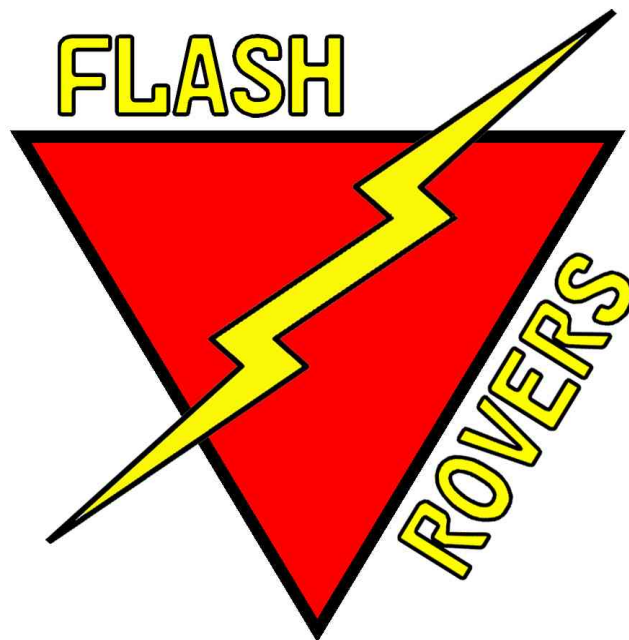


*Approved April 22<sup>nd</sup>, 2012*

# THE CONSTITUTION OF THE FLASH ROVER CREW



Adopted on the 22<sup>nd</sup> of April 2012.



## MISSION STATEMENT

*The Flash Rover Crew, as a part of Scouts Australia – South Australian Branch, strives to provide an interesting and exciting learning environment for young adults in the community. Flash endeavours to encourage and support the positive growth of all its members, to the best of their ability, as identified by the aims and principles of Scouting. The Crew aims to proactively run a varied regular programme and provide a welcoming and accepting environment for all.*

*Through recognition of its Scouting and community foundations, the Flash Rover Crew promotes and supports the involvement of its members in all areas of Scouting, and their participation in Scouting and community service.*



## Table of Contents

MISSION STATEMENT.....	2
SECTION A: PRELIMINARY.....	4
1. Name/Interpretation.....	4
2. Affiliation.....	5
SECTION B: MEMBERSHIP.....	5
3. Membership Qualifications.....	5
4. Membership Obligations.....	5
5. Training.....	5
6. Squire Inductions.....	6
7. Rover Investitures.....	6
8. Booting.....	6
SECTION C: THE EXECUTIVE.....	6
9. The Executive.....	6
10. Authority of the Executive.....	7
11. Election of the Executive.....	7
12. Roles of Office Bearers.....	8
13. Vote of No-Confidence.....	8
SECTION D: ACTIVITIES.....	8
14. Programme.....	8
15. General Business Meetings.....	9
SECTION E: GENERAL.....	9
16. Code of Conduct.....	9
17. Uniform.....	9
18. Finance.....	9
19. Changes to Constitution.....	10
20. Insignia.....	10
21. Savings Provision.....	11
APPENDICES.....	12
APPENDIX A.....	12
APPENDIX B.....	13
APPENDIX C.....	17
APPENDIX D.....	18



## SECTION A: PRELIMINARY

### 1. Name/Interpretation

- 1.1 The Rover Scout Crew will be known as the "Flash Rover Crew", referred to in this document as "The Crew", with its members known collectively as "Flash Rovers".
- 1.2 The Crew's base and principle meeting place is located at the Hawthorn Scout Hall at 11 Egmont Terrace, Hawthorn, South Australia.
- 1.3 Within this document, the following words or phrases will be used with the intent of their adjacent meaning:
  - "SA Branch" – Scouts Australia, South Australian Branch.
  - "BRC" – The South Australian Branch Rover Council.
  - "The Executive" – The Flash Rover Crew Executive.
  - "GBM" – Any General Business Meeting conducted by Flash Rovers solely for the function of Crew-related organisation.
  - "AGM" – The Annual General Meeting of the Crew, held in April of every year.
  - "The Den" – The Mike Bearryman Rover Den.
  - "Prospective Member" – A person who is no younger than 17.5 years of age or who is eligible for membership with the Crew who attends or has identified an intention to attend a Rover activity with the Crew and who is not a registered member of the Crew.
  - "Squire" – A registered member of the Crew who has been inducted as a squire.
  - "Rover Knight" – A member who has completed all the required Squire training and is fully invested.
  - "Rover Adviser" – A person older than rover age, who is elected by the Crew to advise and assist the Crew. The Rover Adviser is a registered member of the crew.
  - "Quorum" – 50%, plus 1, of inducted members, including verified proxy votes.
  - "Old Boy" – A former member of the Flash Rover Crew, who has been booted.
  - "Boot" – The ceremony by which a person ceases to be a member of the Crew due to age limitations.

