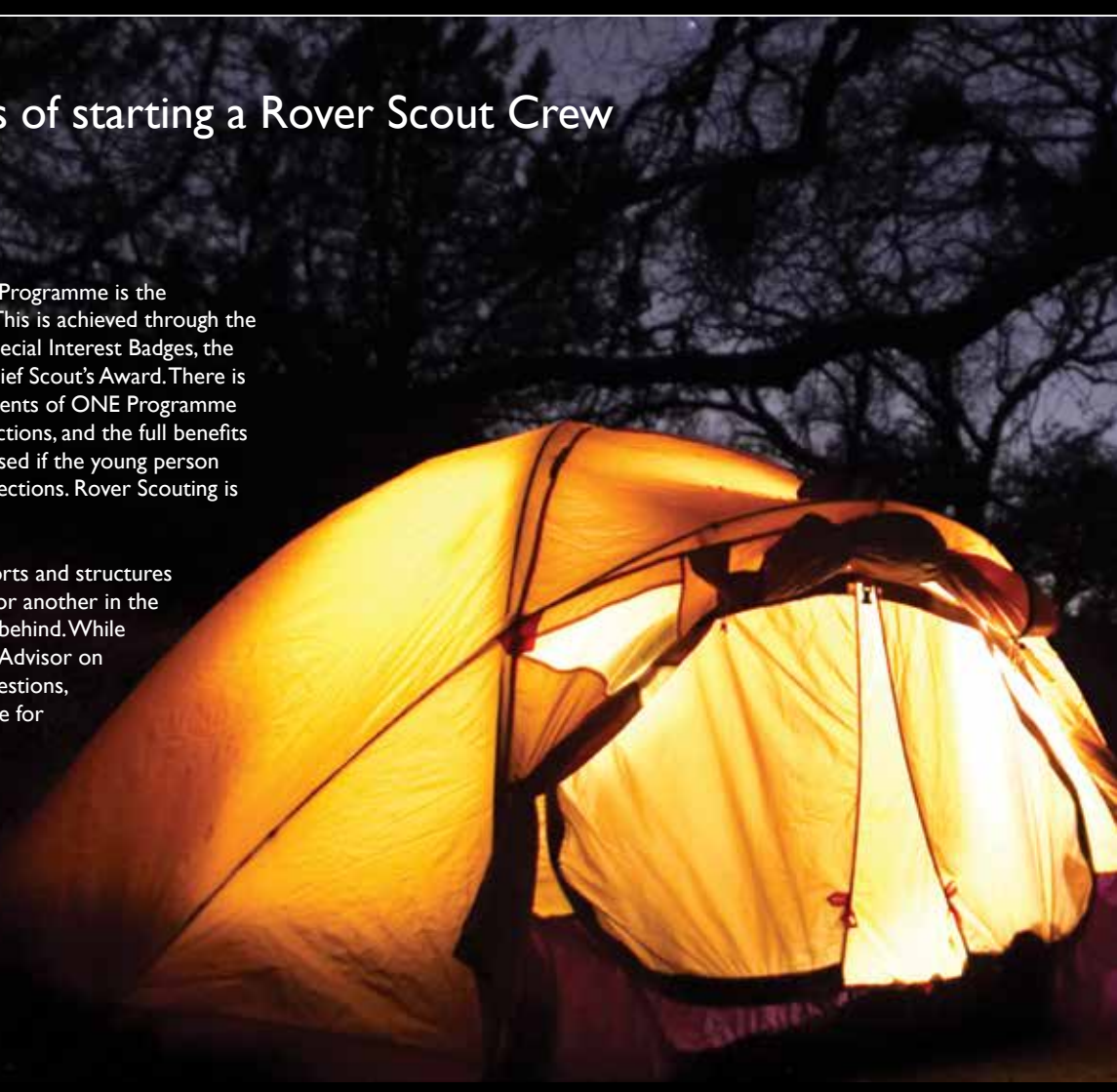


Section 5: Benefits of starting a Rover Scout Crew

Benefits for You

The aim of Scouting Ireland's ONE Programme is the development of the young person. This is achieved through the Personal Journey Challenges, the Special Interest Badges, the Adventure Skills Badges and the Chief Scout's Award. There is a progression in each of these elements of ONE Programme through each of the Programme Sections, and the full benefits of the programme will only be realised if the young person participates in all five Programme Sections. Rover Scouting is the culmination of this progression.

In the Rover Scout Crew the supports and structures that have been present in one way or another in the other Programme Sections are left behind. While each Crew will have a Rover Scout Advisor on hand to offer advice and answer questions, each Rover Scout is fully responsible for designing and delivering their own programme.



Benefits of participation in the Rover Scout Programme for include ...

- Opportunities for leadership. Rover Scout Crews base their programme around big projects and as such there will be many leadership opportunities.
- The ability to pursue personal interests. The Rover Scout Programme is all about working in small teams to pursue goals which mean something to each Rover Scout involved.
- Development of Adventure Skills. Rover Scouts focus on the Adventure Skills that they want to specialise in. It would be unusual for a Rover Scout to specialise in more than two Adventure Skills.
- Networking with people of similar age. The Rover Scout Programme is very fluid and promotes Rover Scouts from around the country to network and come together for specific projects.

Benefits for the Scout Group

While the Rover Scout Crew is vital to the individual's development, it also has much to offer the Scout Group itself. Benefits include ...

