



A GUIDE'S GUIDE TO THE B.P. EMBLEM

Revised — October 1991

This booklet contains hints and information about those clauses in the B.P. Emblem syllabus which sometimes cause difficulties.

THE B.P. EMBLEM



B.P. Emblem

The B.P. Emblem is the highest and most challenging all-round award that any guide can work towards.

This emblem requires your utmost effort for every badge. As well as working for your badges you will be expected to take part in the usual patrol and unit activities. You will also need to show that you understand your guide promise and law and that you are trying to keep them in your everyday life.

All the assessments for this emblem must be completed before your 15th birthday — and you are the one who knows best when that is. For this reason we strongly recommend that your last clause be assessed at least six weeks before this date in case it is discovered when your papers are submitted that something has been over-looked or needs to be repeated.

First of all, have a look at the syllabus and see where your interests lie. Then work out your own personal timetable. The centre pages of this booklet will help you here. For example, you could start working towards the Challenge Emblem and then branch out onto the Endeavour Emblem. You would then find yourself well on the way to your B.P. Emblem.

Some badges will need a lot more training than others, so ask for assistance. Your leader is there to guide you and give you ideas, but it is YOUR award.

REMEMBER, every badge should be a personal challenge for you, something you can really learn from. Ask for assistance but don't expect others to do the work for you. Most of all, watch your own timetable.

Note: Interest badges apart from Junior and Challenge badges should be assessed by someone other than your own leader or parent. Assessors are appointed by your district or region.

KEEPING THE PROMISE AND LAW



- (a) (i) Discuss with your guide leader how you have tried to improve keeping particular Laws or the part of the Promise you find most difficult to keep.
- (ii) Discuss the Promise and Law with your district leader or someone appointed by her. Showing how you have grown in your own understanding of the Promise and Law.
- (b) Teach a recruit the Promise, Law and Motto and help her to understand them.

Discuss with your Guide Leader how you have tried to improve keeping particular Laws or the part of the Promise you find most difficult to keep.

Discuss the Promise and Law with your District Leader or Someone Appointed by Her.

You must be able to show your assessor that you understand and have really thought about the meaning of the Promise and Law and that you are living up to this. When preparing for this clause you could consider such things as keeping a personal diary of your thoughts or making a scrap book showing occasions where the Promise and Law are or are not evident. This could then help you with your discussion. This clause should not be attempted until you are well on your way towards gaining your B.P. Emblem so that you can then, by comparison, show how your understanding has developed.

Teach a Recruit the Promise, Law and Motto and Help Her to Understand Them.

Your leader will assess you for this clause and may assist you with aids and games to help you teach the recruit, or you could make your own.

It is important that the recruit understands her guide commitment so give her plenty of opportunity to express her feelings. Encourage her to read her Guide Handbook. You may like to play games one week and then talk about her thoughts the following week.

GIVING SERVICE



- Gain: (a) Challenge Emblem and First Aid badge
or
(b) First Aid and one other badge from the Service Emblem and carry out a Giving Service Challenge set for you by Patrol Leaders' Council
or
(c) Service Flash and one badge from the Service Emblem.



Challenge Emblem

To help you with the Guiding Challenge, you may prefer to read **Blue and Gold, the Story Told** instead of **Briefly it's Guides**, as this is our own Australian book. Information about W.A.G.G.S., and Thinking Day can be found in your Guide Handbook, **Trefoil Around the World** and guiding magazines.

Ideas for your game are things like Dominoes, Snakes and Ladders, Bingo or Concentration. Be prepared to listen to any comments your patrol may like to make about your game.

Challenge and Junior badges may be assessed by your own warranted leader.



First Aid Badge

First Aid badge is marked with * which means that you must reach a set standard of competency.

The assessor must be qualified and you must be at least 13 years old before you are assessed.

Carry Out a Giving Service Challenge Set by Patrol Leader's Council.

Your service challenge will be set and assessed by Patrol Leader's Council and could take 3 — 5 hours to complete, either in one day or spread over several weeks. When deciding on your challenge, P.L. Council should consider:

1. That the service must be needed.
2. That the service is within your ability.
3. The service must be able to be completed and will not require continued action.
4. That you will not be exposed to any safety risk.
5. The service must be outside your own family.