### 2. Affiliation

- 2.1 The Crew is a part of Scouts Australia, SA Branch and is thus subject to the rules and regulations of the abovementioned and the Constitution of BRC.



*Approved April 22<sup>nd</sup>, 2012*

- 2.2 This Constitution is subordinate to Australian Federal Law, South Australian State Law, the policy, rules and by-laws of Scouts Australia, and SA Branch BRC Constitution.

## **SECTION B: MEMBERSHIP**

### **3. Membership Qualifications**

- 3.1 Members must be registered with the Crew through Scouts SA, be at least 18 years of age and meet the specifications for membership identified in Policy & Rules.
- 3.2 Members must fulfil the requirements outlined in the New Member Procedure (See Appendix A).

### **4. Membership Obligations**

- 4.1 Members must attend at least 6 official Crew activities as listed on the program per year, one of which must include fundraising or service.
- 4.2 Members are required to RSVP for all activities to the event organiser.
- 4.3 Members are required to pay fees by the due date.
- 4.4 Members must assist in organisation of at least one official Crew activity per year.
- 4.5 Members must be registered to appropriate communication channels, as determined by the executive.
- 4.6 Special allowances to these membership obligations can only be made in extreme circumstances through consultation with the Executive.

### **5. Training**

- 5.1 The requirements for Squire and Rover Knight training are listed under Appendix B – Training Requirements.



## **6. Squire Inductions**

- 6.1 A prospective member may be inducted as a squire after meeting all of the membership qualifications specified in Appendix A.
- 6.2 Inductees will be presented with the World Scouting badge, the Australian Flag badge, the South Australia tape, the Flash Rover Crew tape and one Rover epaulette.
- 6.3 Inductees should have members of their Venturer Unit present if they are linking from the Venturer section.

## **7. Rover Investitures**

- 7.1 A Squire will be invested as a Rover Knight on completion of the Squire Training specified in Appendix B.
- 7.2 A Rover Adviser will be invested as an honorary Rover Knight.
- 7.3 Only those who have previously been invested in the Crew and those being invested may be present at an investiture.
- 7.4 Investitures are to be conducted in or on water
- 7.5 Investees will be presented with a second rover epaulette, rover knot, service bar and Crew scarf.

## **8. Booting**

- 8.1 A Rover Knight of the Crew who reaches the maximum age for membership in SA Rovers as specified in Policy & Rules will be booted notwithstanding the following exceptions:
  - i. They are serving on the Executive.
  - ii. They are serving on the BRC Executive.
- 8.2 Upon being booted, Old Boys become honorary members of The Old Boys of Flash (TOBOF).

## **SECTION C: THE EXECUTIVE**

### **9. The Executive**

- 9.1 Members of the Executive shall be members of the Crew.



*Approved April 22<sup>nd</sup>, 2012*

- 9.2 The Executive will consist of at least 3 positions, including a Crew Leader and Treasurer.
- 9.3 Changes to the positions on the Executive must be put forward and voted on at a G B M, with the majority approving provided that a quorum has been established.
- 9.4 A Rover Adviser shall be an ex-officio member of the Executive.

