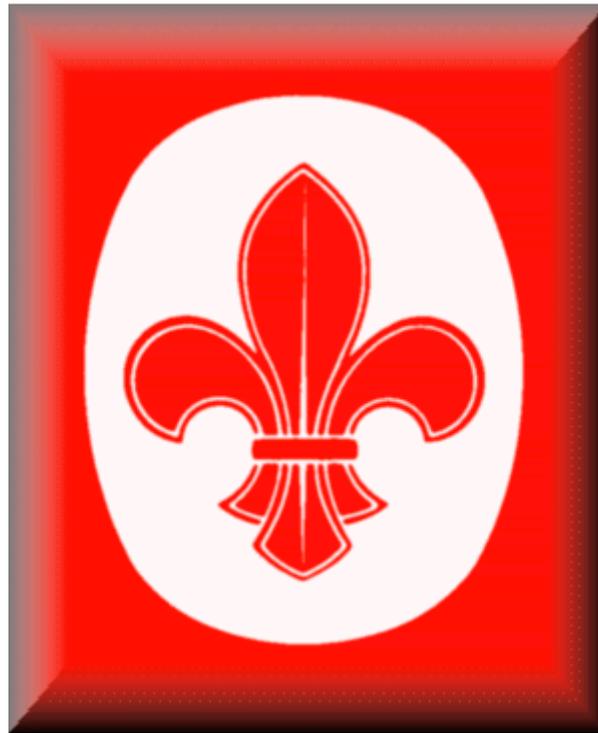


Everything you  
wanted to know  
about Rovering



But were afraid to ask

A more in-depth look at  
Rovers in Canada

Heard about Rovers and wondered what they're all about? Got lots of questions, and not enough answers? This booklet is designed to answer the most frequently asked questions about Roving in Canada .

If you're completely new to Scouting, check out the companion pamphlet, 'Introduction to Roving'.

### **WHAT'S A ROVER?**

Rovers are the senior program section of Scouts Canada. We're males and females aged 18 to 26 years old, and meet in groups called Crews. Crews choose their activities based on the interests of their members, under the mentorship of their Advisors. The Rover Program uses the following program activity areas to help guide Rovers in choosing things to do: Leadership Skills, Life Skills, Communication Skills, Spiritual and Social Issues, Personal Interests and Outdoor Activities.

### **AREN'T ROVERS JUST LEADERS WITH RED EPAULETTES? DO I HAVE TO SIGN UP AS A LEADER TO BE A ROVER?**

NO! Rovers have their own program, their own training courses for Advisors, and their own events. Many Rovers do provide service to other groups in the form of leadership, but it is not the main purpose of the Roving program.

If you do decide to become a leader, then you should register twice; once as a Rover and once as a Leader. You only have to pay registration fees once. (In fact, many groups pay the registration fees for their leaders).

### **DO I NEED A POLICE RECORDS CHECK (PRC)?**

It depends. As with all other youth organizations, policies for protecting youth and adults are tightening. Scouts Canada requires any adult working in a leadership role with youth to go through a screening process and to have a clean Police Records Check. If you are also a Leader, or regularly help out with one of the younger sections, then you will be required to have a clean PRC on file. The group you are volunteering with as a Leader will provide you with all the information you need. However, to participate as a Rover, you don't need a PRC.

### **WHAT ARE SOME THINGS YOU DO AS A CREW?**

There are many things that you and your Crew can do. You can go camping or canoeing. You can help with special events for other sections or even plan them yourselves. For example, help out with at an event with one of Scouts Canada's younger sections or organize an orienteering course. Take some extra training like a First Aid course. Or take part in multi-Crew events. The only limit to what you can do is your imagination.

### **HOW DOES A CREW CONDUCT ITS MEETINGS?**

This will depend on how the members of your Crew feel. If the Crew follows a theme, then you may want to model your meetings to keep the atmosphere of this theme. However, most Crews are using the basic business setting to run their meetings. They have one person who chairs the meeting and leads the discussion. It is entirely up to your Crew members to decide on how the meetings are run.

## **SHOULD WE USE THE KNIGHTHOOD THEME?**

When Baden-Powell (B.P.), the founder of Scouting, created the Rover Section, he modeled it after the Knights of the Round Table from England. There are people who feel that this particular theme is outdated, while others believe it is what has kept the Rover tradition alive for so long.