REMEMBER this service is separate to the Service Flash.

On completion you must submit a written report to P.L. Council telling what you did, how long it took, and the reaction of the recipient.

After P.L. Council approves of your efforts in meeting the service challenge, a representative of P.L. Council will sign your card.

Some examples of service challenges that you could be set are gardening for ill or elderly people, folding, enveloping and delivering notices for voluntary organisations, cooking or serving afternoon tea for a community group or sewing together squares for a blanket. Of course you will be expected to do your best and to perform your service cheerfully.

Service Flash



Note: These comments apply to ANY Service Flash, not just as part of the B.P. Emblem. Completion of your Service Flash will take time and commitment. You must be prepared to do your best and to make self sacrifices, especially in time and effort. For you to complete this badge, members of your family may be involved so make sure you include them in your discussions. You must realise that this service should continue, if needed, even after you have completed the required number of hours. Make sure your parents also understand this. If you are already short of time and over committed, this badge is not for you.

BEFORE STARTING you must discuss your service project with your unit leader and district leader. You must have your district leader's approval before you commence. No type of service can be "counted backwards" for the Service Flash. You need to think ahead. By this we mean that you must **first decide** to do your Service Flash, then obtain your record card and talk to your district leader **before** you begin the service. You **may not** decide during or at the end of a service project that you would like to use it to gain the Service Flash.

Your district leader will help you to decide on a suitable, challenging project. She will consider your present commitments, the need for the work proposed and the type of service suggested. She will probably contact the proposed recipient to explain the intention of the Service Flash and to outline to them what is expected of you. She will also check that you have carried out your service responsibly, cheerfully and properly, to the benefit of the recipient.

Service is an extension of our guide good turn. In choosing your service project, REMEMBER:

1. The service must be something new to you, it must be a challenge and not something you are already doing.
2. The service must be needed. A project cannot be created just so you can get a badge.
3. The service **cannot be for members of your own family**. This is a chance for you to move out into the wider community, to meet people outside your own family, school and guides.
4. Some ideas for service projects which may help you:
 - Lost Dogs' Home
 - Local Library
 - Council & Hospital Welfare Offices
 - Local Schools & Kindergartens
 - Neighbourhood or Community Houses
 - Senior Citizens Club
 - Infant Welfare Centres
 - Local Churches
 - Social Workers

Twenty-four hours of service within six months are required for this badge. You may be able to hand your service over to another guide, but some types of service (e.g. Pack Guide) you must continue so that the recipient does not suffer.

Pack Guide. If the service chosen is as a pack guide, **only twelve hours of this service may be counted for the Service Flash.** The other twelve hours of service required must be completed "outside" the Movement. The twelve hours with your brownie pack **cannot** be done at a pack holiday, but must be done at weekly pack meetings.

A Service Flash record card is used to keep an accurate record of your service. You should take this with you each time that you go to your service project. It will be signed by the person receiving the service.

After your district leader has checked and signed your card, you must then attach it to your B.P. Emblem record card.

ENJOYING THE OUT OF DOORS

- (a) Hold the Patrol Camp Permit
- or**
- (b) Camp Skills badge
Camp Cooking badge
and one other badge from the Bushcraft Emblem



Camp Cooking and Camp Skills Badges

These badges will require quite a lot of practice and instruction. You have to prepare your own team of girls, who do not hold the badge being assessed. They must be available for your practices and assessment.

A green recommendation form, which your leader can get from the Region Outdoor Activities guide section member, must be sent to the assessor at least four weeks before the assessment. You can see it is essential that you work out your timetable well in advance. For Camp Skills you will have to list all the camps you have attended for the seven days needed. For Camp Cooking you must submit your proposed menu.

Assessment — Camp Skills and Camp Cooking badges must be assessed by an approved assessor. Your leader will contact the Region Outdoor Activities guide section member about this.



Camp Skills

You must be responsible for leading your girls. They are there to assist you but it is up to you to demonstrate how to care for your tent and explain the use of storm guys, trenching and care of groundsheets and bedding.