## **10. Authority of the Executive**

- 10.1 The Executive is responsible for the general running of the crew, General Business Meetings and Annual General Meetings.
- 10.2 The Executive is responsible for ensuring the Constitution is upheld.
- 10.3 The Executive shall remain in contact with other Crews, BRC, Branch and the hosting Group.
- 10.4 The Executive will maintain good relationships with Venturer Units and their Groups.
- 10.5 The Executive reserve the right to carry out disciplinary action including warnings, suspension or termination of membership of a Flash Rover where necessary.
- 10.6 On relevant matters not provided for in the Constitution, the Executive reserve the right to make a binding decision.
- 10.7 On matters where the interpretation of the Constitution is brought into question, the Executive holds the responsibility for its interpretation.

## **11. Election of the Executive.**

- 11.1 The Election of the Executive shall be held at the AGM.
- 11.2 The term of office is defined as the time between two AGMs.
- 11.3 To be eligible for election, the candidate must be a member of the crew who is less than 25 years of age on April 1.
- 11.4 Nominations for Executive positions shall be provided to a specified member of the Executive by a time no less than 2 weeks prior to the AGM.



- 11.5 Where more than one candidate is nominated for any one position, a vote will be held. The candidate receiving votes with the majority approving will fill the position, provided that a quorum has been established.
- 11.6 Should a member of the Executive resign, nominations will be called for the vacant position and a vote will be held at the next GBM, at the discretion of the Executive.
- i. This term of office will last only until the next AGM.
  - ii. Members of the Executive may also nominate for the vacant position.
  - iii. Should this create another vacancy, this position shall be filled at the same GBM where practicable.
- 11.7 Any member of the crew may only hold one position on the Executive at any one time.
- 11.8 With the exception of the Rover Adviser, a member of the Executive may only hold the same position consecutively for two full terms, provided there is an appropriate candidate.

## **12. Roles of Office Bearers**

- 12.1 The Roles of Office Bearers are decided upon by the Executive in consultation with the Crew.

## **13. Vote of No-Confidence**

- 13.1 If a member feels that a member of the Executive is not adequately fulfilling their role, they may make a motion of No-Confidence.
- 13.2 A motion of No-Confidence will be carried provided a quorum is established and a simple majority is achieved in favour.

## **SECTION D: ACTIVITIES**

### **14. Programme**

- 14.1 Programmes are to be published regularly and be made available to the whole crew.
- 14.2 At least one-third of the activities should be available to linking Venturers.





## **15. General Business Meetings**

- 15.1 GBMs shall be held regularly at a time and place decided by the Executive.
- 15.2 At least two members of the Executive must be present.
- 15.3 GBMs shall be chaired by the Crew Leader. Should s/he not be available, the second in charge (as specified by the Executive) will take responsibility.
- 15.4 Binding decisions may be made at a GBM provided a quorum is established and any motion achieves a simple majority in favour.
- 15.5 Binding decisions deemed to be By-Laws by the Executive shall be recorded and attached to the Constitution in Appendix D.

## **SECTION E: GENERAL**

### **16. Code of Conduct**

- 16.1 All members of the Crew should adhere to the Scout Promise and Law at all times, not just on official Scouting activities.
- 16.2 Personal issues affecting the crew should be brought up through the Executive, who will deal with the issue accordingly.
- 16.3 If any member is in breach of the constitution, they may be subject to the following consequences:
  - i. 2 Warnings.
  - ii. Suspension from Crew/Branch activities.
  - iii. A member may have their membership revoked at the discretion of the executive.

### **17. Uniform**

- 17.1 All registered members must own the official Rover uniform and a Flash Rover scarf, to be presented when knighted.
- 17.2 The Rover uniform is to be worn at all AGMs, inductions and investitures and when specified.

### **18. Finance**

- 18.1 An invoice for fees will be sent out twice per year.



*Approved April 22<sup>nd</sup>, 2012*

- 18.2 The amount payable to the crew will cover BRC levy, SA Branch registration, rent to the host scout hall, badges, stationary and other sundries.
- 18.3 All new members will pay the New Members Fee, which will be added to their first semester's invoice.
- 18.4 Members are asked to pay their fees promptly, and by the due date.
- i. Extensions, to the due date, may be approved by the Executive before the due date.
- 18.5 Fees not paid by the due date may result in an extra charge, or termination of membership if necessary.
- 18.6 Any purchases made on behalf of the crew must be approved by a member of the Executive first and proof of purchase must be provided for reimbursement.
- 18.7 All members of the Executive are signatories to the Flash Rover Crew account.
- 18.8 A statement of the account shall be presented at every GBM and a detailed report at the AGM.

