

S for Skills



Each theme is different, to achieve the badge you need to complete 3 out of the 8 clauses below. At least 1 of 3 must be undertaken with other Trefoil members.

1 How handy are you?

Invite someone with 'handy' skills to come and teach you basic maintenance skills, e.g. simple car maintenance (oil, water, wipers), putting up a shelf, changing light bulbs and fuses, turning off water, gas and electricity at the mains.

2 Learn a new handicraft skill.

Have you tried calligraphy, quilling, felting, spinning?

3 Learn a new outdoor skill.

Can you use a GPS, read a map, propagate plants by cuttings, build a dry-stone wall, learn geocaching?

4 Extend a skill

or activity of which you have some knowledge and take it to the next level.

5 Teach or share

a skill or an interest you already have with other Trefoil members, or offer to share this with local Rainbows, Brownies, Guides, Rangers or leaders.

6 Would you like to write, paint, sculpt or take up a new interest?

Attend a class or invite someone to come and lead an evening for your guild members

7 Invite members

of your local Ranger unit to come and share their smartphone or computer skills with you.

8 Brush up on some of your old guiding skills.

Can you still tie a bowline, light a fire, cook a damper, pitch a tent, send a message by Morse or semaphore, tie a friendship knot? Share your prowess with other Trefoil members.



Trefoil Guild