If the assessment is just over one day, you may take the gadget partly made, but do check that it is functional.

Because of the high fire risk in Victoria, you will be asked to erect a flagpole. Your colour ceremony must be done with dignity.

Camp Cooking

You will be expected to invite the assessor to share your meal. Once again you must be responsible for most of the preparation and cooking but the other girls will assist under your direction.

When practising, pay particular attention to your timing so all dishes are ready at the appropriate time and, of course, remember your table manners.

When showing how to store food, it is not necessary to make the equipment yourself, but you must check where you can borrow it and make sure that it is returned.

THINKING FOR YOURSELF



Take the major responsibility for helping your patrol plan, train for and attempt a Patrol Pennant

or

Gain two badges from the World Friendship Emblem.

HELPING YOU PLAN

(Study this page with your Handbook, underline the

1. KEEPING THE PROMISE & LAW

You must do (a) (i) & (ii), and (b).

- (a) (i) Discuss with your guide leader how you have tried to improve keeping a particular Law, or the part of the Promise you found most difficult to keep. THEN*
 - (ii) Discuss the Promise and Law with your district leader or someone approved by her showing how you have grown in your understanding of the Promise and Law.*
- (b) Teach a recruit the Promise, Law and Motto and help her to understand them.*

2. GIVING SERVICE

You must do (a), (b) or (c).

- (a) Gain **Challenge Emblem & First Aid Badge** and a **Giving Service Challenge** set by Patrol Leaders Council. To gain the Challenge Emblem you must have Junior First Aid or Junior Nurse + Camp Tenderfoot or Bushman Challenge + Accident Prevention or Self Improvement Challenge + Creativity or Housekeeper Challenge + the Guiding Challenge badge + one Eight Point badge.*
- (b) **First Aid** and **one** other from Service Emblem and **Giving Service Challenge** set by Patrol Leaders Council.*
- (c) **Service Flash** and **one** badge from Service Emblem. Service Emblem badges to choose from: Child Nurse, Emergency Helper, Firefighter, Disability Awareness, Home Nurse, Lifesaver, Secretary, First Aid.*

3. ENJOYING THE OUT-OF-DOORS

You must do (a) or (b).

- (a) Hold the **Patrol Camp Permit**.*
- (b) **Camp Skills, Camp Cooking** and **one** other from: Rural Industries, Horticulturist, Hiker, Map Reader, Naturalist, Pioneer, Meteorologist, Knotter.*

4. THINKING FOR YOURSELF

You must do (a) or (b).

- (a) Take the major responsibility for helping your patrol plan, train and attempt a **Patrol Pennant**. Choose from: Campfire, Be Prepared, Camp Preparation, Explorer, Enterprise, Asia Pacific Awareness, Conservation, Outdoor Cooking.*

YOUR B.P. EMBLEM

badges you select, and the date you expect to earn it)

- (b) Gain **two** badges from the **World Friendship Emblem**.
Choose from: Australia, Australian Aborigine, Traveller, Asia Pacific, Heritage, Communicator, Good Neighbour, Philatelist, Postal, Radio Communication.
(World Trefoil & Golden Trefoil are in clause 8, one may be used here.)

5. EXPLORING THE ARTS

You must gain **two** badges from this list.

Floral Art, Art, Collector, Craft, Entertainer, Hobby, Musician, Music Lover, Reader, Stitchery, Toymaker, Writer.

6. KEEPING FIT

You need **two** from this list.

Health, Agility, Athlete, Boatswain, Dancer, Cyclist, Swimmer, Horsewoman, Sportsgirl.

7. BECOMING A HOMEMAKER

Gain **three** badges from this list.

Cook, Handywoman, Hostess, Knitter, Cake Decorator, Laundress, Homemaker, Pet Keeper, Needlewoman.

8. GETTING ON WITH PEOPLE

Each of these sections, (a), (b) & (c) must be completed.

(a) Gain the **Golden Trefoil** or the **World Trefoil** (not the badge earned in clause 4).

(b) Take part in a guide activity outside your own unit of at least one day.