## **19. Changes to Constitution**

- 19.1 The constitution may be amended or replaced at an AGM or special meeting called for that purpose.
- 19.2 Proposed changes must be outlined to the crew at least one month before the AGM or special meeting.
- 19.3 Changes to the constitution will only be carried if quorum has been established, and two thirds of votes are in favour.
- 19.4 The Executive can make changes to the appendices, provided the changes are in line with the constitution and BRC policy. Changes need to be tabled at the next GBM to inform the crew.

## **20. Insignia**

- 20.1 The emblem of the Crew shall be a yellow lightning bolt on an inverted red triangle, incorporating the words "Flash" and "Rovers" in the font Cargo Two SF, as in Appendix C.



*Approved April 22<sup>nd</sup>, 2012*

## **21. Savings Provision**

21.1 Any decision which is later found to be unconstitutional on the basis of accidental failure to give proper notice, accidental failure to follow proper procedure, or a failure to establish quorum, may still be valid if ratified at a later GBM by a simple majority provided a quorum is established.



APPENDIX A – New Member Procedure



# Flash Rovers

## New Member Procedure

Becoming a member of the Flash Rover Crew is as easy as following these steps:

1. Contact someone on the Crew Exec
2. Once you've done this, you'll be invited to an activity. At this point in time you'll be referred to as a "prospective" until you're inducted.
3. Sign up to the Flash e-mail list, SMS reminder system and the SA Rover forums.
4. At your first meeting you'll meet up with everyone and be assigned a "sponsor" (buddy) by the exec that will be your contact.
5. From here you need to attend 4 activities.
6. All prospectives at this stage have a discussion with a member of the executive about Rovers.
7. A1 – Adult Member (purple) form to be lodged (this is your registration form).
8. Next step is to get a Uniform (that's right, we wear uniforms!)
9. Finally you'll be inducted as a Squire—Easy as that!

Once you are a Squire, you need to do your Squire training which will be issued once you are inducted.

After you're Squire training is done, you're ready to take the final step towards being a Rover - being invested as a Rover Knight.



APPENDIX B – Squire Training Requirements

## ⚡ ⚡ FLASH ROVER SQUIRE TRAINING ⚡ ⚡

PUBLISHED: 20<sup>th</sup> November 2011

Flash Rover Crew implements a solid Squire training program for all Squires to undertake as part of their time in Flash Rover Crew. This training aims to advance them into the position of a Rover Knight and to better their knowledge of Scouting, Rovering, the Crew and self.

### **WATER**

The use of water in Flash Rover traditions is maintained under the following principals:

Two bodies of water may be separate, however once combined these bodies become one, with no visible barriers between them. Their bonds are natural and seamless. This bond is not dissimilar from our Rovers, and through the use of this metaphor in our ceremonies we hope to strengthen the bonds held between our members.

### **SQUIRE TRAINING – To be completed within 6 months.**

Sponsors – All Squires will be paired with a Flash Rover Knight to guide and assist them throughout their Squire training. The sponsor will be someone with whom the Squire will feel comfortable and be able to confide in.

The Sponsor's role is as follows:

- Maintain regular communications with their Squire and Crew;
- Act as a mentor and teacher;
- Attend all activities including the BRC meeting where possible with their Squire and also attend Squire Training Night

The Squire training is as follows:

#### **1. Scout Craft**

##### **a) Knotting**

Learn and demonstrate the following knots and provide examples of their uses:

- Reef knot
- Bowline
- Clove hitch
- Tie down a trailer
- Rolling hitch
- Square lashing
- Friendship knot (for use on the scarf)



## **b) Navigation**

Show a basic understanding of and proficiency in navigation using a variety of methods:

- Compass
- Street Directory
- Map

## **c) First Aid**

Demonstrate and explain what you would do in the following First Aid situations:

- Major bleeding
- Sprains
- Burns
- Recovery position
- Hypothermia & hyperthermia

## **2. Understanding Rovers and Scouting**

### **a) The Scout Association**

Explain the different levels in the Scout Association (Group, District, Branch as well as all the sections), and discuss where the Rover Crew fits in.