Some Crews use the Knighthood theme and go all out in its use by wearing full Knight's armor to meetings. Another Crew will use only bits and pieces of the Knighthood theme, like the titles for the Executive positions and the Squireship. Some Crews do not use the theme at all, while still others use a different theme altogether. There are Search and Rescue Crews, Naval Crews, and various Vocational Crews throughout Canada. The decision to become a 'Themed Crew' should be made by all the Crew members. And once you choose a theme, it is not engraved in stone. After a time you may wish to change the theme of the Crew. But again, the decision should be made by the whole Crew.

## **HOW DOES YOUR CREW INCORPORATE YOUR THEME INTO THE THINGS YOU DO?**

Activities that your Crew does do not necessarily have to be theme-related. However, ways in which Crews have incorporated theme ideas into everyday Crew activities are:

- Performing ceremonies (investiture, taking on an Executive position) in the style of your theme
- Naming Crew Executive positions in the style of your theme
- A Crew code of Conduct taken from the theme.

## **WHAT'S A SQUIRE?**

In the Knighthood theme, a squire was someone who was in-training to become a Knight. Many Crews use the squireship in a similar manner to prepare new people to become 'knighted' into the Crew. An individual who has joined the Crew but is not yet an 'invested' Rover is called a Squire.

Each Crew decides what their squireship (if any) will involve. Here are some things to consider:

- The Squire should learn more about the Crew, Rovers and Scouting.
- An invested Rover should be assigned as the Squire's Sponsor. That person is responsible to
- help them with their squireship, answer their questions, and help them become a full member of
- the Crew.
- Often there is a service aspect to the squireship;
- many Crews have the Squire involved in some sort of service to the Crew. (for example, organizing a Crew activity)
- The squireship is a chance for the Squire and the Crew to get to know each other over a longer period of time and decide if this is a good match.
- The squireship period should be clearly defined. You don't want a six-year Squire; they'll quickly grow tired and leave the Crew.
- Never ask a Squire to do anything that you are not prepared to do yourself. Squire-abuse is a terrible way to treat new members.

Some Crews have elaborate squireships involving service and quests, leading to a fancy investiture. Your Crew must decide what is appropriate for them.

### **WHAT KIND OF STUFF SHOULD WE BE DOING?**

Fun stuff. There is no point in doing it if it's not fun, right?

Stuff that you're interested in or want to learn more about. You can use one of the program activity areas of the Rover Program to give your Crew some ideas.

Basically, you should be doing stuff that you want to do and helps to develop yourself as a Crew, as a Rover, and as a person.

### **HOW MUCH SERVICE SHOULD OUR CREW DO?**

There are no set requirements or quotas to determine how much service a Crew should, or must do. The amount of service done is up to the Crew. Some Crews focus their entire program on providing a service, like Search and Rescue, while others concentrate on other aspects of the Rover program.

As a Crew, you should decide how important providing a service is. But remember two things; our motto is "Service", and we are here to have fun.

### **WHAT ARE MOOTS?**

A moot is a camp for Rovers. It involves a bunch of activities for the Crew to participate in, and a chance for Rovers from all over to meet each other and see old friends. There are several moots each month, and each has some kind of theme associated with the weekend. Many Moots are advertised well in advance. It's a great way to meet new people.

### **WHAT CAN WE DO FOR FUNDRAISING?**

Rovers often have a difficult time finding ways to fundraise, especially if there are other sections in the group already fundraising. However some Crews have thought of some creative ideas to get the money they need to keep going. Some Crews perform Silk Screening at events (with the permission of the organizers) and produce T-shirts and such. Others set up an annual fundraiser like selling cheese or Christmas Trees.

Scouts Canada has official fundraising programs that your Crew can participate in. You could even use some of the special talents in your Crew, like airbrushing or leather work, to make some money. It doesn't take a lot of creativity to think up new ways to do fundraising.

### **WHAT KIND OF AWARDS ARE THERE FOR ROVERS?**

There are several awards that are just for Rovers. (for example, the Rambler Badge and the National Certificate). There may also be awards given out by your Area, Council and National Councils. Rovers may also wear agency awards on their uniforms (including Standard First Aid, National Life Saving, National lifeguard, Duke of Edinburgh, etc.) Please check with your local Scout Office for the current information.

## **WHAT ARE THESE COLOURED RIBBONS AND BIG RED EPAULETTES I SEE OLDER ROVERS WEARING?**

These are parts of previous Rover uniforms. While they are an important part of Roving history, they do not belong on the current uniform. They should be moved to a campfire blanket or some other special place.

## **HOW CAN WE RECRUIT MEMBERS INTO OUR CREW?**

This is a difficult question to answer. There are many ways to recruit new members, but not every method will be right for you.