(c) After your 13th birthday, take part in a ranger guide activity and find out about the junior leader programme.

9. Hold an Eight Point badge awarded within the past 12 months.

PATROL LEADERS COUNCIL **MUST** RECOMMEND THE AWARDING OF THIS EMBLEM AND A REPRESENTATIVE WILL SIGN YOUR CARD.

REMEMBER: Each badge can only be used once towards this emblem.

Take the major responsibility for helping your patrol plan, train for and attempt a Patrol Pennant.

Note: As with the Service Flash, a patrol pennant must be planned in advance. You CANNOT decide after a patrol activity has been completed that it could have been used as this clause for your B.P. Emblem.

Patrol pennants are achieved by the team effort of a patrol. It is not an easy task to organise a patrol to practice and go for a pennant but this is the challenge that you must accept for this clause.

The patrol must decide which pennant they will work towards and you must involve the patrol in planning the program of training and practice. At least three quarters of the patrol must be present at the practices and the assessment, so it might be a good idea to keep a log book listing the date and attendance of each practice.

Try to keep all members of the patrol enthusiastic and be patient with those who may not be at the same standard as you. When you need help, don't forget to ask either your leader or an outside expert.

If, after working together, your patrol is successful in gaining the pennant, every member may receive a tape for her camp blanket.

Patrol pennants are not assessed by your own leader.



Gain two badges from the World Friendship Emblem.

Golden Trefoil



The idea of this badge is to show that you have a knowledge of the lives of Lord and Lady Baden-Powell and their importance in Guiding and Scouting. Some suggestions for books for you to read are: **Past and Present, Facets of B.P., Window on my Heart, History Notes, The Story of Girl Guides, B.P.'s Outlook, 27 Years with B.P., Among the First People, Blue and Gold The Story Told**, and your **Guide Handbook**.

Of course you may have notes with you when discussing the life of Lord Baden-Powell, details do not have to be memorised.

Your play or pageant should be at least five minutes long. It does not need elaborate costumes. You may like to consider a puppet play with your patrol.

When organising your programme, you could include activities such as table games, a quiz, a story with audience participation, charades, active games, a time tunnel or even a ballad type song. These are only suggestions — you might be able to think of other ideas.

As well as reading about Guiding in Australia, you may be able to ask an older guiding identity about her experiences and how she remembers her guiding days. The presentation can take any form, such as illustrated talk, games and activities, play or a display.



World Trefoil

The information you need for this badge will be found in books such as **Trefoil Around the World**, **Story of the Four World Centres**, **W.A.G.G.S. Uniform Sheets**, **Guide to Pacific Guiding**, **Basics**, and your **Guide Handbook**.

When showing your knowledge on the links of unity, you may find table games such as dominoes, concentration or snap useful to play with your patrol.

On your map showing the World Centres, you could also show the world regions of guiding. You will then be able to choose one country from each of three regions to study in detail. This will ensure that your choice is widely spread.

Guiding in Australia often has interesting articles about international events and our participation in them. Your leader will be able to lend you some copies and your region international representative may have more information.

Assessment — Note that Golden Trefoil and World Trefoil are assessed by someone appointed by your region commissioner. Check with your B.P. Emblem co-ordinator for names.

GETTING ON WITH PEOPLE

- (a) Gain the Golden Trefoil or the World Trefoil
and
- (b) Take part in a guide gathering outside your own unit of at least one day
and
- (c) After your 13th birthday take part in a ranger guide activity and find out about the junior leader programme.

Note: You must gain either the World Trefoil or Golden Trefoil. This badge CANNOT be used as one of the two needed from the World Friendship Emblem for the Thinking for Yourself clause.

Any badge may be used once for the B.P. Emblem.

Take part in a guide gathering outside of your unit of at least one day.

It is expected that "of at least one day" would be at least five hours. The purpose of this clause is to increase your awareness of other members of the Movement. This will help you to realise that there are different ways of doing things and give you the opportunity to mix with other guides.

Before you attempt this clause, you must have begun working towards your B.P. Emblem. Your assessment must be arranged before the event. It is not sufficient to have your card signed just because you were present at a gathering. Speak to your leader about a suitable event. She will then contact the region B.P. Emblem co-ordinator who will approve the activity. You need to contact the leader in charge of the activity and arrange assessment.