### **b) The Role of the Branch Rover Council**

Briefly describe the role of the Branch Rover Council.

Attend at least one meeting as an observer.

*Branch Rover Council (BRC) Meetings are always held on the second Wednesday of the Month (except in January) at 7:30pm, Scout Headquarters 211 Glen Osmond Rd, Frewville.*

### **c) The Promise & Law and Rover Prayer**

Discuss with your Sponsor what the Scout Promise and Law and Rover Prayer mean to you as an adult in the Scout Movement and show a deep knowledge of their meaning.



#### **d) Responsibilities**

Discuss with your Sponsor the different responsibilities Rovers have as Adult Members in scouting. In particular:

- Responsible Alcohol Guidelines
- Safety Standards and Procedures
- Standard Application Forms
- Responsibilities when around other youth sections

### **3. Personal development**

Discuss with your Sponsor different ways that you can gain new skills in Rovers (e.g. Rover Skills Badge, BP Award, Training, etc.)

### **4. The Crew**

#### **a) Organising Activities**

Take a lead role in organising an activity for the Crew. If it is a large activity, a Crew Camp or a Branch event then your Sponsor or other Crew members can assist you.

#### **b) The Crew Executive**

Show an understanding of the roles of the different positions within your Rover Crew and meet these people:

- Crew Leader
- Assistant Crew Leader
- Treasurer
- Secretary
- Activities Officer
- Rover Adviser

#### **c) Service Activity**

Actively participate in one service activity with the Crew.

#### **d) General Business Meeting**

Attend a Crew GBM.

#### **e) Crew History**

Discuss with your Sponsor the history and traditions of the Crew. Watch the 1980 film, Flash Gordon.



*Approved April 22<sup>nd</sup>, 2012*

*Most of the above will be able to be completed at a 'Squire Training Night', or one on one with your Sponsor.*

## **5. Vigil**

At the culmination of Squire Training, each Squire will undertake a Squire Vigil. A Vigil is a personal and individual activity and is the final step before a Squire is Knighted.

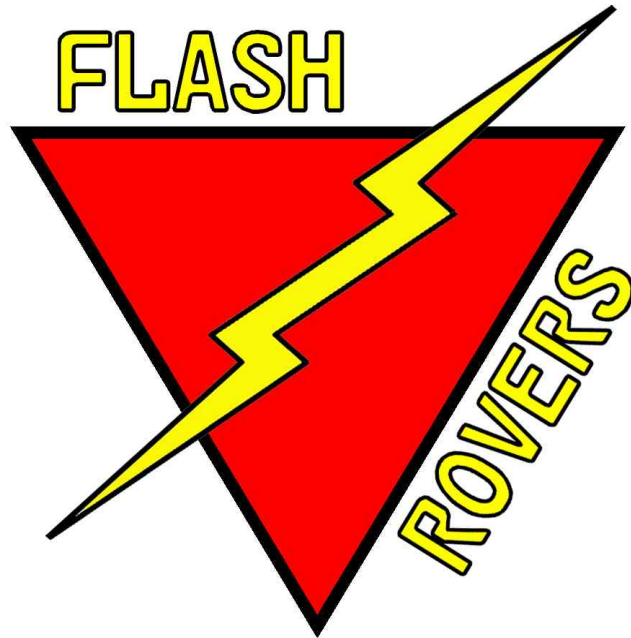
The Vigil will take place over approximately 2 hours at sunrise and must be completed near a body of water. This is a time where the Squire will sit alone and reflect on Scouts, Rovers and themselves.





*Approved April 22<sup>nd</sup>, 2012*

APPENDIX C - The Emblem of the Flash Rover Crew



*Approved April 22<sup>nd</sup>, 2012*

**APPENDIX D – By-Laws of the Flash Rover Crew**