- The Crew will take on more challenging and adventurous activities than the younger Programme Sections. This will provide a Scout Group with great promotional material when seeking new youth members and Scouters.
- The Crew could be a source of specialist skills to assist in the implementation of the Adventure Skills Badges in the younger Programme Sections.
- Rover Scouts can also operate as Scouters, although it is suggested that the time commitment made should be limited (see section 2). A Rover Scout Crew therefore may prove to be a valuable source of leadership assistance to the other sections in the Scout Group.
- The Crew provides a target for Venture Scouts to strive for. This is likely to lead to better retention of Venture Scouts.

Benefits for the Scout County

The Scout County can also benefit from having a strong Rover Scout programme being implemented. Benefits include ...

- A source of specialist skills will be created which will aid the implementation of the Scout County Programme.
- Young people will be in a better position to play a role in the Scout County in the future.
- It will be much easier to establish individual Crews within Scout Groups where combined Rover Scout Crews have been established or Rover Scouts have been brought together in the Scout County to implement the Rover Scout Programme.
- Rover Scouts who gain experience of being a Project Leader or Crew Leader in a combined Rover Scout Crew (or where Rover Scouts have been brought together in the Scout County to implement the Rover Scout Programme) would be ideally placed to explain to newly established Rover Crews how the system works.





Departure - from the Rover Scout Section

The Departure is the final part of the Rover Scout Programme. It is a process that marks the acknowledgment of achievement of the Learning Objectives for both Rover Scouting and the Youth Programme as a whole. In the lead up to the time a young person is confident that they have achieved the Learning Objectives, they along with their Crew and Group, should plan a special ceremony to celebrate the accomplishment of the individual, while also acknowledging the support of fellow scouts- both youth members and adult scouters. This process should also involve the young person considering how he/she can become an active member of society in her/his local community.

Development

Departure is not an end it marks a new beginning of which there is many new roads to travel, whilst always upholding what you learnt during your scouting life. It is important that those taking the Departure never cease to search for ways of developing themselves maturing and putting the convictions that they developed and held during their scouting journey experience. You may decide to continue your journey in scouting by becoming a scouter and give back to younger sections what you learned through your time in Scouting this can have a real positive effective on your life and the lives of others.

To mark the occasion of Departure

It is a great idea to mark this occasion of your scouting journey with your crew or your group and crew; you could mark the occasion in your hall at an event or at a place that is special or important to you, where you would share your scouting experiences and memories with all the members of your crew or group and crew.

Suggestions:

Your crew might decide to mark your departure with a memory box, each crew member might write a note (on paper, on a stone, or on a t-shirt) of a memory of you. Or perhaps create a gift for you like a stave (a large stick where they can carve, write or draw a memory for you).

Or be more adventurous

You may decide you want your departure to be completely different like doing a Parachute jump, climb Mt Kilimanjaro, Canoe on the Amazon River or you might simply want to hold a campfire and spend the time with your group, the sky is the limit but the most important thing to remember, this is your decision on how you would like to mark your departure as a Rover.

Transition from Rover Scouts to Leadership

When the time is right for you to leave Rover Scouts you may decide to continue on in Scouting as a Scouter, if this is the case you should have a chat with your Group Leader and between the two of you a decision can be made as to which Section you may get involved in. The Group Leader will look after the forms that will need to be sent to national office to change you over from a Rover Scout to a Scouter and he/she should also organise the specific training you will need.



Rover Society/Club

A College Rover Society/Club is first and foremost a society of the college, and as such has open membership to all students of that college. The constitution of the society must be in line with the rules of the college. All activities undertaken by the society are to be considered to be college activities and fall under the jurisdiction of the college insurance, rules, etc.

However, the Rover Society/Club will have to register with Scouting Ireland.

Rover Society/Club members would not wear a neckerchief, but a Society hoodie or T-Shirt bearing the name 'Rovers' and using the Rover Scout logo

Purpose of a Rover Society

The Rover Society is essentially a marketing vehicle to get students interested in Rover Scouting. The following categories of target audience can be considered:

- Current Scouts who may have moved away from home for college and who would otherwise not be active members for the duration of their time in college.



- Former Scouts who may have left the association at a younger age and who may be interested in getting back involved.
- Non-Scouts who may be interested in the programme on offer in Rover Scouting and may wish to get further involved.

Where any of the above receives a good taste of the Rover Scout programme through Society/Club activities, they may well want to get further involved by becoming members of a local Rover Crew (age depending). It is here they would complete a membership application form and pay the membership fee. As such the Societies programme

of activities should be very much based around the Rover Scout programme as outlined in the Rover Scout Handbook. Given the nature of the Rover Scout Handbook, this should be available to the organising committees of Societies to sell the Rover Scout message to the members of the Society.

All Rover Society/Clubs must follow the scout method and never bring Scouting Ireland or the Rover Scouts into disrepute or create a negative image.

Scouting Ireland's guidelines on best practice should at all times be followed by all Rover Societies/Clubs.

The Rover Society/Club should also strive to network with other Rover societies/clubs in their area or around the country.



Section 6: Glossary of Terms

Group Support Facilitator (GSF)

A GSF is a member of the professional staff based in a particular Scout Province who provides direct support to Scout Groups.

ONE Programme

ONE Programme is the youth programme of Scouting Ireland, and it offers a consistent approach to programme for all youth members from Beaver Scouts through to Rover Scouts.

Programme Unit

The Programme Unit is a team of professional staff based in National Office who both develop programme resources and provide direct programme support to the National Youth Programme Committee and Scout Groups.

World Organisation of the Scout Movement (WOSM)

The World Organization of the Scout Movement (WOSM) is an independent, worldwide, non-profit and non-partisan organisation which serves the Scout Movement. Its purpose is to promote unity and the understanding of Scouting's purpose and principles; while facilitating its expansion and development.