On arrival at the gathering you will be expected to introduce yourself to the leader in charge on the day. You will also meet other guides whom you will mix with and make friends with during the day. You will be expected to join in all the activities cheerfully.

REMEMBER that as a B.P. Emblem candidate you will be doing your very best, particularly in keeping your Law and Promise.

The aim is for you to participate, do your best and learn from the experience. After the activity the leader in charge signs your B.P. Emblem card.

After your 13th birthday, take part in a ranger guide activity and find out about the junior leader program.



This clause is designed to make sure you know about the next sections of the guide movement.

The activity should be a ranger guide activity and not a guide activity run by ranger guides because you already know about these.

If you attend a ranger guide meeting for a social event such as a dance, you may find the activity enjoyable but will not find out about the organisation and responsibilities undertaken by the ranger guides to make these things run smoothly. It is your responsibility to approach your guide leader and ask her to seek from the ranger guide unit dates of suitable activities. You must then confirm your arrangements for your visits with the ranger guide leader. If there is no ranger guide unit in your area, you could make personal contact with a lone ranger and participate in a lone ranger guide activity.

Do this soon after your 13th birthday. Ranger guides are rather busy people and to fit in with studies and exams they program well ahead.

This activity may also be used as part of the guide-ranger guide link badge.

The ranger guide leader signs your B.P. Emblem card. **Find out about the junior leader program.** Your region junior leader consultant would be able to help here. When you know how the program functions you could share this knowledge with your patrol or unit. Either your own guide leader or a junior leader consultant will sign your card.

HOLD AN 8 POINT BADGE AWARDED WITHIN THE LAST TWELVE MONTHS



A Patrol Leader's Council will decide whether you are to be awarded with your 8 point badge.

You must have participated in and contributed to patrol and unit activities to the best of your ability. You must have accepted challenges in each of the eight points. If you have not participated and contributed in both patrol and unit activities you cannot be considered to have earned the B.P. Emblem, for guiding encourages you to "GIVE" and not just "TAKE".

The B.P. Emblem is not for the guide who concentrates only on gathering badges for herself whilst ignoring her responsibility to her sister guides.

ALMOST THERE

When you have completed the B.P. Emblem syllabus, your leader will send your card and badge certificates to your region B.P. Emblem co-ordinator for checking. It is a good idea to keep copies of these just in case of any mishap. To allow time for any unsatisfactory clauses to be repeated, **THIS MUST BE DONE WELL BEFORE YOUR FIFTEENTH BIRTHDAY.**

Two stamped addressed envelopes must be included, one to your region commissioner and one to your leader. Both must be large enough to contain all your papers.

When your B.P. Emblem is approved, you and your unit will organise your badge presentation. The type of ceremony, how you celebrate, and who you invite is your choice, but do remember to consider all the other guides in your unit.

When your papers are returned, you will also receive an invitation to receive your certificate from the State Commissioner at Guide Headquarters. **You need to reply to this invitation.**

A Note about Cards and Certificates

Make certain that you are working on the current syllabus as outlined in the pink revised Guide Handbook, part 2, and printed in this booklet. Make sure your card is also up to date.

When you pass an interest badge, the assessor will sign a blue certificate for you. These certificates must be kept safely and presented with your card when you apply for your B.P. Emblem. If you are working towards the B.P. Emblem and have a card the assessor will also sign your card. If not you may fill the assessor's name in on your card yourself, later.

If any of your blue certificates have been lost, they must be replaced by new certificates signed by the original assessor. Difficulties about this should be discussed with your region B.P. Emblem co-ordinator.

In the clauses such as Law and Promise where no individual badge is awarded, the assessor must sign and date your card.

BRAVO

To every guide who succeeds in gaining her B.P. Emblem — Congratulations, very well done.

To those of you who did not complete the syllabus, please, do not look on this as a failure. Think how much you too have gained and how much you have achieved in working through the B.P. Emblem clauses. To you — Congratulations and well done.

NOTES

