

*YOUR PATROL LEADER MAY ASSESS THESE CLAUSES.					Signature		Date	Signature
YOUR GUIDE LEADER WILL ASSESS OTHER CLAUSES WITH YOU.			GIVING SERVICE			THINKING FOR YOURSELF		
	Date	Signature	Take part in a Unit Good Turn and be prepared to give Service by doing ONE of the following:—			 Play Kim's game and do ONE of the following:— (a) Send and receive at least 6 words in morse or 		
KEEPING THE PROMISE AND LAW			(a) Use a public telephone to deliver a message correctly and know how to contact police, ambulance and fire brigade.			semaphore, out of talking range.		
Find out more about the Promise and Law —						*(b) Know 16 points of the compass and play a compass game.		
 (a) Make a book or chart with pictures to illustrate the Guide Laws and show it to your Patrol. 			(b) Complete one of the ''Have a go'' challenges from the Giving Service Chapter in Guide Handbook Part I.			(c) Gain one of these badges: Hobby, Self-Improvement Challenge, Collector		
(b) Choose a prayer and add it to your Unit or Patrol prayer book.			(c) Gain a Junior First Aid badge or Junior Nurse badge.	,		2. Recognise the Australian flag and know some of		
(c) Show that you are wearing your uniform correctly. OR		c	ENJOYING THE OUT-OF-DOORS Explore ONE of the following activities: 1. The fun of playing a wide game out of doors. Know at least 6 tracking signs and the stalking positions.			its history, and do ONE of the following:— (a) Remember a message of 20 words and repeat it correctly 10 minutes later.		
(a) For one day, list all the things you notice which remind you of the Guide Laws.						*(b) With your Patrol, take part in a whistle and hand signal activity.		
(b) Know the names of the Governor-General and your State Governor and find out how you can serve the Queen through them.			Learn how to build and light a fire. Cook spaghetti and tie it in a reef knot.	9		(c) Take part in an observation game.		
(c) Show that you are wearing your uniform correctly.			Go on a penny hike and find 12 natural objects of different types. On your return make a "Mudwamp" or?					

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EXPLORING THE ARTS			BECOMING A HOMEMAKER				
Do ONE of the following:—			 Talk with your family, then your Leader, about ways to prevent accidents in a home. 				
 Make and use a musical instrument to accompany at least 2 campfire songs. 			 Following a recipe, make something you have not made before. 				
*2. Make a floral posy or a miniature garden and give it to someone to make them happy.			 Gain the Housekeeping Challenge, Laundress or Hostess badge. 				
*3. Make a drawstring bag; name and decorate it.			GETTING ON WITH PEOPLE				
Gain the Creativity Challenge badge.			Do ONE of the following: *1. Discover at least 5 things which all Guides/Girl				
KEEPING FIT			Scouts in the world have in common.				
Do ONE of the following:—			Considering your family home is for all to enjoy, think of 4 ways you could be more considerate				
 Prepare a healthy school lunch for yourself for one week. 			and carry them out. 3. Invite a girl who is not a Guide to your Unit or				
*2. Walk at least 1 km per day for a week.			Patrol activity, introduce her to the Leaders and your Patrol and look after her.				
*3. Take part in a Patrol activity based on the 6 Health Rules.			your ratio and look area nor.				
4. Gain a badge from the Fitness Emblem.			Participation and Attendance over a twelve month period.	8Y6/82			