# 3.2. BASIC BADGES

#### **Overview**

- 1. Basic Badges identify that a Scout member is a member of the World Organisation of the Scout Movement and Scout Association of Hong Kong, and also identify the Scout unit they are serving.
- 2. Basic Badges are worn on Scout Uniforms by Scout members, including World Membership Badge, Hong Kong Emblem, Hong Kong Shoulder Badge/Group Badge and AHQ Badge/Region Badge/District Badge. Adult Shoulder Badges are also worn by Adult Members.
- 3. The Association Headquarters Badge, Region Badges and District Badges shall only be worn on the Uniform Shirt and shall not be worn on Tunic Topcoat or Uniform Sweater.
- 4. Patrol Patches are also worn by Scouts.

# **WORLD MEMBERSHIP BADGE**

- 1. Worn by Scout members, at the centre of the left breast pocket of the Uniform Shirt or the Tunic Topcoat (for Adult Members) or in the same position on the Uniform Sweater.
- 2. Worn by Scout members only after investiture.



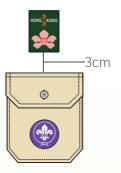




#### HONG KONG EMBLEM



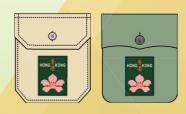
1. Worn by Cub Scouts, Scouts and Venture Scouts, 3 cm above the centre of the left breast pocket flap of the Uniform Shirt or in the same position on the Uniform Sweater.



2. When worn by Venture Scouts, together with Scout Wings or Scout Canopy Wings (which should be 2 cm above the center of the left breast pocket flap of the Uniform Shirt), it is worn above the center of the Scout Wings or Scout Canopy Wings.



3. Worn by Rover Scouts and Adult Members, at the centre of the right breast pocket of the Uniform Shirt or the Tunic Topcoat (for Adult Members) or in the same position on the Uniform Sweater.

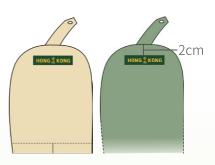




#### HONG KONG SHOULDER BADGE

1. Worn by Staff (including the Chief Scout, Deputy Chief Scout, Patron, Vice-Patrons, Scouters and Commissioners at all levels), Lay Members, Professional Scouters and Salaried staff of the Association Headquarters, Regions and Districts, at the centre of the right sleeve of the Uniform Shirt or the Tunic Topcoat 2 cm below the shoulder seam or in the same position on the Uniform Sweater.

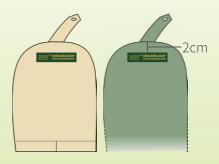




## **GROUP BADGE**

- 1. Worn by members of a Scout Group, at the centre of the right sleeve of the Uniform Shirt or the Tunic Topcoat (for Adult Members) 2 cm below the shoulder seam or in the same position on the Uniform Sweater.
- 2. The size, colour and design details of the Group Badge of a newly established Scout Group shall be first approved by the District Commissioner. It shall not be smaller than 8.5 cm (width) x 2 cm (height) and shall not be bigger than 10.5 cm (width) x 2.5 cm (height).





# ASSOCIATION HEADQUARTERS BADGE

- 1. Worn by Staff (including Scouters and Commissioners at all levels) and Lay Members of the Association Headquarters, on the right sleeve of the Uniform Shirt 2 cm below the centre of the Hong Kong Shoulder Badge.
- 2. Members of the Hong Kong Training Team wear either the AHQ Badge or the Region Badge, depending on which Scout unit such member is serving.





## **REGION BADGE, DISTRICT BADGE**

- 1. The relevant Region Badge is worn by Staff (including Scouters and Commissioners at all levels) and Lay Members of a Region, on the right sleeve of the Uniform Shirt 2 cm below the centre of the Hong Kong Shoulder Badge.
- 2. The relevant Region Badge and the District Badge are worn side by side by Staff (including Scouters and Commissioners at all levels) and Lay Members of a District and members of a Scout Group, on the right sleeve of the Uniform Shirt 2 cm below the centre of the Hong Kong Shoulder Badge/Group Badge. The Region Badge is positioned in front of the District Badge and the two badges are spaced 1 cm apart.
- 3. When the Region Badge and the District Badge are worn together with the First Aid Badge by Venture Scouts and Rover Scouts, they are worn below the First Aid Badge which is immediately below the Group Badge.
- 4. The colour and design details of the Region Badge or the District Badge shall be first approved by the Chief Commissioner. The standard size is 3.8cm (width) x 5cm (height).