- Some new members may come from the same school or community, if you post flyers or messages on bulletin boards.
- You may try to recruit a family member (brother or sister) into the Crew, or even a friend.
- Visit a Venturer Company that doesn't already have a Crew to let them know what you do, and that you're ready to welcome them into your Crew when they are ready to move on from the Company.
- Organize an activity, and have each Crew member bring along someone they think would enjoy being a Rover.
- Do some active Public Relations, so people know what Rovers are all about.
- See if there are any younger leaders helping with the local Scouting groups that are interested in having a program for themselves.
- If you get lucky, someone from out of town might contact you and ask to Rover with you.

There are many ways to recruit members; you just have to discover them.

## **WHAT KIND OF RESOURCES DO WE HAVE? WHERE CAN WE GO FOR HELP?**

Many Councils have a Regional Rover Round Table, who would be more than willing to provide information and advice to your Crew. The individuals organizing [Rovering.org](http://Rovering.org) are another resource. They can put you in touch with a number of people who have valuable experience. Other Rovers in your Area are great resources as well. They can help plan, and participate in events with your Crew. There are many people knowledgeable about Roving who are just a phone call or email away, and have access to a lot of information and ideas. The Rover handbook can help to give you program ideas to get you started if you are a new Crew. Your Crew Advisor is there to give their sagely advice in times of need; don't forget about them. As well, your local Scouting Office will have people you can contact. The resources are there for you to use, it's up to you to seek them out.

## **WHAT'S A ROUND TABLE?**

A Round Table is a meeting of Rovers. There are various levels of Round Tables: Area/Regional Round Tables and Provincial Round Table. Their purpose is to maintain communications between the Crews, provide information about upcoming events and training, and to promote Roving at that level. Often Round Tables move their meeting locations around so that the same people aren't always traveling the furthest distance to get there.

## **HOW DO I KNOW IF THIS CREW IS FOR ME?**

One of the great things about Rovers is that you can choose which Crew you join. As well, the Crew also has a say in recruiting new members. This isn't meant to keep new people out; if you

find that you and the prospective Crew aren't interested in the same things, then you can continue to search out another Crew to join.

When deciding if you want to join a Crew, ask yourself the following questions:

- What kind of activities does the Crew do?
- Is there any kind of theme they follow?
- How often does the Crew meet, and where?
- What does the Crew expect from its members?
- Are there any types of dues?

If you're interested in high-adventure camping, don't join a Crew that is very service-oriented. You want to select a Crew that does the kind of things that you are interested in, and who will help you achieve your goals. Otherwise both you and the Crew will be unhappy.

If you don't find a Crew that 'fits' with your goals, then consider starting your own Crew. It can be challenging to start a new Crew from scratch, but very rewarding. You'll develop a whole new set of skills. You can get help from existing Crews, even if they don't do the same things your new Crew will. They can be mentors and provide resources and support.

### **CAN I BE A ONE PERSON CREW?**

In some areas of Canada, a one-person Crew is acceptable because they are so far away from other Rovers. Distance makes it a necessity. However, it is much better to get together with others to form a Crew.

Even if they are strangers, you all share the common bond of wishing to become Rovers. As a one person Crew, you will be limited in the number of activities you can do. With a group of people, you can learn and do so much more.

### **I'M MOVING TO A DIFFERENT CITY FOR SCHOOL/WORK? NOW WHAT?**

There are a couple of choices.

- Stay registered with your home Crew.
- Hook up with an existing Crew in your new city
- If you're going to university or college, see if there's a 'Campus' Crew already existing. These Crews are often student clubs who understand the time constraints of being a student, and plan accordingly. For example, there's the University of Waterloo Rover Crew

Remember, you only pay the registration fee once. So it doesn't cost you anything to cross-register with another Crew.

### **WHAT'S IN IT FOR ME?**

- A chance to learn more about yourself, and what you can do.
- Meet new and interesting people, and make lasting friendships.
- Doing things you never thought you would be doing, learning new skills, and trying different activities.
- Belonging to the worldwide movement of Scouting

Most importantly, you get to develop yourself into a better person.

## **I'VE STILL GOT QUESTIONS - NOW WHAT?**

Talk to the people who gave you this pamphlet and start the process of finding a Crew that's right for you.

Local Contacts:

Rovering.org resources

<http://www.rovering.org>

[Rovering.org@gmail.com](mailto:Rovering.org@gmail.com)

Or contact your local Scout Office and ask for some Crews in your area. Scouts Canada's national website (<http://www.scouts.ca>) has phone numbers and email addresses.